

Conversion Tools - Feature #11985

implement the DEBUGGER system handle on top of the 4GL DAP server

10/13/2026 09:26 AM - Paula Păstrăguș

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		reviewer:	
billable:	No	production:	No
vendor_id:	GCD	env_name:	
case_num:		topics:	
version_reported:			
version_resolved:			
Description			
Related issues:			
Related to Conversion Tools - Feature #11742: implement a fully featured Debu...			New

History

#1 - 10/13/2026 09:30 AM - Paula Păstrăguș

In OpenEdge, 4GL code can drive the debugger through the DEBUGGER system handle:

Member	What it does in OpenEdge
VISIBLE	Shows or hides the debugger window
INITIATE()	Initializes the debugger for the session
DEBUG()	Starts the debugger and stops at the next executable statement
SET-BREAK(...)	Sets a breakpoint
CANCEL-BREAK(...)	Removes a breakpoint
CLEAR()	Ends the debugger and removes its breakpoints
DISPLAY-MESSAGE(msg)	Shows a message in the debugger

FWD has the handle (com.goldencode.p2j.util.Debugger, DebuggerResource), but every method is a no-op that returns FALSE. Converted code that uses the handle compiles and runs, but nothing happens.

#2 - 10/13/2026 09:30 AM - Paula Păstrăguș

- Related to Feature #11742: implement a fully featured Debug Adapter Protocol (DAP) server for 4GL code (in FWD) added