Subject: Re: debugging a c-code called by CALL_EXTERNAL
Posted by Wout De Nolf on Fri, 12 Mar 2010 12:17:45 GMT
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On Fri, 12 Mar 2010 03:51:01 -0800 (PST), simona bellavista
<afylot@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..."

Subject: Re: debugging a c-code called by CALL_EXTERNAL
Posted by simona bellavista on Fri, 12 Mar 2010 12:46:49 GMT
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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:
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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:
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>

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