Subject: Re: Win32 UPP console application profiling? Some free easy to use tools, anyone?
Posted by mirek on Wed, 30 Jul 2008 20:44:09 GMT

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mr_ped wrote on Wed, 30 July 2008 15:22I would love to have "profiling" directly in TheIDE, but there's no such thing.

The RTIMING (?) macro is nice when you know which part you want to attack, but I'm missing some way to measure all relevant code together and compare it in absolute/relative numbers to know which parts are slowing me down badly, down to every single function calls, preferably down to template based functions.

I have tons of experience with RTIMING IMO it leads you directly to the bottleneck quite quickly.

Of course, if you are not afraid inserting RTIMING even to U++ code, so better. But often it is not even necessary.

It is usually quite straightforward to find out where the problem is. Just start in CONSOLE_APP_MAIN, if you call more than single function there. Put one RTIMING to the whole CONSOLE_APP_MAIN, then move other RTIMING between blocks or function calls of MAIN. When you identify the "clockcycle eater", descend to that block or function and repeat the process.

The main RTIMING will always serve you to see proportions...

Mirek