
Subject: Add capability to Log into Windows console
Posted by [benoitc](#) on Thu, 09 Aug 2007 09:11:46 GMT
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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

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- 1) [debugview.PNG](#), downloaded 415 times
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