This template should be used to report problems with Visual Studio and debugger to enable us (Xamarin) to stabilize the Visuals Studio Xamarin-Software.

**Please fill out this template completely and post in on the thread:**

<http://forums.xamarin.com/discussion/33738/proposal-solving-of-the-debugger-problems-version-3-9-302#latest>

(or another new thread…?)

(and/or send it to xxx.yyy@zz.com …?)

**The base versions for reporting of problems are (please make sure, that you have installed at least this version’s or higher):**

**Visual Studio-Xamarin-Version: 3.9.302**

**MAC-Xamarin-Studio-Version: 5.7.1 / build 17**

**…?**

* If you don’t know, how to update, see description at the end of this document.

**Header-table (please fill-out completely)**

|  |  |  |
| --- | --- | --- |
| **Software** | **Installed version (please fill out)** | **Example** |
| Visual Studio Version: | **VS2013 Prof. Update 2** | VS2013 Prof. Update 2 |
| Visual Studio-Xamarin-Version: | **3.9.344** | 3.9.302 |
| MAC-Xamarin-Studio-Version: | **5.7.1 / build 17** | 5.7.1 / build 17 |
| MAC-Build-Host -Version: | **3.9.0.258** | 3.9.0.258 |
| MAC Xamarin.iOS-Version: | **8.6.1.20** | 8.6.1.20 |
| MAC Xcode-Version: | **6.1 (6A1052d)** | 6.1 (6A1052d**)** |
| … further Informations, if needed…. |  |  |

|  |  |
| --- | --- |
| **Date of report:** | **02.03.2015** |

**Problem description(s):**

**iOS:**

**Empty template (for copy-paste):**

|  |  |
| --- | --- |
| [ **-** ] Problems: | [ **- ]** No problems |

|  |  |  |
| --- | --- | --- |
| Short description: |  | |
| Time to launch the (app start-screen is showed) about: | | **--** |
| [ **-** ] Device (iPhone) | [ **-** ] Device (tablet (iPad)) | [ **-** ] Simulator |
| Details: |  |  |
|  | | |

**Filled template(s) - my real problems with iOS:**

|  |  |
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| [ **X** ] Problems: | [ **- ]** No problems |

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| --- | --- | --- |
| Short description: | **Debugger crashes immediately after start debug-session to iPhone 5** | |
| [ **X** ] Device (iPhone) | [ **-** ] Device (tablet (iPad)) | [ **-** ] Simulator |
| Time to launch the (app start-screen is showed) about: | | **-- app is not launched** |
| Details: |  |  |
| **If I debug to iPhone 5 (device), the Message “Lauching Application for debugging” appears in the VS Taskbar:**    **The app is copied to the device**  **After copy the app, the following error-messages are showed immediately in VS:**    **The app then is closed on the Iphone 5 and also the debug-session in VS2013 is closed.**  **Note: This problem don’t occur, if I debug to the iPad (Device) or if I debug to iOS-Simulator on the MAC.**  **So.. debug iOS (iPhone 5 device) is not possible…!** | | |

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| Short description: | **Debugger closes immediately after start debug-session to iPad 2** | | |
| [ **-** ] Device (iPhone) | [ **X** ] Device (tablet (iPad)) | [ **-** ] Simulator | |
| Time to launch the (app start-screen is showed) about: | | | **34 seconds** |
| Details: |  |  | |
| **If I debug to iPad 2 (device):**  **Sometimes, the app is not deployed to the device by first try… In this case, the message**  **is showed in the VS-Taskbar (on blue background and nothing happens)**  **If it is deployed, the Message “Lauching Application for debugging” appears in the VS Taskbar:**    **The app is copied to the device**  **I have set a breakpoint in the constructor (public App):**    **The breakpoint is reached, then - after about 7 Seconds - the debug-session is closed automatically (also the app on the iPad is closed automatically).**  **So.. debug iOS (iPad 2 device) is not possible…!** | | | |

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| Short description: | **Debugger only works, if the target-device on simulator was changed** | |
| [ **-** ] Device (iPhone) | [ **-** ] Device (tablet (iPad)) | [ X] Simulator |
| Time to launch the (app start-screen is showed) about | | **14 seconds** |
| Details: |  |  |
| **If I debug to iOS-Simulator on the MAC - with settled device iPhone 5 (XCode) and target-device iPhone 5 (VS)**  **Sometimes, the app is not deployed to the device by first try… In this case, the message**  **is showed in the VS-Taskbar (on blue background and nothing happens)**  **Sometimes, also “Lauching Application for debugging” appears in the VS Taskbar:**  **(on red background and nothing happens)**  **Then, sometimes, the error-message “Failed to start application on the target simulator” is showed:**    **If I then change the target device on VS (e.g. from iPhone5 to iPhone 5s), the app is copied to the simulator, starts and I am able to debug**  **If I then change back the target-device from iPhone 5s to iPhone 5, it also works on iPhone 5 simulator**  **So.. debug iOS (with iOS-Simulator) is possible, but only if the already (on XCode) settled target-device is changed (and then re-changed)**  **The Application-object is “unknowed”:**    **This also is true for debugging to device (in earlier versions - as I was able to debug to device - I have noted that also on by debugging to phone- / tablet-device).** | | |

**Android:**

**Empty template (for copy-paste):**

|  |  |
| --- | --- |
| [ **-** ] Problems: | [ **- ]** No problems |

|  |  |  |
| --- | --- | --- |
| Short description: |  | |
| Time to launch the (app start-screen is showed) about: | | **--** |
| [ **-** ] Device (Phone) | [ **-** ] Device (tablet (iPad) | [ **-** ] Simulator |
| Details: |  |  |
|  | | |

**Filled template(s) - my real problems with Android:**

|  |  |
| --- | --- |
| [ **X** ] Problems: | [ **- ]** No problems |

|  |  |  |
| --- | --- | --- |
| Short description: |  | |
| Time to launch the (app start-screen is showed) about: | | **55 seconds** |
| [ **-** ] Device (phone) | [ **X** ] Device (tablet (iPad) | [ **-** ] Simulator |
| Details: |  |  |
| **After a while the first breakpoint is reached:**    **And also the “Further”-Button is enabled:**    **but it takes between 20 seconds (first debug-session) and about 84! Seconds (second debug-session), until the “Further”-Button can be clicked**  **In the first debug session, in take extremely long (about 40 Seconds) , until the next breakpoint (see screenshot above) is reached (although, there is almost nothing to do between the breakpoints**  **In the second debug-session (84 seconds until the first breakpoint was reached), the second breakpoint was reached immediately**  **The Application-object then is not known (same problem as in iOS -> see above):**    **If then further breakpoints are reached, the debugger-stop is showed, while it sometimes takes about 8 seconds, until the “further”-button can be clicked (same problem as by start)**  **So.. debug Android (Samsung Tablet SM-T900) is possible, but extremely slow (especally the startup)** | | |

**How to update the software…?**

**Xamarin for Visual Studio:**



On your taskbar **( 1 )** , search for the Xamarin-Icon **( 2 )**

Click the Xamarin-Icon **( 2 )**

Make sure, that your are on the **Beta ( ? )**-channel **( 3 )**

Make sure, that Version 2.9.344 (or higher) is selected and klick **“Download” ( 4 )**



After download, click **Install ( 5 )**

* ***See next page..***



Click **Next ( 6 ), Accept License Agreement ( 7 )** and **click next ( 8 )**

Change the settings to the features **(only if needed) ( 9 )** and click **“Next” ( 10 )**

Click **“Install” ( 11 )**

* + Note: You have to confirm the elevation prompt after clicking “Install”



Click **“Finish” ( 12 )**

**Note: After the update, you have to restart Visual Studio**

* ***See next page…***

After restart Visual Studio, you often will lose the connection to the MAX Build Host (iOS). In this case the message **( 13 )** will be showed:



Click “Continue” **( 14 )**

The message “Connect to a Xamarin.iOS Build Host” appears

Click “Configure Host Manually” **( 15 )**, type in the **IP-address of your MAC** an click **“OK” ( 16 )**

Now, you should be able to debug to iOS…

**Further descriptions to update Software on MAC…**