
Subject: Re: how to debug a IDL DLM routine
Posted by [Richard Younger](#) on Tue, 12 Feb 2002 19:25:59 GMT
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Hi Jujia.

I suggest going to your DLL project, and simply specifying the IDLDE executable. It will start up a new instance of the IDLDE when you select run. You can then call the functions in your DLL from the IDLDE and debug them.

There is also a much dirtier method involving the use of a function like

```
inline int pause_IDL(void)
{
    IDL_Message(IDL_M_NAMED_GENERIC, IDL_MSG_RET, "press any key...");
    return(IDL_GetKbrd(1));
}
```

in your DLL code and attaching your debugger to the IDLDE process while it's waiting for a key press from the keyboard.

Best,
Rich

--

Richard Younger

Xiaoying Jin wrote:

```
>
> Hi, big guys,
>
> I have a question here:
>
> how to debug a IDL DLM routine?
>
> I know a method if you can make a IDL program as a .exe file. but how
> to make a IDL program as a .exe file?
>
> In Visual C++ environment, in project->Settings->Debug, we can set
> executable for debug session. If we can make a IDL program as a
> executable file, we can debug it in VC step by step.
>
> If anyone can give me a hint about how to make a IDL program as a .exe
> file. Or is there any other method to debug a IDL DLM routine with
> Visual C++?
```

>
> Any suggestion will be appreciated.
>
> Jujia Jin
