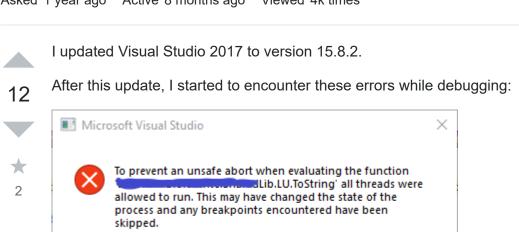
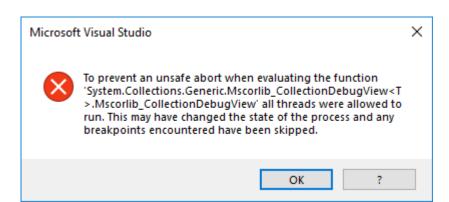
## Visual Studio 2017 Debug Error: To prevent an unsafe abort when evaluating the function \*.toString all threads where allowed to run

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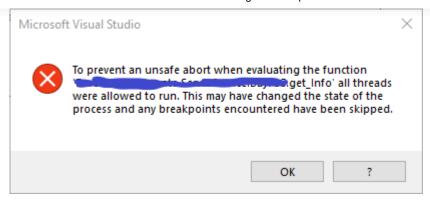




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Here are the error messages:

Visual Studio Debug Error: To prevent an unsafe abort when evaluating the function \*.toString all threads where allowed to run. This may have changed the state of the process and any breakpoints encountered have been skipped.

This error shows up quite often, and after a while Visual Studio crashes.

I tried to uninstall and install Visual Studio again and reset preferences, but I had no luck.

When I disable the option: "Enable property evaluation and other implicit function calls", I get the same error when I try to evaluate some properties by moving the mouse over them. It's quite difficult to debug without it, and I had no problems before this build.

The problem is the same with C# and Visual Basic (.NET).

Is there any fix for this problem? My team has no problem working on the same project with Visual Studio 2017 version 15.7.4









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To prevent an unsafe abort when evaluating the function 'Microsoft.VisualStudio.Debugger.Runtime.Tracing.Refresh' all threads were allowed to run. This may have changed the state of the process and any breakpoints encountered have been skipped.



This is how I got rid of this pesky bug:

In Visual Studio 2017 go to

Tools → Options → Debugging → General → Check 'Use Managed Compatibility Mode'

thanks to this article:

https://www.codeart.dk/blog/2018/9/vs2017-debugger-timeout/

answered Oct 30 '18 at 9:00



15 18

According to Microsoft docs.microsoft.com/en-us/visualstudio/debugger/..., checking this option means "switching to the legacy debugging engine". This probably means that we are losing some new debugging features. I'd like to know, what we are losing. – Alex Fainshtein Jun 24 at 4:54

For me, enabling this, causes the evaluation of the function to timeout. - Kris Sep 11 at 14:39



Visual Studio 2017 Debug Error: To prevent an unsafe abort when evaluating the function \*.toString all threads where allowed to run



According to this document:



One common reason for this problem is that when the debugger evaluates a property, it only allows the thread being inspected to execute. So if the property is waiting on other threads to run inside the debugged application, and if it is waiting in a way that the .NET Runtime isn't able to interrupt, this problem will happen.

And to resolve this issue, you can try following two possible solutions:

- Solution #1: Prevent the debugger from calling the getter property or
- Solution #2: Have the target code ask the debugger to abort the evaluation ToString method

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Hope this helps.

answered Sep 6 '18 at 3:30

Leo Liu-MSFT

27 4k 3 35 56

Hi Leo, i already tried the solutions 1 and 2 (see my post). Every class debug was working into the last build. Is there any IDE cache that can be deleted? – Sorin George Budescu Sep 6 '18 at 8:03

@SorinGeorgeBudescu, what do you mean "Is there any IDE cache that can be deleted?" Do you want to delete the VS cache? If yes, please check: matteopozzani.com/visual-studio-cache-cleanup – Leo Liu-MSFT Sep 6 '18 at 8:09

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