

# Re: multithreaded debugging

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2006-01/msg01269.html>

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- *From:* "Mauro de Gennaro" <[mdegennaro@xxxxxxxxxxxxxx](mailto:mdegennaro@xxxxxxxxxxxxxx)>
  - *Date:* Tue, 31 Jan 2006 16:19:31 +0100
- 

Dean

I think you hit the problem: the kernel should run in order to control the machine but the interface could be stopped without any problem. Besides having kernel "ON" helps to better debug interface.

I need to use debug mechanisms because EVC4 doesn't allow me to do. I know how to debug old real time systems: logging, flags, led messages, oscilloscope, due to my experience in microcontrollers and PLCs. I thought Windows CE was better; debugging a thread without interfere with the other was really powerful, but now with EVC4 it isn't possible anymore and my opinion is changing.

Thanks  
Mauro

"Dean Ramsier" <[ramsiernospam@xxxxxxxxxxx](mailto:ramsiernospam@xxxxxxxxxxx)> ha scritto nel messaggio [news:eu04kGnJGHA.3100@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:eu04kGnJGHA.3100@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

> The only explanation for debugging like this I can think of is if the  
> threads are unrelated, but need to keep running. For example, in a  
> process control environment where the process can't be stopped. As Chris  
> said, if you need to keep the kernel running you need to be using debug  
> mechanisms such as logging that don't halt the kernel.

>

> --

> Dean Ramsier – eMVP  
> BSQUARE Corporation

>

>

> "<ctacke/>" <[ctacke\\_AT\\_OpenNETCF\\_com](mailto:ctacke_AT_OpenNETCF_com)> wrote in message  
> [news:e\\$QnObmJGHA.2012@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:e$QnObmJGHA.2012@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

>> How can you possibly expect to debug like this? If the thread you're  
>> debugging relies on the state of other threads (and it must or you  
>> wouldn't have this complaint) then the results in debug mode would be  
>> invalid. If all other threads continue to run, your thread timings will  
>> be totally screwed up. You're going to have deadlocks, timeouts or other  
>> strange behavior.

>>

>> You should probably consider log files, posting data to the event viewer,  
>> or some other mechanism that doesn't interfere with the threads running.

>>

Re: multithreaded debugging

>> -Chris  
>>  
>>  
>> "Mauro de Gennaro" <mdegennaro@xxxxxxxxxxxxxx> wrote in message  
>> [news:umDkGKmJGHA.2696@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:umDkGKmJGHA.2696@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)  
>>> Thanks for your answer.  
>>> Real world is a bit more complex. WaitForSingleObject time out is not a  
>>> constant because it depends on "field" conditions and on other threads  
>>> status; it is not a problem to set time out to INFINITE for debugging  
>>> reasons but two questions arise:  
>>> 1 – why does debugger suspend all threads? In EVC3 only the break"ed"  
>>> one was stopped; i wonder if are there any way to avoid this. Changing  
>>> time out to INFINITE works around the problem without solve it because  
>>> the real time threads are resumed but, cause their inactivities, they  
>>> don't work well anymore.  
>>> 2 – if debugger suspend all threads why doesn't it suspend time out  
>>> computation too?  
>>> Mauro  
>>>  
>>>  
>>> "Voidcoder" <voidcoder@xxxxxxxx> ha scritto nel messaggio  
>>> [news:OPJ3TPIJGHA.2088@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:OPJ3TPIJGHA.2088@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)  
>>>> Hm, are you sure the timeout period you are passing to  
>>>> WaitForSingleObject hasn't expired? Does it show  
>>>> the same behavior on INFINITE timeout?  
>>>>  
>>>>  
>>>> "Mauro de Gennaro" <mdegennaro@xxxxxxxxxxxxxx> wrote in message  
>>>> [news:uOW%23IFIJGHA.3064@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uOW%23IFIJGHA.3064@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)  
>>>>> WaitForSingleObject(SomeEvent) returns WAIT\_TIMEOUT after pressing F5  
>>>>> to exit from breakpoint in Nr.3.  
>>>>>  
>>>>> Mauro  
>>>>>  
>>>>>  
>>>>> "Voidcoder" <voidcoder@xxxxxxxx> ha scritto nel messaggio  
>>>>> [news:uxEQeqkJGHA.3144@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uxEQeqkJGHA.3144@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)  
>>>>>> Not very clear, though. Do you mean WaitForSingleObject(SomeEvent)  
>>>>>> in Nr.2 returns WAIT\_TIMEOUT when you stop at breakpoint in Nr.3?  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>  
>>>>  
>>>>  
>>> "Valter Minute" <vminute@xxxxxxxxxxxxxxxxxxxxxx> ha scritto nel messaggio  
>>> [news:Xns975C779EE9A42VALTERMINUTE@xxxxxxxxxxxxxxxxxxxxxx](mailto:news:Xns975C779EE9A42VALTERMINUTE@xxxxxxxxxxxxxxxxxxxxxx)  
>>>> "Mauro de Gennaro" <mdegennaro@xxxxxxxxxxxxxx> wrote in  
>>>> [news:uOW#IFIJGHA.3064@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uOW#IFIJGHA.3064@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx):  
>>>>  
>>>>> WaitForSingleObject(SomeEvent) returns WAIT\_TIMEOUT after pressing



Re: multithreaded debugging

- ◆ ***Re: multithreaded debugging***
  - ◇ *From:* Mauro de Gennaro
- ◆ ***Re: multithreaded debugging***
  - ◇ *From:* <ctacke/>
- ◆ ***Re: multithreaded debugging***
  - ◇ *From:* Dean Ramsier

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