

Template for stabilizing Visual-Studio-Debugger

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):

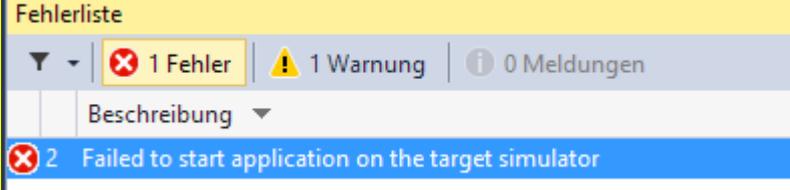
[-] Problems: [-] No problems

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

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 "unknown":



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).

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Android:

Empty template (for copy-paste):

<input type="checkbox"/> Problems:	<input type="checkbox"/> No problems
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Short description:		
Time to launch the (app start-screen is showed) about:	--	
<input type="checkbox"/> Device (Phone)	<input type="checkbox"/> Device (tablet (iPad)	<input type="checkbox"/> Simulator
Details:		

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

<input checked="" type="checkbox"/> Problems:	<input type="checkbox"/> No problems
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Short description:		
Time to launch the (app start-screen is showed) about:	55 seconds	
<input type="checkbox"/> Device (phone)	<input checked="" type="checkbox"/> Device (tablet (iPad)	<input type="checkbox"/> Simulator
Details:		

After a while the first breakpoint is reached:

```

68 //
69 //
70 if (!Application.Current.Properties.ContainsKey("iWebServerAuswahl")) // Funktioniert grundsätzlich, bis auf Android SM-T900
71 { Application.Current.Properties["iWebServerAuswahl"] = 0; } // 0 = "Matrix LAN Intranet-Server" / 1 = "Matrix LAN Internet-Server" / 2 = "Extern Intern
72 // Setting übernehmen
73 GV.iServerWahl = Convert.ToInt32(Application.Current.Properties["iWebServerAuswahl"]); // Werte müssen nach dem Auslesen offenbar zwingend "gecastet" (a
74 //
75 // Weitere Variablen zu WebServer setzen
76 switch (GV.iServerWahl)

```

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):

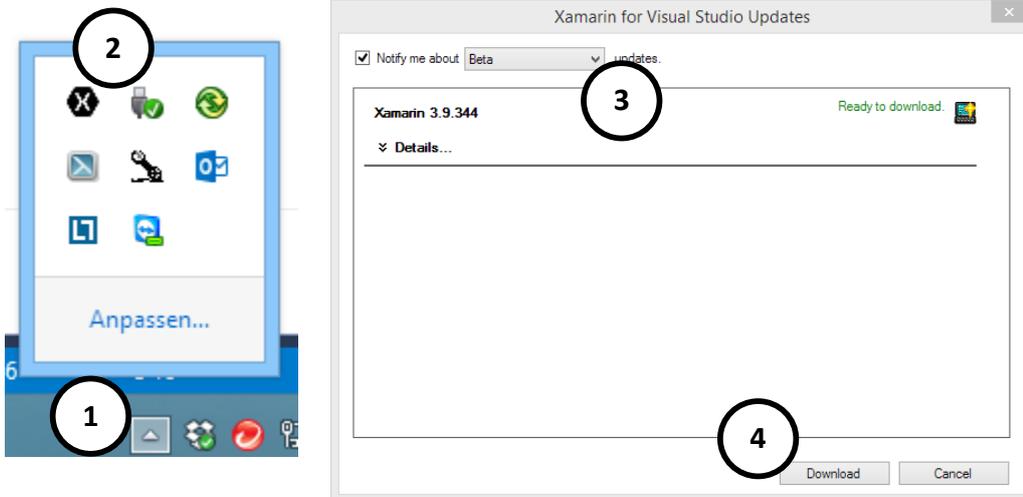


If then further breakpoints are reached, the debugger-stop is showed, while it sometimes takes about 8 seconds, until the "further"-button can be clicked (same problem as by start)

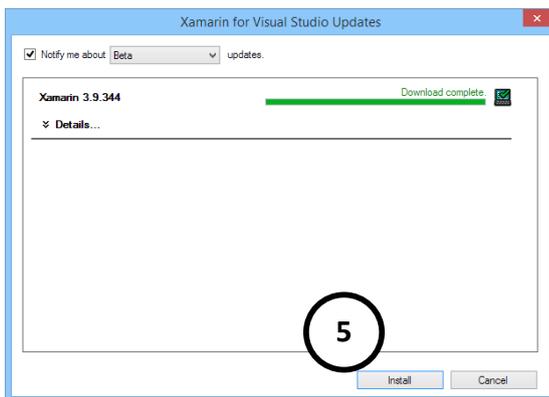
So.. debug Android (Samsung Tablet SM-T900) is possible, but extremely slow (especially the startup)

How to update the software...?

Xamarin for Visual Studio:



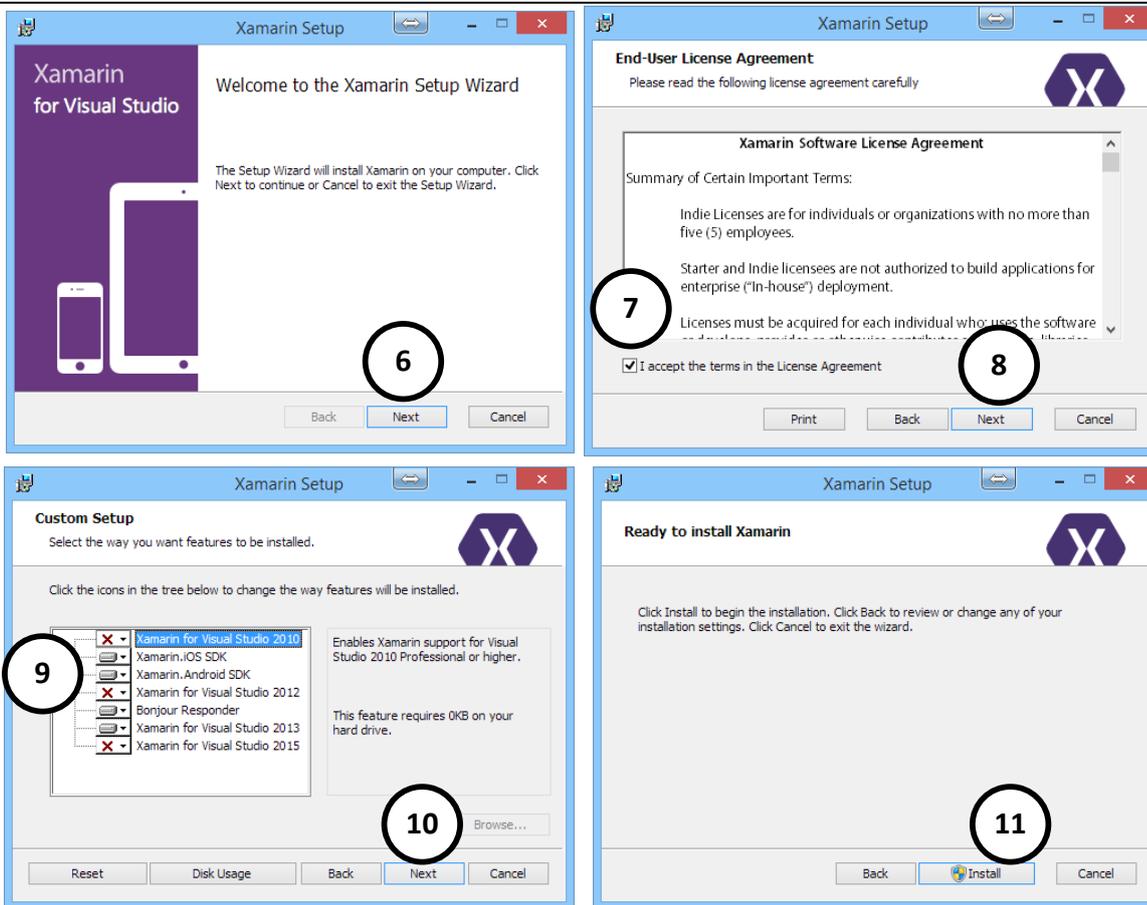
- On your taskbar (1) , search for the Xamarin-Icon (2)
- Click the Xamarin-Icon (2)
- Make sure, that your are on the **Beta (?)**-channel (3)
- Make sure, that Version 2.9.344 (or higher) is selected and klick **“Download”** (4)



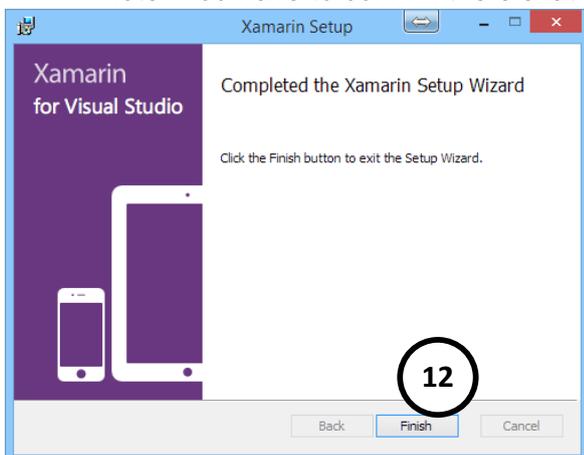
- After download, click **Install (5)**

➤ **See next page..**

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- 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”



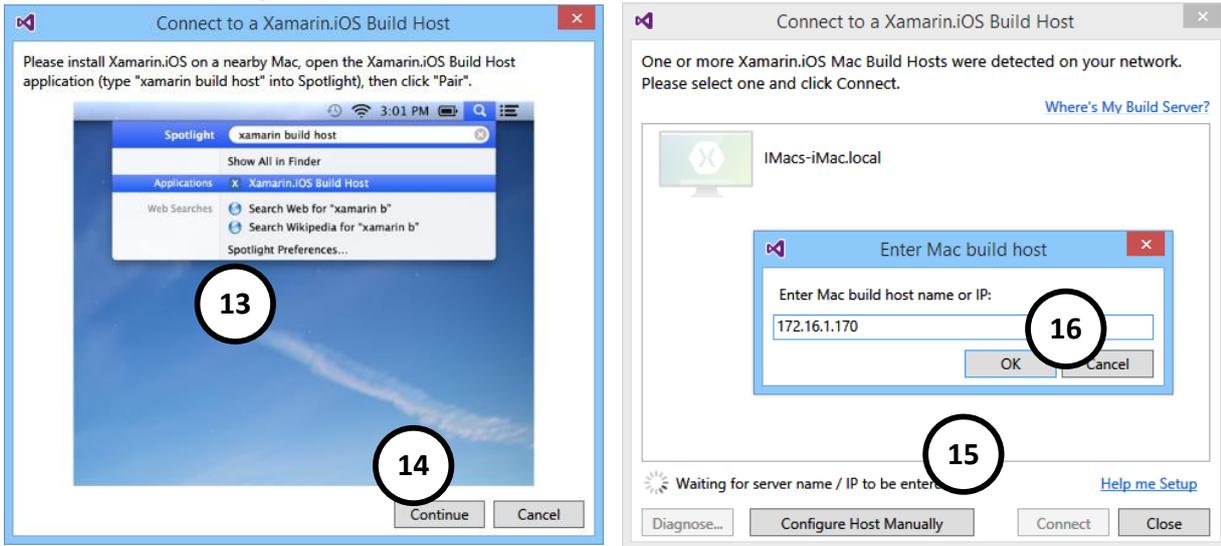
- Click **“Finish” (12)**

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

➤ **See next page...**

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- 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...