
Subject: Re: Search for constant and show it....

Posted by [dolik.rce](#) on Thu, 10 May 2012 12:36:24 GMT

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If you are allowed to modify the code defining the constants, you can use some preprocessor trick, e.g.:#ifndef flagDEBUG

```
#define CONSTVAL(NAME,VALUE) const uint16 NAME = VALUE
```

```
#else
```

```
VectorMap<int,String> const_values;
```

```
#define CONSTVAL(NAME,VALUE) const_values.Add(VALUE,#NAME); const uint16 NAME =  
VALUE
```

```
#endif
```

```
namespace CanMethod
```

```
{
```

```
CONSTVAL(PING_REQUEST, 1001);
```

```
CONSTVAL(PING_REPLAY, 1002);
```

```
CONSTVAL(DEVICE_STATE_REQUEST, 1003);
```

```
CONSTVAL(DEVICE_STATE_REPLAY, 1004);
```

```
}
```

It defines the constants using a macro, just if it is in debug mode, it adds each value to a "dictionary", which you can later simply query like `const_values[1003]` to get string description "DEVICE_STATE_REQUEST", which is what you want if I understand correctly

There also might or might not be a way to do this using debug informations present in the executable. You could probably hack some solution using gdb or some of its code... But it is certainly too much work to even think of it

Best regards,

Honza
