

Hi,

Windows has a hidden "console" that allow to output debug information in real time using the Win32 API "OutputDebugString".

The messages can then be viewed using DebugView tool from Sysinternals (see picture attached) (" <http://www.microsoft.com/technet/sysinternals/utilities/debugview.mspx>")

The code to activate that is quite simple (99% are from the LogStream code) and can be easily extended to Linux with a printf instead of OutputDebugString.

```
class ConsoleStream : public Stream {
    CriticalSection cs;
    byte  buffer[512];
    byte *p;

    void Flush();
    void Put0(int w);

protected:
    virtual void  _Put(int w);
    virtual void  _Put(const void *data, dword size);

public:
    virtual bool IsOpen() const {return true;};

    ConsoleStream() {p = buffer;}
    ~ConsoleStream(){}
};

void ConsoleStream::Flush()
{
    int count = (int)(p - buffer);
    if(count == 0) return;
    *p=0;
    ::OutputDebugString((LPCSTR)buffer);

    p = buffer;
}

void ConsoleStream::Put0(int w)
{
    *p++ = w;
    if(w == '\n' || p == buffer + 511)
        Flush();
}
```

```

void ConsoleStream::_Put(int w)
{
    CriticalSection::Lock ____(cs);
    Put0(w);
}

void ConsoleStream::_Put(const void *data, dword size)
{
    CriticalSection::Lock ____(cs);
    const byte *q = (byte *)data;
    while(size--)
        Put0(*q++);
}

Stream& GetConsoleStream()
{
    static ConsoleStream s;
    return s;
}

GUI_APP_MAIN
{
    SetVppLog(GetConsoleStream());

    LOG(123);
}

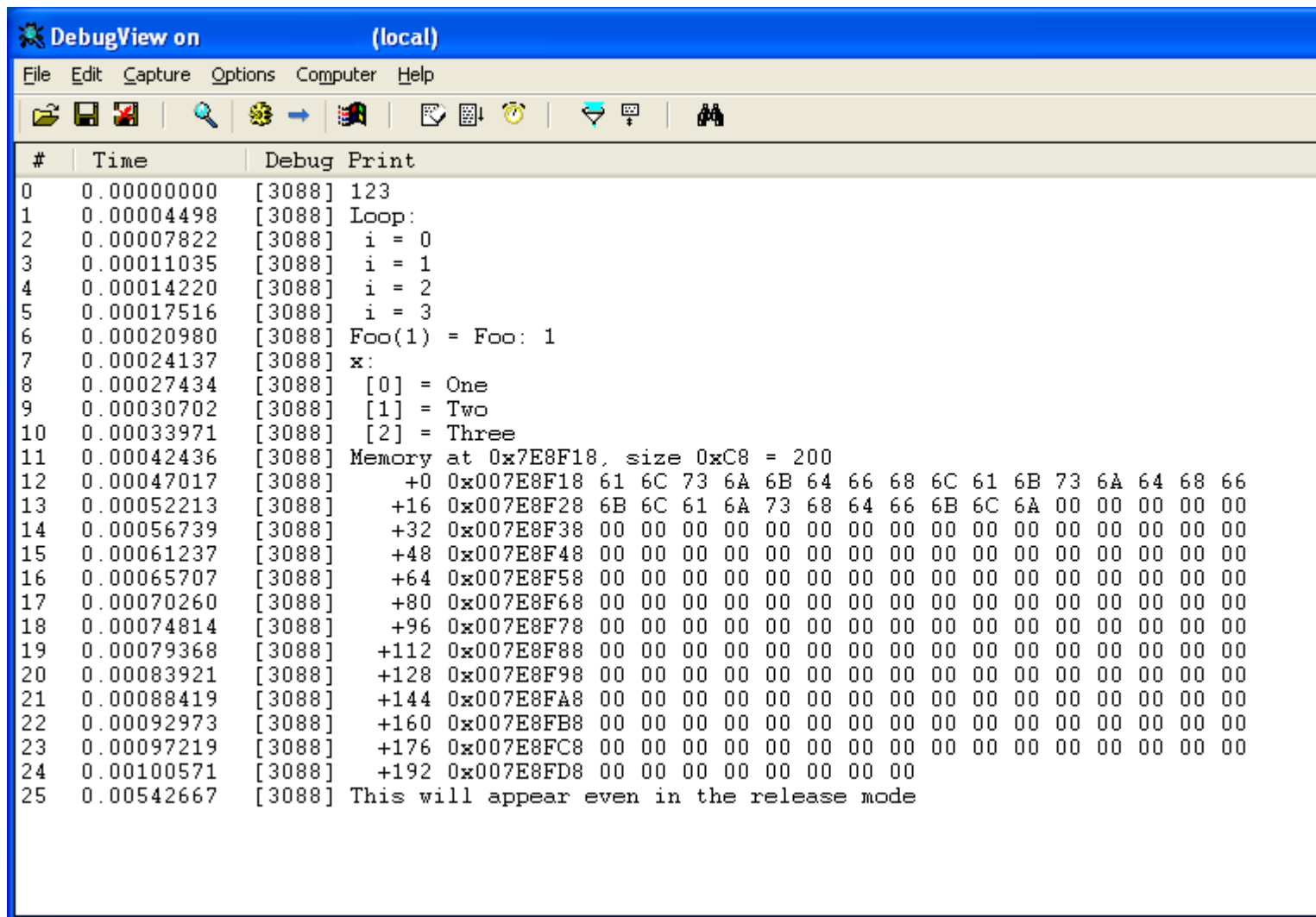
```

It will be useful (at least for me) to have that in Upp.

Regards,
Benoit

File Attachments

1) [debugview.PNG](#), downloaded 597 times



The screenshot shows the DebugView application window titled "DebugView on (local)". The window has a menu bar with "File", "Edit", "Capture", "Options", "Computer", and "Help". Below the menu bar is a toolbar with various icons. The main area displays a list of debug print messages with columns for "#", "Time", and "Debug Print".

#	Time	Debug Print
0	0.00000000	[3088] 123
1	0.00004498	[3088] Loop:
2	0.00007822	[3088] i = 0
3	0.00011035	[3088] i = 1
4	0.00014220	[3088] i = 2
5	0.00017516	[3088] i = 3
6	0.00020980	[3088] Foo(1) = Foo: 1
7	0.00024137	[3088] x:
8	0.00027434	[3088] [0] = One
9	0.00030702	[3088] [1] = Two
10	0.00033971	[3088] [2] = Three
11	0.00042436	[3088] Memory at 0x7E8F18, size 0xC8 = 200
12	0.00047017	[3088] +0 0x007E8F18 61 6C 73 6A 6B 64 66 68 6C 61 6B 73 6A 64 68 66
13	0.00052213	[3088] +16 0x007E8F28 6B 6C 61 6A 73 68 64 66 6B 6C 6A 00 00 00 00 00
14	0.00056739	[3088] +32 0x007E8F38 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
15	0.00061237	[3088] +48 0x007E8F48 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
16	0.00065707	[3088] +64 0x007E8F58 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
17	0.00070260	[3088] +80 0x007E8F68 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
18	0.00074814	[3088] +96 0x007E8F78 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
19	0.00079368	[3088] +112 0x007E8F88 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
20	0.00083921	[3088] +128 0x007E8F98 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
21	0.00088419	[3088] +144 0x007E8FA8 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
22	0.00092973	[3088] +160 0x007E8FB8 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
23	0.00097219	[3088] +176 0x007E8FC8 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
24	0.00100571	[3088] +192 0x007E8FD8 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
25	0.00542667	[3088] This will appear even in the release mode

Subject: Re: Add capability to Log into Windows console

Posted by [mirek](#) on Fri, 24 Aug 2007 13:44:24 GMT

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Thanks for an idea.

In the end, inspired by you, I have use a little bit different approach - see changelog.

Mirek
