
Subject: Re: Debugging DLMs
Posted by [codepod](#) on Thu, 13 Apr 2006 18:25:27 GMT
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Gareth,

What is happening is since the DLM library (DLL) isn't loaded into the process space until IDL actually uses it, the debugger isn't aware of its contents and disables the breakpoint.

To get around this you can just load the DLM manually using DLM_LOAD after you start IDL. This will load the DLL into the process space and provide the debugger with the information it needs. At this point you can either enable your breakpoints and/or add new ones.

This is very irritating in Visual Studio and I've been bitten by it on more than one occasion. The above solution should get you on your way.

Cheers,
-CP

gareth.price@physics.cr.man.ac.uk wrote:

> Hi there,
>
> I've been using a few DLMs that I wrote (with the guidance of Ronn
> Kling's "Calling C from IDL" book) for a while now with excellent
> results. However I've recently noticed an error I want to debug and
> have been unable to get the Visual C++ .NET debugger to work, despite
> the fact that it used to work fine when I originally wrote the code
> (using the method described in appendix C of the book).
>
> The breakpoints are fine until IDL is started when they drop out as "No
> executable code is currently loaded at this location". The only change
> I can possibly think of is that I've changed from IDL 6.1 to 6.2, but
> I've altered this in all the relevant parts of the VC++ project
> properties.
>
> I'm not particularly experienced with the VC++ compiler but don't think
> I've done anything stupid. Has anyone else had this problem and know
> what I'm doing wrong, I'm a bit stuck?
>
> Cheers, Gareth Price
