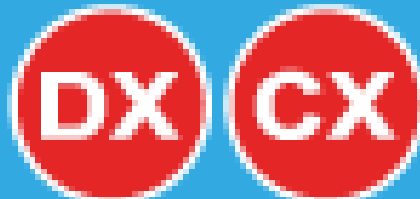


CodeRage® XI

Productivity, Platforms, Performance

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DEBUG FASTER DEBUG SMARTER



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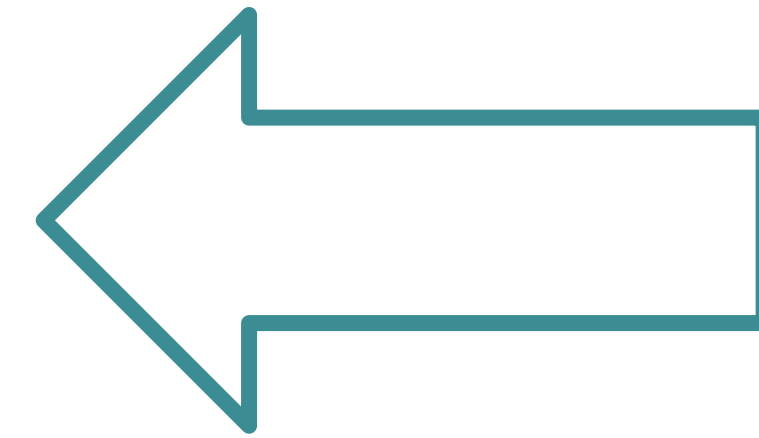
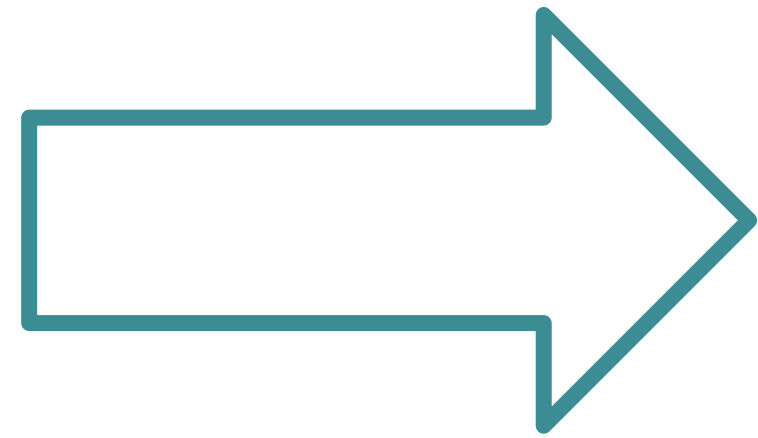


INFO

Slides and code are available at
<http://thedelphigeek.com/p/presentations.html>

BASICS

- F9 Run with debugging
- Shift+Ctrl+F9 Run without debugging
- Ctrl+F2 Program reset
- F4 Run to current position
- F8 Step over
- F7 Trace into
- Shift+F7 Trace to next source line
- Shift+F8 Run until return
- F5 Toggle breakpoint
- Shift+F5 Enable/disable breakpoint



SETTINGS / PROJECT OPTIONS

- Project, Options, Delphi Compiler, Compiling
 - Optimization
 - Debug information
 - Use debug .dcu's
- Selective Debugging Expert by Uwe Raabe
<http://www.uweraabe.de/Blog/2015/05/08/selective-debugging/>

SETTINGS / IDE OPTIONS

- Tools, Options, Debugger Options
 - General
 - Event log

BREAKPOINTS

PROPERTIES

- Enabled
 - Shift-F5
- Condition
 - slow
 - code
 - DebugBreak(condition)
- Pass count
 - slow
 - Narrowing down reproducible problems

SIDE EFFECTS

- Break
- Log message
- Eval expression
 - OutputDebugString
 - Loggers (CodeSite ...)
 - Log to console
- Log call stack

GROUPS

- Group
- Enable group
- Disable group
- manual toggle

MULTITHREADED PROGRAMS

- Properties, Thread
- Freeze all other threads
- Thaw all threads

EXCEPTIONS

- Tools, Options
 - Debugger Options
 - Embarcadero Debuggers
 - Language Exceptions
- Ignore subsequent exceptions
- Handle subsequent exceptions
- ExceptionClass

HARDWARE BREAKPOINTS

- Address
 - Code execution
 - Can be set on read-only memory
- Data
 - Data access
- Limited number
 - DR0 ... DR3
- Disabled on program restart

TIPS AND TRICKS

- Run until return
- Moving a breakpoint
 - with mouse
 - Options, Line number
- Moving execution point
 - with mouse
 - Set next statement
 - “repeat last statement”
- Call stack breakpoints
- Disable/enable all

Q & A

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