Subject: Re: Calling all DLM experts- debugging in MSVC++ 2010
Posted by Doug Edmundson on Thu, 26 Jan 2012 16:39:22 GMT
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On 1/25/12 5:54 PM, b_gom wrote:
>>
>> 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

Hmmm. I do know that if MSVC has any hold on a process, you won't be
able to kill the process. On Mac and Linux, the GDB debugger behaves
the same. So, the only thing I can think of is to double check that
MSVC is fully detached (Debug menu, "Detach All"). Failing that, double
check that no MSVC process survives when MSVC is shut down.

The idl_ipserver.exe process does have a mechanism to self terminate
when contact is lost with the workbench. That mechanism can take up to
20 seconds. I don't believe that could be part of the problem - at
least we haven't seen it here with VS 2005 nor 2010.

Hope this helps,
Doug
Exelis VIS