Subject: Re: Calling all DLM experts- debugging in MSVC++ 2010
Posted by b_gom on Wed, 25 Jan 2012 22:33:42 GMT

On Jan 25, 1:05 pm, ronn <rlkl...@gmail.com> wrote:
> On Jan 25, 2:19 pm, b_gom <b_...@hotmail.com> wrote:
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>> I'm having trouble with the MS VC++ 2010 Express compiler when trying
>> to debug a DLL called from an IDL DLM. I used to be able to use
>> breakpoints in the C code and the debugger would stop on them as
>> expected when running in debug mode.
>
>> Lately, when I start the debugger in VC++, all the breakpoint markers
>> turn to empty circles with the message: "The breakpoint will not
>> current be hit. No symbols have been loaded for this document."
>
>> I've searched and found dozens of threads on this topic in the general
>> MS visual studio community, but no solutions.
>
>> Anyone have any tips for getting debugging breakpoints to work within
>> a DLM? I did have it working before in VC++ 2008 and 2010, but I don't
>> know what's changed.
>
>> Thanks
>
> Which version of IDL are you running? And how do you start the debug
> process? Do you attach to an existing IDL process   or spawn a new
> one?
>
> Ronn Kling
>
>

Hi Ronn,

this is IDL 8.1 on a windows 7 64-bit system, although I'm compiling a
32-bit DLM and calling it with 32-bit IDL. I have the debugger spawn a
new process using this command:
C:\Program Files\ITT\IDL\IDL81\bin\bin.x86\idlde.exe
with command arguments of:
-32
The debugger type is set to 'Auto'.

The only difference I can see from the second printing of your

'Calling C from IDL' book is that I have a post-build step that copies the DLL to my default DLM path instead of putting it in the IDL bin directory. The DLM loads and runs fine this way, its just that the debugger doesn't seem to work.