
Subject: Visual Studio Map File Browser

Posted by [Novo](#) on Mon, 07 Mar 2011 05:37:44 GMT

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amap : A tool to analyze .MAP files produced by Visual Studio 32-bit compiler and report the amount of memory being used by data and code.

This app can also read and analyze MAP files produced by GCC, Clang, Xbox360, Wii, and PS3 compilers.

File Attachments

1) [amap.05.01.png](#), downloaded 1987 times

c:\local\home\sergey\cpp\code\gui\upp\svn\out\uppsrc\MSC9.Gui\ide.map [MSVC]

File Options Help

All By Module By File

Group	Section	Address	Size	Demangled Name	Module Name	File Name	Mangled Name
1	.text	0	43	void Upp::String0::Set(class Upp::String0 const &)		SelectPkg.obj	?Set@String0@Upp
1	.text	2b	76	void Upp::String0::Assign(class Upp::String0 const &)		SelectPkg.obj	?Assign@String0@Upp
1	.text	77	62	bool Upp::String0::IsEqual(class Upp::String0 const &)		SelectPkg.obj	?IsEqual@String0@Upp
1	.text	b5	28	void Upp::String0::Cat(int)		SelectPkg.obj	?Cat@String0@Upp
1	.text	d1	18	class Upp::String & Upp::String::operator=(class Upp::String const &)		SelectPkg.obj	?4String@Upp@@
1	.text	e3	13	Upp::StringBuffer::~~StringBuffer(void)		SelectPkg.obj	?1StringBuffer@Upp
1	.text	f0	102	int Upp::String0::Compare(class Upp::String0 const &)		SelectPkg.obj	?Compare@String0@Upp
1	.text	156	24	bool Upp::Stream::IsEof(void) const		SelectPkg.obj	?IsEof@Stream@Upp
1	.text	16e	39	class Upp::Stream & Upp::Stream::operator/(int)		SelectPkg.obj	?KStream@Upp@@
1	.text	195	47	int & Upp::HashBase::Maph(unsigned int) const		SelectPkg.obj	?Maph@HashBase@Upp
1	.text	1c4	0	bool Upp::Value::Void::IsEqual(class Upp::Value::Void const &)		SelectPkg.obj	?IsEqual@Void@Upp
1	.text	1c4	0	bool Upp::NilDraw::ExcludeClipOp(struct Upp::Rect const &)	Draw	Draw.obj	?ExcludeClipOp@NilDraw
1	.text	1c4	0	bool Upp::RichValueRep<struct Upp::Rect const & int>::IsPolyEqual(class Upp::RichValueRep const &)	CtrlLib	ChWin32.obj	?IsPolyEqual@RichValueRep@CtrlLib
1	.text	1c4	0	bool Upp::RichValueRep<class Upp::Drawing>::IsPolyEqual(class Upp::RichValueRep const &)	Draw	Draw.obj	?IsPolyEqual@RichValueRep@Draw
1	.text	1c4	0	bool Upp::NilDraw::ClipoffOp(struct Upp::Rect const &)	Draw	Draw.obj	?ClipoffOp@NilDraw
1	.text	1c4	0	bool Upp::NilDraw::ClipOp(struct Upp::Rect const &)	Draw	Draw.obj	?ClipOp@NilDraw
1	.text	1c4	0	bool Upp::Value::Void::IsPolyEqual(class Upp::Value::Void const &)		SelectPkg.obj	?IsPolyEqual@Void@Upp
1	.text	1c4	0	bool IconDesModule::ParseUsc(class Upp::CParse const &)	IconDes	IdeDes.obj	?ParseUsc@IconDesModule
1	.text	1c4	0	bool Upp::RichValueRep<class Upp::Color>::IsPolyEqual(class Upp::RichValueRep const &)		UppDlg.obj	?IsPolyEqual@RichValueRep@Upp
1	.text	1c4	0	bool Upp::RichValueRep<class Upp::Painting>::IsPolyEqual(class Upp::RichValueRep const &)	Draw	Draw.obj	?IsPolyEqual@RichValueRep@Draw
1	.text	1c4	0	bool Upp::RichObjectType::Accept(class Upp::RichObject const &)	RichText	Object.obj	?Accept@RichObjectType@RichText
1	.text	1c4	0	bool Upp::NilDraw::IsPaintingOp(struct Upp::Rect const &)	Draw	Draw.obj	?IsPaintingOp@NilDraw
1	.text	1c4	0	bool Upp::RichValueRep<class Upp::Font>::IsPolyEqual(class Upp::RichValueRep const &)	LayDes	laylib.obj	?IsPolyEqual@RichValueRep@LayDes
1	.text	1c4	0	bool Upp::NilDraw::IntersectClipOp(struct Upp::Rect const &)	Draw	Draw.obj	?IntersectClipOp@NilDraw
1	.text	1c4	0	bool Upp::RichValueRep<class Upp::Image>::IsPolyEqual(class Upp::RichValueRep const &)		SelectPkg.obj	?IsPolyEqual@RichValueRep@Upp
1	.text	1c4	5	bool IdeModule::ParseUsc(class Upp::CParse const &)		Help.obj	?ParseUsc@IdeModule
1	.text	1c9	26	Upp::Color::Color(class Upp::Color const &)		SelectPkg.obj	?0Color@Upp@@
1	.text	1e3	7	Upp::CallbackAction::~~CallbackAction(void)		SelectPkg.obj	?1CallbackAction@Upp
1	.text	1ea	42	Upp::ConvertString::ConvertString(int, bool)		SelectPkg.obj	?0ConvertString@Upp
1	.text	214	0	Upp::ConvertInt::~ConvertInt(void)		Setup.obj	?1ConvertInt@Upp

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Subject: Re: Visual Studio Map File Browser
 Posted by [Lance](#) on Mon, 27 Dec 2021 19:47:06 GMT
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Thank you for sharing, Novo! Good to know there is a tool like this around.
