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Subject: Re: Win32 UPP console application profiling? Some free easy to use tools, anyone?

Posted by [mr\\_ped](#) on Thu, 31 Jul 2008 07:56:31 GMT

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Mirek: that's exactly what will not work for me. I have one big processing functions which eats 100% of CPU, and I know why/how, and there's no direct bottleneck in it (or other way around, everything in it is bottleneck). So I'm not looking into searching for bottleneck, but to tune little parts one by one, and to know where to start I would like overall view.

Novo: thanks for advice, I'm sort of looking at valgrind(+proper modules) too, but unfortunately right now I don't have linux distribution at my notebook (and last time I tried to install my favorite Kubuntu it had some problems with HW), where I spend half of my development time, so I will check it later.

Anyway, I did find something called "Shiny" <http://sourceforge.net/projects/shinyprofiler> (it has similar license to U++), which does require putting something into your code (so it very likely breaks inlining and other optimizations), so it's similar to RTIMING, yet there's the ready to use `std::ostream` text output, so it does save you some "LOG << this is result" work when compared to RTIMING.

Now I see I did download official zip which is a bit behind current SVN, but after tiny fixes/changes it works for me, and I don't want to spend more time with it now.

I'm adding my UPP packages if anyone is interested (I did put them into `upp/bazaar` at my HDD, as I'm using the `UnitTest++` package from it too). But I don't think it is ready to be included with UPP in next versions.

If anyone has spare time and is interested, feel free to examine this package, update it from SVN and make sure it works under many platforms, the license is friendly, so eventually we may add it to `bazaar` in future(?).

As is, it works for me with 2008.1 under WinXP with both MSC8 and MINGW.

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## File Attachments

1) [ShinyUPP.7z](#), downloaded 295 times

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