quarnster / **SublimeGDB**

GDB integration with Sublime Text 2

⊙ **196** commits	⑂ **2** branches	◇ **0** releases	👥 **25** contributors	⚖ Zlib

Branch: master ▾	New pull request			Create new file	Upload files	Find file	Clone or download ▾

🗿 **michaelkschmidt** Merge pull request #99 from pchaigno/explicit-count-modifiers ⋯	Latest commit 4e968dd on Jun 10, 2017

📄 .gitignore	Initial commit. SublimeGDB test code	7 years ago
📄 .no-sublime-package	Do not Pack to ease debugging	3 years ago
📄 Context.sublime-menu	Add hooks for getting Segger JLink to work.	3 years ago
📄 Default.sublime-commands	Missing comma on line 79	6 years ago
📄 Default.sublime-keymap	Changed "command" -> "cmd" for issue #24	6 years ago
📄 Default.sublime-mousemap	Issue #7 completed. Register values can now be set.	6 years ago
📄 LICENSE	License text in LICENSE file	2 years ago
📄 Main.sublime-menu	Lots of changes getting closer to launch.	7 years ago
📄 Readme.creole	Allow executable-specific settings for projects with multiple executa…	2 years ago
📄 SublimeGDB.sublime-settings	Merge pull request #88 from ParadiseDS/master	2 years ago
📄 gdb.tmLanguage	Use explicit count modifiers	a year ago
📄 gdb_disasm.tmLanguage	Some minor tweaks for Android debugging	6 years ago
📄 gdb_registers.tmLanguage	Show registers as float/double, unsigned and signed too.	6 years ago
📄 gdb_session.tmLanguage	Use explicit count modifiers	a year ago
📄 resultparser.py	Merge branch 'master' of git://github.com/michael911009/SublimeGDB in…	5 years ago
📄 sublimegdb.py	Allow executable-specific settings for projects with multiple executa…	2 years ago

📖 **Readme.creole**

Description

GDB plugin for Sublime Text 2. Filing issues are not welcome (and thus disabled). Pull requests please.

Installation

1. The easiest way to install SublimeGDB is via the excellent Package Control Plugin
    i. See http://wbond.net/sublime_packages/package_control/installation
        a. Once package control has been installed, bring up the command palette (cmd+shift+P or ctrl+shift+P)
        b. Type Install and select "Package Control: Install Package"
        c. Select SublimeGDB from the list. Package Control will keep it automatically updated for you
    ii. If you don't want to use package control, you can manually install it
        a. Go to your packages directory and type:
            a. git clone https://github.com/quarnster/SublimeGDB SublimeGDB
2. Back in the editor, open up the command palette by pressing cmd+shift+P or ctrl+shift+P
3. Type SublimeGDB and open up the settings file you want to modify

Usage

See the default key bindings and the default mouse map.

In short:

- Open up the default settings via the command palette and begin typing GDB and select the default.
- See what options are available, and open up the User SublimeGDB preferences to tweak any values
- If you have multiple projects, you most likely want to put project specific setting in your project file, with a prefixed "sublimegdb_". See the comments at the top of the default SublimeGDB preferences for an example.
- If you have multiple executables in the same project, you can add a "sublimegdb_executables" setting to your project settings, and add an entry for each executable's settings.
- Once you're all configured, you can toggle breakpoints with F9 (OSX Users might want to change the key binding, or disable the "Exposé and Spaces" key bindings in the System Preferences)
- Launch with F5
- Step over with F10
- Step into with F11
- Step out with Shift+F11
- Click on the appropriate line in the GDB Callstack view to go to that stack frame
- Click a variable in the GDB Variables view to show its children (if available)
- Double click a variable in the GDB Variables view to modify its value
- You can also access some commands by right clicking in any view

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