## Subject: Re: Hate to Bring Up Another Debug "Feature" Posted by David Fanning on Tue, 08 Jan 2008 21:01:26 GMT

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## Doug Edmundson wites:

- > I just played around with things a bit and had some success in
- > preventing the debug dialog from popping up. Go to preferences >
- > Run/Debug > Perspectives and change the IDL Application perspective from
- > "Debug" to "None". When IDL hits a breakpoint the editor should update
- > to show the instruction pointer, but the debug view shouldn't pop up.
- > The keyboard accelerators for stepping and whatnot should work. Now for
- > the bad news... the change from "Debug" to "None" doesn't stick between
- > workbench sessions. I don't know why. I'll update the associated CR
- > with this potential workaround and its glitch.

Yes, this works. But for some reason, I can't step through my code now. I keep getting the same error message in BOTH perspectives, at the same line. Can't step over, etc. This didn't used to be a problem, so maybe I'm just in a funny mode or something. Don't have time to play with it right now.

- > Funny, but after I
- > logged the CR about the debug view popping up, someone ran into my
- > office saying how much they love the debug view and that it pops up.
- > ;-)

Well, I'm sure they are probably better programmers than I am. When they make a mistake its a surprise. When I get it right, it's a miracle. :-)

Cheers,

## David

P.S. By the way, Mike's suggestion to keep the Debug View around in the IDL Perspective, too, also works, but I've been trying all day to eliminate views not stuff my display with them. Adding yet more views is just defeating my whole purpose. Still, it might be workable if I could just get the cursor to step over the breakpoint and carry on. I'm \*sure\* I've done this part before...

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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