

## Emulator - Emulator Issues #11489

### Debugger: PC should be part of the call stack

12/17/2018 06:49 PM - flacs

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> Yes	<b>Fixed in:</b>
<b>Description</b>	
<p>At the moment the first entry in the call stack is the function that executed the last bl. This means once you navigate away from the current PC position the only way back is to look up the value of the PC and search for that address.</p> <ul style="list-style-type: none"><li>• We should display the current PC position at the top of the call stack to make it easy to navigate back. This is also how other debuggers do it.</li><li>• It may be preferable to bind the jump event in the call stack view to double click instead of single click.</li></ul>	

#### History

#1 - 12/17/2018 09:18 PM - JMC4789

- Status changed from New to Accepted

#2 - 12/30/2018 03:11 AM - taolas

Note: There's a Show PC button next to all the other main buttons like Play. Also you can bind a hotkey to show PC in options.

I'm good with adding PC to the callstack. I can do it with my other debugger additions I'm working on, if no one else is going to add it right away.

I don't see any reason to make it double click, as there should be no other reason to click the callstack.