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Subject: Re: how to debug a IDL DLM routine  
Posted by [Richard Younger](#) on Wed, 13 Feb 2002 14:37:29 GMT  
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Xiaoying Jin wrote:

> How to specifying the IDLDE executable?

Gert's post has the answer, namely project->settings->debug.

> Do you mean you pause IDL for a while? But I think in this case all  
> you can debug and monitor is the variables in IDL not in C program. Am  
> I right? So how can I monitor C variable in this case?  
> How to attatch debugger to the IDLDE process?

Ah. As I said, this method is much dirtier. I wouldn't recommend it unless you have an error that you need to debug spontaneously for whatever reason. But it's the method I thought of when I first started debugging my DLMs. When I found out about the debug executable setting, I felt like giving myself a good whack upside the head, since I had been debugging the hard way for a couple months.

But if you want to try it, when you have the IDL prompt "press any key...", go to your VC++ environment, select Build->start debug->attach to process, and then select IDL.

You may have to select break, and then do a little twiddling to figure out where you need to go back to IDL and press a key to break out of the IDL\_GetKbrd() read loop. It'll be a tad confusing as there is no debugging info to IDL\_GetKbrd(), so you'll be looking at the assembly until you can pop up to your own code. Keeping the call stack visible helps with this. With a little playing, you can get back to your own code inside the VC++ debugger without too much difficulty.

Best of luck,  
Rich

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Richard Younger

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