Subject: Add capability to Log into Windows console
Posted by benoitc on Thu, 09 Aug 2007 09:11:46 GMT
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Hi,

Windows has a hidden "console" that allow to output debug information in real time using the Win32 API "OutputDebugString".
The messages can then be viewed using DebugView tool from Sysinternals (see picture attached) (" http://www.microsoft.com/technet/sysinternals/utilities/debu gview.mspx")
The code to activate that is quite simple (99% are from the LogStream code) and can be easily extended to Linux with a printf instead of OutputDebugString.

```
class ConsoleStream : public Stream {
 CriticalSection cs;
 byte  buffer[512];
 byte *p;

 void  Flush();
 void  Put0(int w);

protected:
 virtual void    _Put(int w);
 virtual void    _Put(const void *data, dword size);

public:
 virtual   bool  IsOpen() const {return true;};

 ConsoleStream() {p = buffer;}
 ~ConsoleStream(){}
};

void ConsoleStream::Flush()
{
 int count = (int)(p - buffer);
 if(count == 0) return;
 *p=0;
 ::OutputDebugString((LPCSTR)buffer);

 p = buffer;
}

void ConsoleStream::Put0(int w)
{
 *p++ = w;
 if(w == '\n' || p == buffer + 511)
  Flush();
}
```

```
void ConsoleStream::_Put(int w)
{
 CriticalSection::Lock __(cs);
 Put0(w);
}

void  ConsoleStream::_Put(const void *data, dword size)
{
 CriticalSection::Lock __(cs);
 const byte *q = (byte *)data;
 while(size--)
  Put0(*q++);
}


Stream&  GetConsoleStream()
{
 static ConsoleStream s;
 return s;
}


GUI_APP_MAIN
{
    SetVppLog(GetConsoleStream());

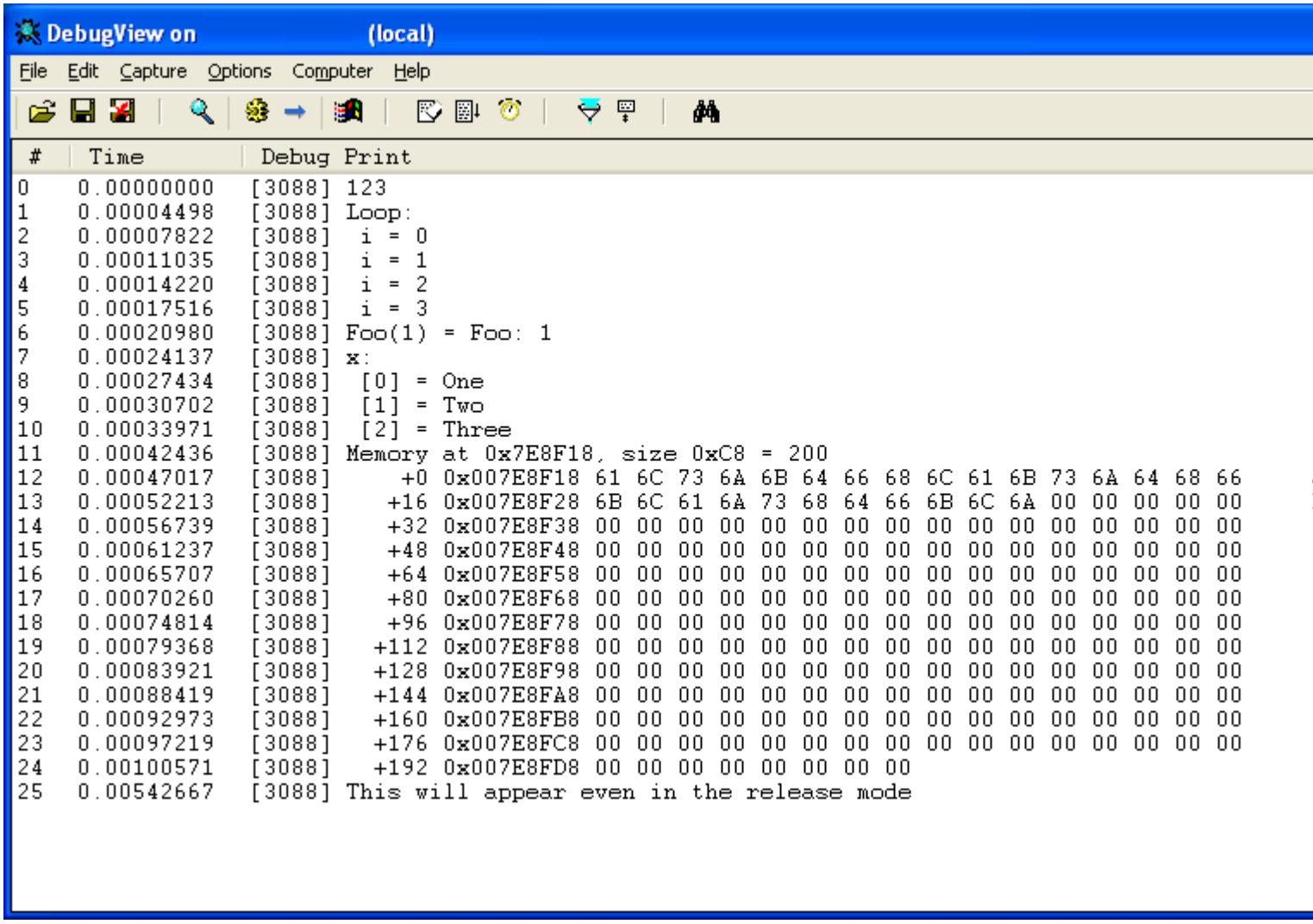
    LOG(123);
}
```

It will be useful (at least for me) to have that in Upp.

Regards,
Benoit

File Attachments

1) debugview.PNG, downloaded 720 times



Subject: Re: Add capability to Log into Windows console
Posted by mirek on Fri, 24 Aug 2007 13:44:24 GMT
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Thanks for an idea.

In the end, inspired by you, I have use a little bit different approach - see changelog.

Mirek
