

microsoft.public.vsnnet.debugging: Debugging Managed vs Unmanaged code, please help!!!

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Here is the situation:

I'm trying to debug an AutoCAD ObjectARX application written in C++ with VS.NET 2002

Everything worked fine until i have used an embedded WebBrowser control in one of my dialogs (Actually the control is contained in another ActiveX control, so i can call "setExternal" on the WebBrowser)

The thing is that now when i debug the debugger loads symbols for my application files (which are C++ unmanaged DLLs), and ALSO it loads symbols for msvcr71.dll which is a part of the .NET framework.

Now what happens is that when the application reaches the point where i have set a break point and it should break into debugger both the application (AutoCAD) and the .NET IDE freezes. My guess is that the reason is that managed and native debugging have mixed somehow, although the debug mode is set to "Native only". Now the most interesting part is that if at this freezing point i kill the AutoCAD process via task manager the App breaks into the debugger! I'm even able to walk the call stack, view variable values etc, but this doesn't help much since when i step into the next statement the app closes (well i killed it's process, didn't i), so i'm unable to step through the code...

Does anyone have any ideas how to prevent this behaviour ???
Any tips, pointer and help would be appreciated...