Debugger

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Chapter 1

Debugger

1.1 Debugger V1.00

Debugger support for the NCS Library:

The Blitz Basic has a very good debugger support which allow to detected possible errors at the execution, indicate at which line it happens and finally prevent a crash.

Since NCS 1.80, most of the libraries include a basic debugger support to eliminate all little errors, like objects number overflow, lacks of the init routine and more.

Here is a quick list of the most common errors you can't encounter when running a NCS program with debugger activated:

+ "NInit<LibName> don't have been called before...": remember than about all NCS libraries need a NInitXXXXX function call before use any other functions of this library.

+ "Maximum <Object Name> object reached": as the max number of object possible is defined with the NInitXXXX function, you can call a number greater than the one you've defined. Example:

```
NInitWindow 1                     ; Allow up to 2 windows (0 and 1)
Window 3, 100, 100, 100, 100, 0   ; Will generate an error as
                                  ; only 0 and 1 are valids
```

+ "There is no current <ObjectName>": You try to use a function which need a current object but it doesn't created and not active. To activate an object previously created, use the "NUse<ObjectName>" function

+ "Specified <ObjectName> number isn't initialized": You reference a valid Object number but it doesn't created.