

Re: Anyone got remote debug work with VC6.0?

Source:

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.embedded/2004-07/1004.html>

From: Jhou (*jhou_at_integ.com*)

Date: 07/20/04

Date: Tue, 20 Jul 2004 11:21:27 -0400

Thanks for all the responses, which help me get started.

After copy msvcmon.exe, dm.dll, msdis110.dll, and tlnot.dll from C:\Program Files\Microsoft Visual Studio\Common\MSDev98\Bin, as suggested from Jack's response, to the remote device, It seems that I can start the remote debug from my development machine (xp pro). However I cannot find other corresponding files such as msvcr60.dll (msvcr71.dll), NatDbgDM.dll, and NatDbgTLNet.dll for VS6.0. Therefore I leave those .NET dlls in the remote directory. Where to find those dlls for 6.0. Does it matter?

In this setting, I can start the remote application, and step into some of the codes. But when I debug into some of other code (at break points), it crashed my VS6.0 on development machine.

During debug, I have use the system dlls from the local machine, which cause warnings about mismatch of dlls between local and remote. Does this matter? Also I have debugged the release version of my application with debug setting. VS also complains about no debug information for those system dlls such MFC42.dll.

What is wrong?
Any suggestions?

Thanks

Jianxin

"KM" <konstmor@nospam_yahoo.com> wrote in message
news:O%23Rnpr3aEHA.3944@tk2msftngp13.phx.gbl...

> Jhou,
>

> Are you running msvcmon.exe on the target from VC 6.0 or from .Net? I mean
did you replace the msvcmon.exe on the target by the one

> from VC 6.0 when you switched to VC 6.0 Remote Debugging?

> The msvcmon has been changed between 6.0 and .Net quite a bit.

> The msvcmon version from .Net is 7.10.xxxx, while in VC 6.0 it is version
6.0.xxx. The tool protocol may have been changed.

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>
> *Also, on the target make sure that msdis100.dll, tlnterm.dll and dm.dll are from VC 6.0.*
>
> --
> *Regards,*
> *KM, BSquare Corp.*
>
>
>> *Hi,*
>>
>> *Anyone got remote debug work with vc6.0?*
>>
>> *I have read Jon Fincher's article about remote bebug. It mentions both*
>> *Visual Studio 6.0 and .NET. But the instructions are for .NET. It seems*
>> *that I can connect to remote device using VC.NET. But I cannot get VC6.0*
>> *to*
>> *connect with same setting of the remote device.*
>>
>> *From VC6.0, I select "Network(Tcp/ip)" and "Settings" from*
>> *"Build->Debugger*
>> *remote connection", and set "remote executable path" from Debug setting*
>> *page.*
>> *When I start debug, vc try to connect to remote machine, but failed with*
>> *message of*
>> *"VC++ debug monitor is not correctly installed and running on the*
>> *machine*
>> *XXX".*
>> *But I know the monitor is running, and I can connect to it using VC.net.*
>>
>> *Any suggestion?*
>>
>> *Thanks for help.*
>>
>> *Jianxin*
>>
>>
>
>