

Active Debugger ...



[daveeeeeed](#) 3 posts since

Mar 4, 2009 Hi guys,

I'm using an Intel MacBook and am trying to run an old game (Civilization II: Test of Time) on my Windows XP SP3 virtual machine with VMWare Fusion 2.0. It doesn't want to load and I get the error message "This application cannot run with an active debugger in memory. Please unload the debugger and restart the application".

Clearly the app is badly written with a faulty restriction designed to stop it being edited or debugged, however I'd love to know if there any way of getting round this easily - short of setting up a separate BootCamp partition on my Mac to run the game in isolation.

Any help or workarounds here would be gratefully received.

NB: There is an existing thread (<http://communities.vmware.com/thread/121098?tstart=9405>) about this but with a fix that is both unproven and complex to those of us not versed in editing .vmx files. If this is the only fix, how do I go about doing this?

Thanks in advance,

Dave



[etung](#) 11,086 posts since

Oct 15, 2006 **1. Re: Active Debugger** Mar 4, 2009 4:44 PM

Without knowing exactly what they're looking for, it's impossible to say how to circumvent it 😊 However, the link you found is the only practical thing I think you can try. What are you confused about when editing a .vmx file? Finding it? Making the edit?



[daveeeeeed](#) 3 posts since

Mar 4, 2009 **2. Re: Active Debugger** Mar 4, 2009 4:53 PM

👤 in response to: [etung](#)

Thanks for the reply - where can I find the .vmx file to edit, and at what point in the file do I need to add:

```
monitor_control.restrict_backdoor =  
"TRUE"
```

Cheers



[etung](#) 11,086 posts since

Oct 15, 2006 **3. Re: Active Debugger** Mar 4, 2009 4:58 PM

👤 in response to: [daveeeeeed](#) where can I find the .vmx file to edit

See [A Beginner's Guide to VMware Fusion](#) or [Information Gathering for VMware Fusion](#)

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and at what point in the file do I need to add:

After any line in the file, it's unsorted. I'd suggest the end, make sure it's on it's own line and that you're not making this edit when Fusion is running.



[daveeeeeed](#) 3 posts since

Mar 4, 2009 4. **Re: Active Debugger** Mar 4, 2009 5:09 PM

in response to: [etung](#)

Thanks - tried editing the .vmx as per the instructions that but when I restarted the virtual machine I was told to re-activate my copy of Windows... I've now removed the `monitor_control.restrict_backdoor = "TRUE"` line and it starts up fine.

Thanks for the help anyway.

D.



[SimplyBea](#) 8 posts since

Jun 30, 2008 5. **Re: Active Debugger** Jun 26, 2009 11:05 PM

in response to: [daveeeeeed](#)

I have the same problem trying to run my MahJong solitaire game in XP on Fusion 2.0.4 - and have tried to understand your solution but remain confused???

1. So - did you re-install Fusion and XP?
2. Did you first include the command line "`# monitor_control.restrict_backdoor = "TRUE"`"

and then remove it??? Sorry - not really game to tackle the 'back end' of any app - so just trying to understand what I have to do..... thanks