
Subject: Re: Debugging DLMS

Posted by [gareth.price](#) on Tue, 18 Apr 2006 10:55:18 GMT

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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 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
>>
