
Subject: Re: debugging a c-code called by CALL_EXTERNAL

Posted by [Chris\[6\]](#) on Fri, 19 Mar 2010 19:44:28 GMT

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On Mar 12, 2:46 am, simona bellavista <afy...@gmail.com> wrote:

> Thanks, this can be really useful.

>

> On Mar 12, 1:17 pm, Wox <s...@nomail.com> wrote:

>

>> On Fri, 12 Mar 2010 03:51:01 -0800 (PST), simona bellavista

>

>> <afy...@gmail.com> wrote:

>>> The question is : how do I debug a c-code from idl?

>

>> You just have to attach whatever debugger you're using to

>> idl_opserver, set a breakpoint somewhere in the c-code and

>> call_external your dll.

>

>> For example in Visual C++, under "Tools" you find "Attach to

>> process..."

>

>

I've used printf for debugging purposes, despite warnings in the documentation. It's probably not very stable but, if it works on your machine and it's temporary, then why not?

chris
