Subject: Debugging DLMs
Posted by gareth.price on Thu, 13 Apr 2006 13:54:56 GMT

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Hi there,

I've been using a few DLMs that I wrote (with the guidance of Ronn
Kling's "Calling C from IDL" book) for a while now with excellent
results. However I've recently noticed an error I want to debug and
have been unable to get the Visual C++ .NET debugger to work, despite
the fact that it used to work fine when I originally wrote the code
(using the method described in appendix C of the book).

The breakpoints are fine until IDL is started when they drop out as "No
executable code is currently loaded at this location". The only change
I can possibly think of is that I've changed from IDL 6.1 to 6.2, but
I've altered this in all the relevent parts of the VC++ project
properties.

I'm not particularly experienced with the VC++ compiler but don't think
I've done anything stupid. Has anyone else had this problem and know
what I'm doing wrong, I'm a bit stuck?

Cheers, Gareth Price

Subject: Re: Debugging DLMs
Posted by Marc Reinig on Fri, 14 Apr 2006 17:52:56 GMT

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If the code is optimized, you may be on a part of the code that has been
optimized away. Does it not work at all, or only on certain lines in the
DLL source?

Is there a difference when you compile the DLL in debug mode vs. release
mode?

--
Marco

_____

Marc Reinig
UCO/Lick Observatory
Laboratory for Adaptive Optics

<gareth.price@physics.cr.man.ac.uk> wrote in message
 news:1144936496.377991.13420@i40g2000cwc.googlegroups.com...
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Subject: Re: Debugging DLMs
Posted by gareth.price on Tue, 18 Apr 2006 10:55:18 GMT
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Hi there,

Thanks everyone for replying, sorry for the delay in my getting back,
its been a bank holiday weekend.

I've managed to figure out what I was doing wrong and it was a bit
stupid, somehow the C/C++ -> General -> Debug Information Format had
changed to disabled in the compiler project property pages.

Everything now works fine - thanks all again for your time in replying,

Gareth

Marc Reinig wrote:
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