

Re: Debug info

Source: <http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.ide/2003-11/0578.html>

From: Fabio Dell'Aria (*thesun_at_inwind.it*)

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"Joshua Higgs" <Josh@scanningsystems.com.au> wrote in message news:<3fbd5df7\$1@newsgroups.borland.com>...

> *Good morning all*

>

> *I have a relatively large application which comprises of one EXE (quite small) and about 100 packages (.BPL files). About 30 of the packages are ones which I wrote myself, the others are 3rd party components.*

>

> *All third party components have been built with debug info, detail map files, include TD32 debug info blah blah blah – Likewise for all of my packages.*

>

> *The vcl suite of packages however, cannot be re-built with debug info as we all know.*

>

> *I have great difficulty getting debug info to load sometimes (ie. no blue dots, disabled breakpoints).*

>

> *The solutions that I generally employ to get them back are as follows:*

>

> *1) Run the application with the current project being the EXE rather than the BPL as the currently selected package in delphi and relying on the Run/Parameters option to point to the correct exe.*

>

> *2) "Build-All" (of my packages)*

>

> *3) "Build-All" (of the 3rd party stuff, and then build-all of mine)*

>

> *4) Exit delphi and start again*

>

> *5) Exit all other applications in case memory is an issue (I have 1 gig of ram on my dev machine)*

>

> *6) Reboot my computer*

>

> *7) Ensure there are no dcu conflicts, bpl conflicts etc.*

>

borland.public.delphi.ide: Re: Debug info

> *These solutions generally stick, but sometimes nothing seems to get them*
> *back except for the occasional fluke when it decides it is going to come*
> *back.*
>
> *Is there a way you can get delphi to tell you more details about why debug*
> *info is not available?*
>
> *Thanks*
>
>
>
> *Josh*

You can try EurekaLog (www.eurekalog.com).

EurekaLog is an add-in tool that gives to your application (GUI, Console, Web, etc.) the ability to catch every exception (even those raised by memory leaks) and every infinite-loops/deadlock bugs, generating a detailed log of call stack (with unit, class, method and line #), showing and sending it back to you via email.

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Best regards...
Fabio Dell'Aria.