

Re: Seems to be related to the debugger..

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.atl/2006-02/msg00168.html>

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  - *Date:* Sat, 11 Feb 2006 18:26:48 -0500
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"Fredrik Wahlgren" <[fredrik.p.wahlgren@xxxxxxxxxxxxxxxxxxxxxx](mailto:fredrik.p.wahlgren@xxxxxxxxxxxxxxxxxxxxxx)> wrote in message [news:OBO4G91LGHA.2300@xxxxxxxxxxxxxxxxxxxxxx](mailto:news:OBO4G91LGHA.2300@xxxxxxxxxxxxxxxxxxxxxx)

I now found that if I use "Start Without Debugging", everything works OK. I only get garbage when I use "Start Debugging". I use VS2005 version 8.0.50727.42 I guess it's a MS bug. Weird!

Is sSum declared as wstring, by any chance? Are you seeing "garbage" when watching it in debugger, but it's fine when you, say, print it or otherwise manipulate programmatically?

If both are true, this is a known problem. std::string and wstring implement small string optimization, where short strings are stored directly within the instance of the class but longer strings are allocated on the heap and a pointer is stored in the instance. This greatly confuses the debugger – it shows the longer strings correctly, but when the short string is stored internally, debugger basically interprets first four bytes of the string as though they formed a pointer and shows you the random garbage this "pointer" is pointing to. The string is still fine, you just can't see its contents while debugging.

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With best wishes,  
Igor Tandetnik

With sufficient thrust, pigs fly just fine. However, this is not necessarily a good idea. It is hard to be sure where they are going to land, and it could be dangerous sitting under them as they fly overhead. — RFC 1925