Subject: DUMP for Maps [FEATURE REQUEST]
Posted by dolik.rce on Tue, 06 Jul 2010 13:49:41 GMT
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Hi Mirek,

Could you please add a macro that would dump ArrayMap/VectorMap including the keys? I really miss it when debugging some of my programs. If I am not mistaken, the closest thing we have now is "DUMPC(map.GetKeys());DUMPC(map);", which is far from easy to use.

Something like this in Core/diag.h would be totally sufficient:#define DUMPM(c) UPP::LockLog(), UPP::DumpMap(VppLog() << #c << ':' << UPP::EOL, (c)), UPP::UnlockLog()

```
template <class T>
void DumpMap(Stream& s, const T& t) {
 s << LOG_BEGIN;
 for(int i = 0; i < t.GetCount(); i++)
  s << '[' << i << "] = ("<< t.GetKey(i) << ") " << t[i] << EOL;
 s << LOG_END;
}
```

Best regards,
Honza