Subject: Re: Debugging DLMs Posted by gareth.price on Tue, 18 Apr 2006 10:55:18 GMT View Forum Message <> Reply to Message

Hi there.

Thanks everyone for replying, sorry for the delay in my getting back, its been a bank holiday weekend.

I've managed to figure out what I was doing wrong and it was a bit stupid, somehow the C/C++ -> General -> Debug Information Format had changed to disabled in the compiler project property pages.

Everything now works fine - thanks all again for your time in replying,

Gareth

Marc Reinig wrote:

- > If the code is optimized, you may be on a part of the code that has been
- > optimized away. Does it not work at all, or only on certain lines in the
- > DLL source?

- Is there a difference when you compile the DLL in debug mode vs. release
- mode?

- > --
- > Marco

- > Marc Reinig
- > UCO/Lick Observatory
- > Laboratory for Adaptive Optics

>

- > <gareth.price@physics.cr.man.ac.uk> wrote in message
- news:1144936496.377991.13420@i40g2000cwc.googlegroups.com...
- >> 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 relevent 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

>>