

Getting_Started_with_On-Device_Debugging_using_Carbide.c++

Note: For the latest information on using the debugging features in Carbide.c++ please see the [Debugging projects](#) section of the online Carbide.c++ help.

For those of you who have not yet checked out the features for On-Device Debugging (ODD) in Carbide.c++ Developer, Professional, and OEM, there are two Forum Nokia resources that are designed to get you started. They are the white paper [On-Device Debugging with Carbide.c++](#) and a [video](#).

Both resources guide you through the basics of setting up the ODD software, building the application, and running an on-device debug session. The white paper also includes a handy troubleshooting guide.

TRK Files

With the release of [Carbide.c++ v2.0](#), downloading the latest TRK and Performance Investigator (PI) agents is accomplished using the **Install Remote Agents** pane in the [New Connection Wizard](#).
