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Subject: Re: CHECK macro

Posted by [mirek](#) on Fri, 27 Oct 2006 01:41:46 GMT

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It is similar to ASSERT, but expression gets evaluated even in release mode (therefore you do not lose desired side effects - e.g. you can use CHECK to test the return code of some routine. If you would do it with ASSERT, routine would not get called in release mode).

I guess the simple thing to do is `#undef CHECK` before including your unit testing stuff.

Mirek

P.S.: Unit testing is on my radar for future U++ development, perhaps you could share your opinions in development forum...

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