

# Debugger Hangs Without Any Debugger Console Errors And Or "Error: no such module 'icu'" #32219



Closed

gdad-s-river opened this issue on 10 Aug 2017 · 6 comments



gdad-s-river commented on 10 Aug 2017 • edited ▾

- VSCode Version: Code 1.14.2 ( [cb82feb](#) , 2017-07-19T23:22:50.650Z)
- OS Version: Darwin x64 16.6.0
- Extensions:

## Extension|Author (truncated)|Version

material-icon-theme|PKi|2.1.0  
vscode-docker|Pet|0.0.16  
ejs-language-support|Qas|0.0.1  
theme-verdandi|be5|1.5.0  
css-in-js|gda|0.0.1  
vscode-eslint|dba|1.2.11  
python|don|0.7.0  
prettier-vscode|esb|0.22.1  
vscode-jade-snippets|mrm|1.0.1

(21 theme extensions excluded)

Reproduces without extensions: Yes

## Assignees



weinand

## Labels

\*question

debug

## Projects

None yet

## Milestone

No milestone

## Notifications

2 participants

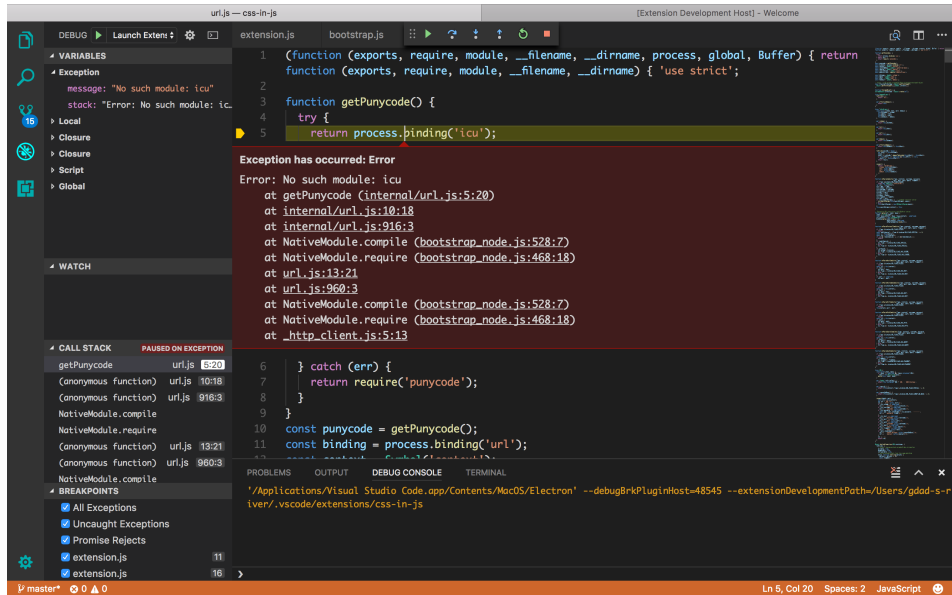


This seems to be happening only on my local machine, so I'm not sure if this is reproducible.

I'm trying to get the [Hello World](#) extension example. I've generated the example code with `yo code yeoman generator` inside `~/vscode/extensions`.

### Without extensions:

When I debug it, it shows me this:

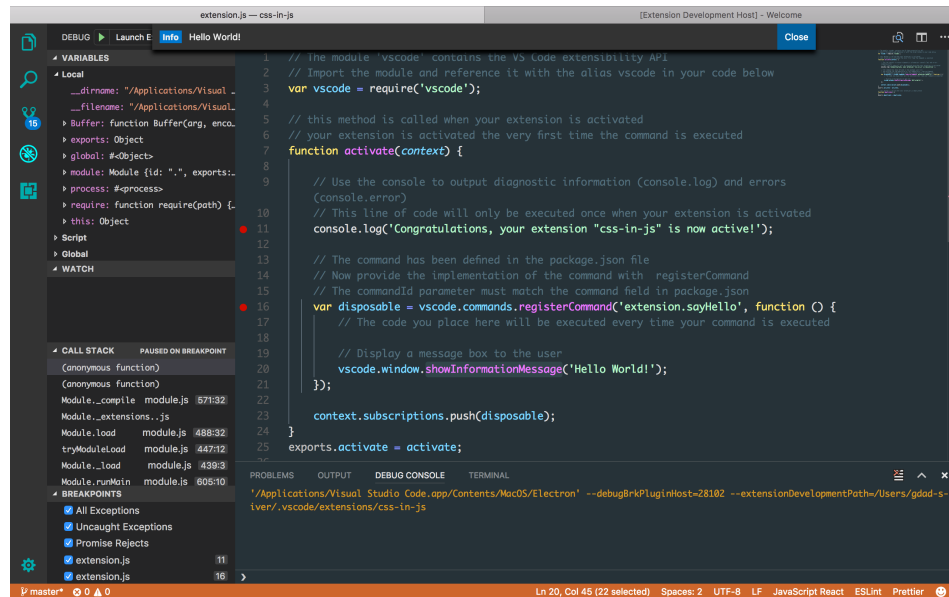


It also seems to keep having errors of absence of \*.nls.en-gb.json files at various locations inside '/Applications/Visual Studio Code.app/Contents/Resources/app/extensions'. I've reinstalled vscode multiple times, but these files are never there, instead the en files are available without any language suffix \*.nls.json.

and there seems to be no Hello World command available.

### With Extentions:

When I run the command Hello Word , it seems to show the information message **Hello World** fine.



```
extension.js — css-in-js [Extension Development Host] - Welcome Close
DEBBUG Launch E Info Hello World!
VARIABLES
  Local
    _dirname: "/Applications/Visual ...
    _filename: "/Applications/Visual ...
    Buffer: function Buffer(ang, enco...
    exports: Object
    global: #Object-
    module: Module {id: ".", exports:...
    process: #<process>
    require: function require(path) {
    this: Object
  Script
  Global
  WATCH
  CALL STACK PAUSED ON BREAKPOINT
    (anonymous function)
    (anonymous function)
    Module._compile module.js 1571:32
    Module._extensions..js
    Module.load module.js 488:32
    tryModuleLoad module.js 447:12
    Module._load module.js 439:3
    Module.runMain module.js 605:10
  BREAKPOINTS
    All Exceptions
    Uncaught Exceptions
    Promise Rejects
    extension.js
    extension.js
P master 0 0 0 Ln 20, Col 45 (22 selected) Spaces: 2 UTF-8 LF JavaScript React ESLint Prettier

1 // the module 'vscode' contains the VS Code extensibility API
2 // Import the module and reference it with the alias vscode in your code below
3 var vscode = require('vscode');
4
5 // this method is called when your extension is activated
6 // your extension is activated the very first time the command is executed
7 function activate(context) {
8
9     // Use the console to output diagnostic information (console.log) and errors
10    (console.error)
11    // This line of code will only be executed once when your extension is activated
12    console.log('Congratulations, your extension "css-in-js" is now active!');
13
14    // The command has been defined in the package.json file
15    // Now provide the implementation of the command with registerCommand
16    // The commandId parameter must match the command field in package.json
17    var disposable = vscode.commands.registerCommand('extension.sayHello', function () {
18        // The code you place here will be executed every time your command is executed
19
20        // Display a message box to the user
21        vscode.window.showInformationMessage('Hello World!');
22    });
23    context.subscriptions.push(disposable);
24
25    exports.activate = activate;
26}
```

But after the breakpoint at the starting of `/Applications/Visual Studio Code.app/Contents/resources/app/out/bootstrap.js` the debugger either gets stuck or it throws the same error of `Error: no such module 'icu'` randomly (but mostly it hangs). I've tried it multiple times.

 **vscodebot** bot assigned **weinand** on 10 Aug 2017



 **vscodebot** bot added the `debug` label on 10 Aug 2017



**weinand** commented on 10 Aug 2017

Member

You have checked the option "All Exceptions" in the breakpoints view. This means that even caught exceptions (like the one you are seeing) are breaking into the debugging. Please disable "All Exceptions" and see whether this helps.

  **weinand** added the `needs more info` label on 10 Aug 2017



**gdad-s-river** commented on 10 Aug 2017 • edited ▾

Author

@**weinand** Thanks for the quick reply! I unchecked both "All Exceptions" and "Promise Rejects" (which was the default case I guess?). Debugger jumps at the top of bootstrap.js like I mentioned before, but on continuing it, hangs. No extra debug console information either.

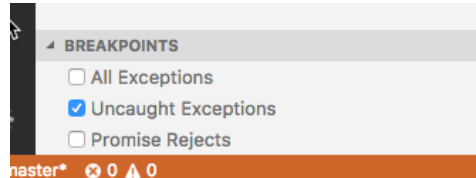


**weinand** commented on 10 Aug 2017

Member

If I check all three exception options, I'm seeing the same exceptions as you (which is correct and expected).

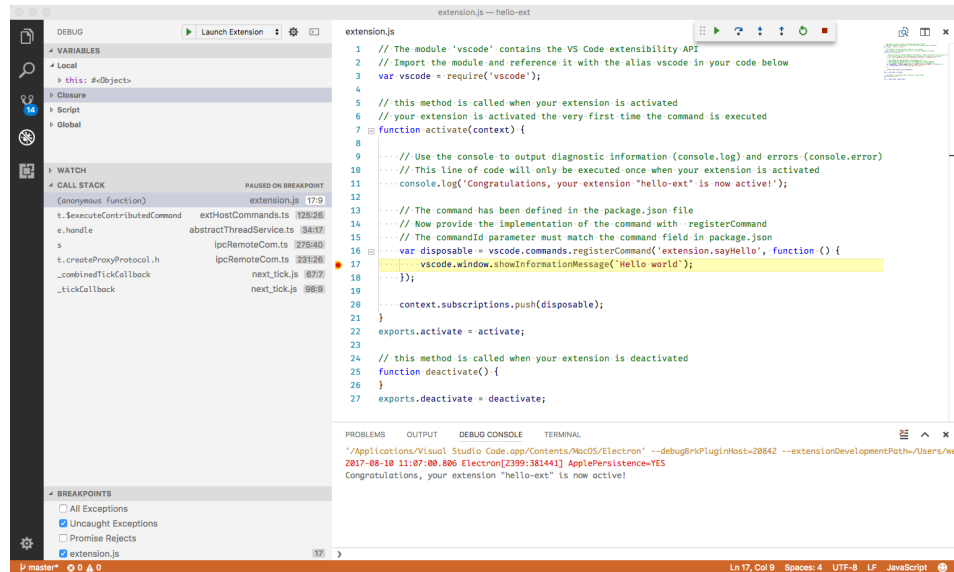
So for extension debugging the exception options should be set like this:



With these options I can press F5 and a new VS Code window opens.

Inside that window I press F1 and then type "Hello" which selects the Hello action.

Running this commands hits the breakpoint in the other window:



So extension debugging works for me in VS Code 1.14.2 on macOS 10.12.6



weinand commented on 10 Aug 2017

Member

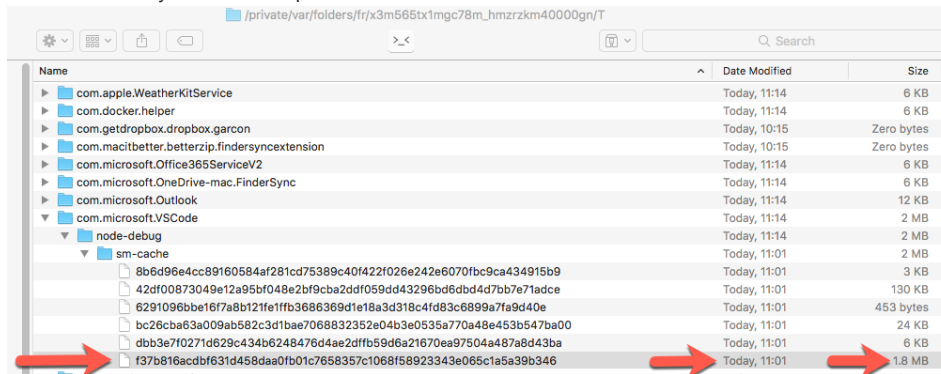
I assume your mac is connected to the internet?

When hitting the breakpoint the debugger has to load some additional source from our servers so that you can step through the source.

The source archive is 1.8 MB and it needs some time to download (but it is cached after that).

If you have a slow connection that could be the reason why you think the debugger is stuck.

You can find it in your macOS tmp folder:



gdad-s-river commented on 10 Aug 2017 • edited ▼



Author

(facepalm moment): I was trying to execute **hello word** in the original window (before hitting F5/debug). Everything working now 😊. Thanks! We can close this now. Thanks for helping out so properly!



**weinand** closed this on 10 Aug 2017



**weinand** commented on 10 Aug 2017

Member

My pleasure!



**weinand** added \*question and removed needs more info labels on 10 Aug 2017



**vscodebot**

bot

locked and limited conversation to collaborators on 18 Nov 2017