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Subject: Re: U++ vs Qt

Posted by [dolik.rce](#) on Sun, 27 Jun 2010 22:48:50 GMT

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281264 wrote on Sun, 27 June 2010 15:54: By the way, I am finding problems with the debugger: it does not work properly.

Bit off-topic, but: You can use LOG and DUMP\* macros. They support some cool tricks of U++ automatic formatting, so it is very easy and quick to use. I do most of my debugging that way.

Some examples: `int i=4;`

`Point p(2,3);`

`String s="abcdefg";`

`Vector<int> v; v.Add(2); v.Add(14); v.Add(3);`

`LOG("i has value "<<i<<" s="<<s<<" and point p is "<<p);`

`DUMP(i);`

`DUMP(p);`

`DUMP(s);`

`DUMPC(v);`

When you run the app in debug mode, the values are saved in log file (Alt+L). In release mode, they are ignored.

Honza

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