
Subject: Re: Debugging scripts.dll

Posted by [StealthEye](#) on Mon, 07 Jan 2013 07:11:05 GMT

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What danpaul said. As for attaching, you can set the scripts.dll project as startup project and configure its debugging options (right click the project in the solution explorer, click properties and go to the "debugging" page or something similar, I am in the train right now and cannot check it.) Alternatively, you can go to "attach to process" from the "debugging" menu. As a side note, I recommend setting the RENSERVERTH or REN_SERVER_PATH or similar environment var so that compiled .dlls are copied there automatically after compiling.

As for debugging info, the MSVC++ compiler normally does not store symbols in the executable, instead they are in the .pdb. The .pdb, in our settings, is generated for both debug and release mode builds, but release mode symbols are less reliable due to optimization shuffling things around.
