Debugging a Qt Quick Example Application

This section uses the Same Game example application to illustrate how to debug Qt Quick applications in the **Debug** mode.

For more information about all the options you have, see Debugging Qt Quick Projects.

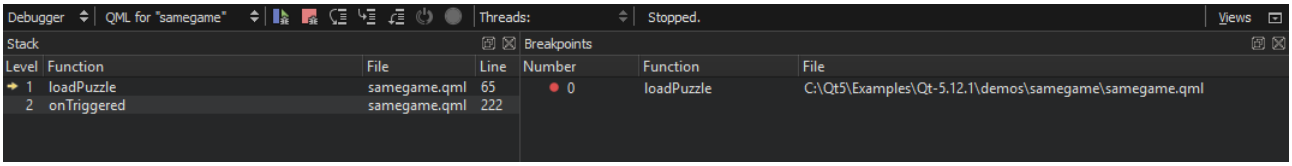
The Same Game demo shows how to write a game in QML, using JavaScript for all the game logic. Open the demo project in Qt Creator to debug it:

1. To look at the code that starts a new game, place a breakpoint in samegame.qml by clicking between the line number and the window border on the line where where the `startNewGame()` function is called (1).

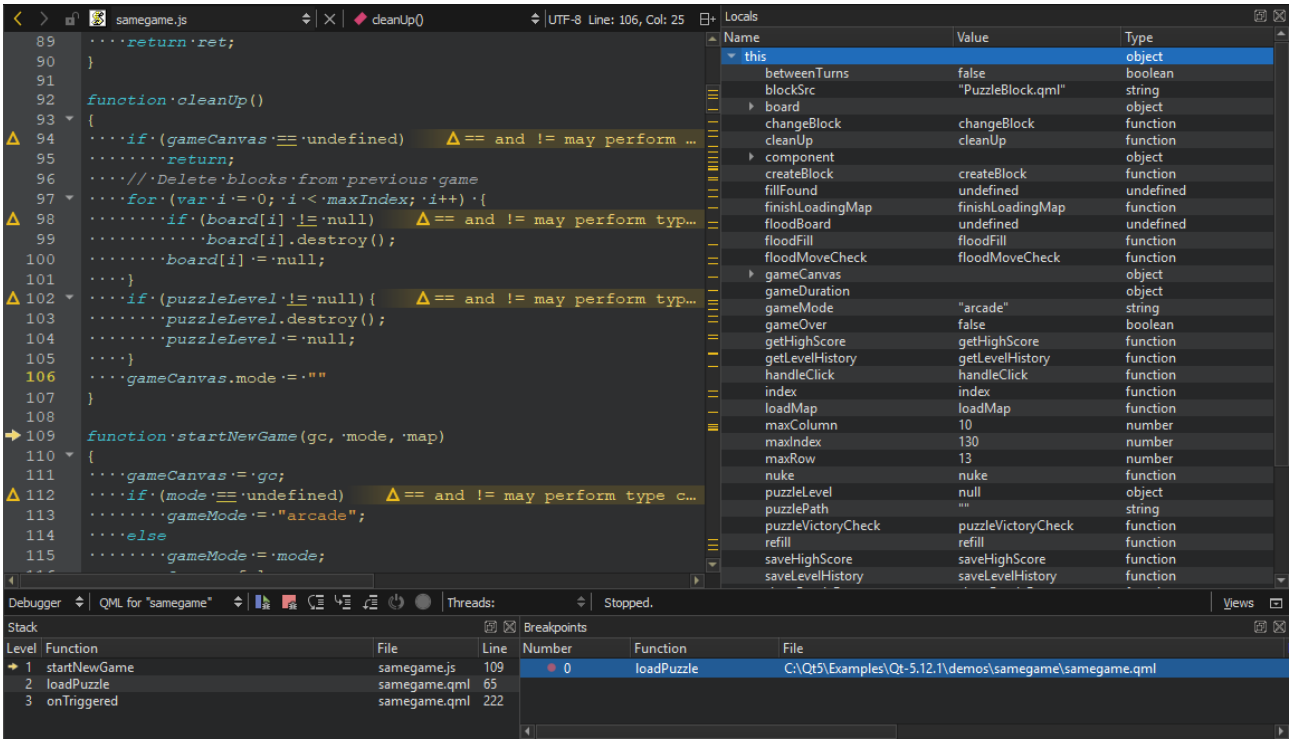
   The red circle indicates that a breakpoint is now set on that line number.

2. Select **Debug** > **Start Debugging** > **Start Debugging of Startup Project** or press **F5**.
3. Once the Same Game application starts, select **Puzzle** to start a new game.

4. When the debugger hits the breakpoint, it interrupts the application. Qt Creator displays the nested function calls leading to the current position as a call stack trace (1).

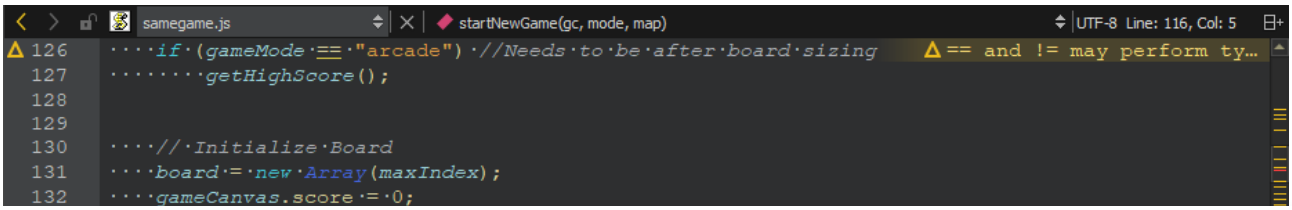


5. Click the (**Step Into**) button on the toolbar or press **F11** to step into the code in the stack. The samegame.js file opens in the code editor at the function that starts a new game.



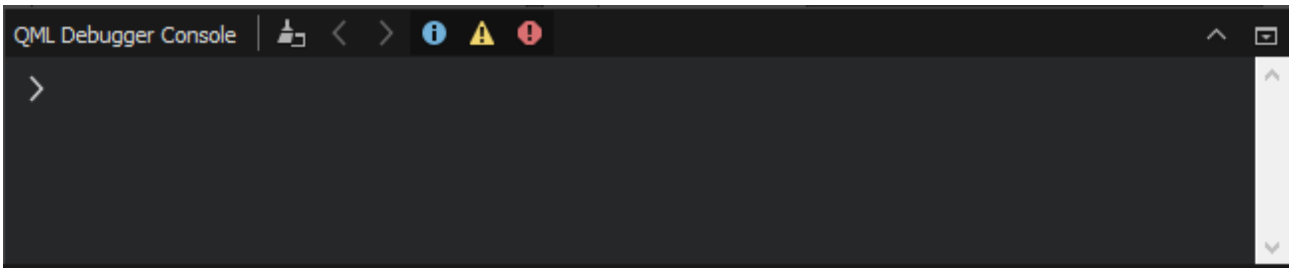
6. Examine the local variables in the **Locals** view. Step through the code to see how the information changes in the view.

7. Add a breakpoint at the end of the `startNewGame()` function, and click (**Continue**) to hit the breakpoint.

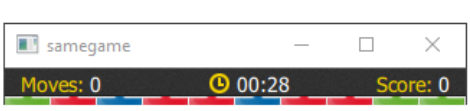


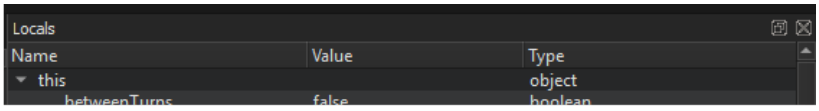
```
137     ····loadMap(map);
138     ····else//Note·that·we·load·them·in·reverse·order·for·correct·visual·stacking
139     ····for·(var·column·=·maxColumn·-·1;·column·>=·0;·column--)
140     ····for·(var·row·=·maxRow·-·1;·row·>=·0;·row--)
141     ····createBlock(column,·row);
142     ····if·(gameMode·==·"puzzle")    == and != may perform type coercion, use === or !== to av…
143     ····getLevelHistory();//Needs·to·be·after·map·load
144     ····gameDuration·=·new·Date();
145     }
```

8. To execute JavaScript commands in the current context, open the **QML Debugger Console**.



9. To remove a breakpoint, right-click it and select **Delete Breakpoint**.
10. In the **Locals** view, explore the object structure at runtime.





11. Select **Debug** > **Show Application on Top** to keep the application visible while you interact with the debugger.
12. Select **Debug** > **Select** to activate selection mode and then click the **Menu** button to move into the **menuButton** component in the **Locals** view and the code editor.
13. In the **Locals** view, double-click the value of a property to change it.

‹ Debugging a C++ Example Application

Troubleshooting Debugger ›