Subject: Shiny: C++ profiler - Ultimate++ package
Posted by mr_ped on Thu, 31 Jul 2008 19:55:09 GMT
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I tried to use Shiny: C++ profiler recently, here's the Ultimate++ package version of it in case you are interested.
I did update it to current (2008-07-31) SVN version, and I did test it under WinXP with MSC8 and MINGW compilers.
(Feel free to test on other platforms and post about problems here)

See Shiny/doc/UppVersion.txt for list of changes made by me to original SVN sources.

How to use it (check ShinySample[1|2] too):
- Add package "Shiny" to your UPP project.
- set up the main package configuration flags to contain also flag "SHINY" (or not, if you want to switch profiling off)
- #include <Shiny/Shiny.h> whenever you need it
- call at program end (or where do you wish, you can use it also per frame in graphics applications, etc, see docs)
 PROFILE_UPDATE_ALL(0); // update all profiles
 PROFILE_OUTPUT_ALL(); // print to cout
- add PROFILE_FUNC(); at the start of function you want to recognize in output.
- read Shiny documentation to learn more about its features.

File Attachments

1) ShinyUPP.7z, downloaded 641 times