## Subject: Re: Debugging DLMs
Posted by Marc Reinig on Fri, 14 Apr 2006 17:52:56 GMT

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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

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Marc Reinig
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<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
>