
Subject: DUMP for Maps [FEATURE REQUEST]
Posted by [dolik.rce](#) on Tue, 06 Jul 2010 13:49:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: DUMP for Maps [FEATURE REQUEST]
Posted by [mirek](#) on Tue, 06 Jul 2010 19:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

dolik.rce wrote on Tue, 06 July 2010 09:49: 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

Good idea. It is there...

Mirek

Subject: Re: DUMP for Maps [FEATURE REQUEST]
Posted by [kohait00](#) on Fri, 06 Aug 2010 18:28:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

why not have a

String ToString() const;

function for them as well? making possible

LOG(containerInstance) ;

this kind of idea i posted into 'code style', really liked it in C# beeing able to inspect no matter which class instance in debugger..

Subject: Re: DUMP for Maps [FEATURE REQUEST]
Posted by [mirek](#) on Fri, 13 Aug 2010 07:30:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

kohait00 wrote on Fri, 06 August 2010 14:28why not have a

String ToString() const;

function for them as well? making possible

LOG(containerInstance) ;

this kind of idea i posted into 'code style', really liked it in C# beeing able to inspect no matter which class instance in debugger..

Well, I have a little problem with creating a single String here, as the result can get pretty big. Perhaps it is non-issue, but...

Subject: Re: DUMP for Maps [FEATURE REQUEST]
Posted by [kohait00](#) on Fri, 13 Aug 2010 07:38:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

for those classes predestinated to produce large Strings, one could limit output to say 1000 chars

or so..inside the ToString()..

i found this thing to be quite usefull when debugging over LOG
