

Subject: : AmigaOS4

Topic: : GDB

Re: GDB

Author: : billyfish

Date: : 2021/3/23 17:44:30

URL:

Thanks guys, I still haven't managed to get the breakpoints working, grr! Roman, can you remember when we did we have breakpoints working? If we did, then that will give me a base to compare to.

The helloworld example doesn't crash for me but the breakpoints don't work. For example

```
#include <stdio.h>

int main (void)
{
    printf ("hello worldn");

    return 0;
}
```

Runs without crashing but any breakpoints just get ignored.

I've uploaded some updates which that to deal with the debug messages sent by our hook function. For instance,

```
#include <stdio.h>

int main (void)
{
    int *i_p = NULL;

    printf ("here comes the crash...n");

    /* BOOM! */
    *i_p = 9;

    return 0;
}
```

will now get caught by gdb, though you can't inspect the variables, etc. yet. So that needs adding too. Hopefully the code from <https://github.com/alfkil/Spotless/blob/master/r/SimpleDebug/Symbols.cpp> will give that to us.

If you look at lines 96-109 of amigaos-nat.c, there are two new flags to adjust which functions get used by our target

```
/*  
 * If this is TRUE, then the breakpoint code based upon Spotless  
 * is used. If this is FALSE, then the breakpoint code based upon  
 * the old gdb 6.3 port is used instead.  
 */  
static const BOOL s_use_spotless_breakpoints_flag = FALSE;  
  
/*  
 * If this is TRUE, then the memory transfer routine from the old  
 * gdb 6.3 port is used. If this is FALSE, then the code uses the  
 * new partial_mem_transfer API with amigaos_xfer_partial ()  
 * instead.  
 */  
static const BOOL s_use_deprecated_mem_transfer_flag = TRUE;
```

So still more to do but hopefully the breakpoints will work soon!