
Subject: Re: how to debug a IDL DLM routine
Posted by [xje4e](#) on Tue, 12 Feb 2002 22:44:50 GMT
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Thanks, Richard,

Here is my further question:

> I suggest going to your DLL project, and simply specifying the IDLDE
> executable.

How to specifying the IDLDE executable?

> 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.

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 attach debugger to the IDLDE process?

I appreciate your help and look forward to your further explanation.

Regards,

Julia Jin
