
Question

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Copy of base method in derived class tricks debugger

I have classes A and B, B derived from A, A has method `abc`.

From INT of class B I see that compiler copies implementation of `abc` to class B, so that `abc` exists both in A and B.

As result, when B invokes `abc`, `B.abc()` is executed instead of `A.abc()`. In result debugger is not able to step into `abc` and breakpoints in `A.abc` never hit.

Why this happens and how can I avoid this?

Update:

OK, now I know the reason: compiler makes the copy if `abc` has this line:

```
s cn=##Expression($$quote(%classname))
```

hmmmm... compiler needs name of method's class so it "moves" the method to child class. Well, perhaps there is a good reason for that but for the moment the solution looks strange.

I need `classname` (and `%methodname`) to provide location to my macro throwing exception in certain conditions. Seems I have to drop that unless someone knows a way how to avoid the copying in this case.

[#Compiler](#) [#ObjectScript](#) [#Caché](#)

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