
Subject: Re: Interactive Debugging Tools
Posted by [vino](#) on Fri, 03 Jul 2009 13:57:13 GMT
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On Jul 2, 9:25 pm, pp <pp.pente...@gmail.com> wrote:
> Very nice! No more adding pointers to be passed around through all the
> levels, or using save to keep a copy of everything in scope.
>
> Thanks.

Wow!! Thank you for this wonderful tool..I remember all the times that
i save the variable to have a look at it later....
