
Subject: Re: Calling all DLM experts- debugging in MSVC++ 2010

Posted by [b_gom](#) on Thu, 26 Jan 2012 00:54:50 GMT

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>

> Whew, glad it worked. :)

Well, mostly. Now I seem to get lingering idl_ipserver.exe processes that I can't get rid of without rebooting. For example, if I hit a breakpoint and then stop debugging, it seems that IDL doesn't get the message to continue. If I then close IDL, then there is an idl_ipserver process that I can't kill, even after closing IDL and MSVC.

If I call the dll without debugging, everything cleans up properly.

What are the limitations on the debugger that I should be aware of when starting, stopping, exiting?

Thanks
