

Re: SoftIce crashes with Windows 2000 SP4

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.development.device.drivers/2004-02/0530.html>

From: David J. Craig (*SeniorDriversWriter_at_shogunyoshimuni.com.net*)

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It is your choice just like those of us who have an editor we love. I figure that \$1500 for a good test system is far cheaper than the current pricing for SoftIce. A cheap test system can be had for \$500 and no SoftIce package costs less than \$1000. My only reason in the past for using SoftIce was that I could use one debugger for 9x and NT and even MS-DOS but since the DOS version is not being updated, the command sets have diverged too much. I had to debug a DOS driver recently and found that many commands I had depended upon in 9x & NT were not supported. Try debugging video drivers or DirectX with SoftIce – I suspect a lot of conflicts since they use the same resources. The keyboard also since you have only one for both the debugger and the OS. The delay of support for new OS versions can be a problem if you want to be ready to ship with a new OS.

"Alex" <AIX@a> wrote in message

news:unrmAZ37DHA.2404@TK2MSFTNGP12.phx.gbl...

>

> "Maxim S. Shatskih" <maxim@storagecraft.com> wrote in message

> news:e51fsR37DHA.3880@tk2msftngp13.phx.gbl...

> > > me a terrible crippling feeling, so it's more about "How easy" I

can

> > > accomplish my task. Productivity, if you want..

> >

> > WinDbg has all GUI windows like Memory, Registers, Locals, Call Stack etc.

> It

> > is a superset of MSVC++ debugger.

> >

> > Anyway you productivity will be by far higher if you will type "dv"

> instead of

> > switching windows via the mouse to get to the Locals window :-)

>

> But I have all the windows docked on screen, so I don't have to do anything

> to see what i need

>

> In the end It's a matter of taste, I would like SoftICE even if WinDbg

would

> *write the code for me*

> ;)

>

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>> --

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