

---

Subject: Debugging scripts.dll

Posted by [Ethenal](#) on Sun, 06 Jan 2013 23:12:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi, I apologize if this belongs in the Mod forum, but this IS the TT scripts.dll I'm trying to compile so...

Anyway, I can't seem to compile scripts.dll in debug mode any longer. Evidently it's due to a macro redefining the new operator which seems to cause some syntax errors (I recall "SetThreadTracking" being involved). However, iran said you can no longer compile scripts in debug mode period, so maybe I just missed the memo.

The main and more important part of my question is that I used to know how to get Visual Studio to attach to the FDS and allow me to debug scripts, but I can no longer do it. As far as I'm aware, the only way to get symbols in Visual Studio code is to compile in debug mode, unlike GCC which compiles in all symbols by default. Part of the dilemma I am facing here is that I can't compile in debug mode, and the other part is that I can't remember how to attach the debugger to server.dat.

Some help would be greatly appreciated here. Figuring this out would help me out tremendously. Thanks in advance!

---