

Re: Mysteriously changing variable

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vc/2004-12/0134.html>

From: Altman (*NotGiven_at_SickOfSpam.com*)

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"Also compile the DLL with /GZ compiler option"

Where is this option and what does it do?

"Oleg Starodumov" <com-dot-debuginfo-at-oleg> wrote in message news:u2CnLMR2EHA.3468@TK2MSFTNGP14.phx.gbl...

>

>> *Actually com dll is the only programming I have done in C++ so I have*

>> *never*

>> *used breakpoints. But in the other languages I've used you can only use*

>> *breakpoints in the IDE. So how do you run the dll in your IDE?*

>>

>

> *How to debug a DLL:*

> http://msdn.microsoft.com/library/en-us/vccore98/html/core_methods_for_debugging_dlls.asp

>

> *Then, after you have reproduced the problem again,*

> *set a data breakpoint on the variable that changes unexpectedly:*

>

> *1. Set a normal breakpoint in the function that contains the variable.*

> *Wait until this breakpoint is hit.*

>

> *2. Obtain the address of the variable (e.g. by entering "&l_MyVariable"*

> *in Watch window).*

>

> *3. Open Data tab in Breakpoints window*

> *(Edit | Breakpoints | Data)*

>

> *4. Enter the address of the variable into "Enter the expression to be*

> *evaluated" field,*

> *and enter 4 into "... the number of elements to watch ..." field.*

>

> *5. Step through the function and wait until the data breakpoint is hit.*

> *If it is hit, the debugger can stop at the line that wrote into the*

> *variable,*

> *or on the next line after it.*

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>

> *Note that after the function with the local variable returns, you should*

> *deactivate*