

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,
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File Attachments

1) [debugview.PNG](#), downloaded 595 times

