

NAME

debug – Debugging with the Shore Storage Manager (SSM)

SYNOPSIS

Config-time macros: DEBUGCODE, TRACECODE

Compile-time macros: -DW_DEBUG, -DW_TRACE

Run-time assertions: w_assert3(...), w_assert1(...)

Run-time environment variables:

setenv DEBUG_FLAGS "file.cpp sm.cpp"

setenv DEBUG_FILE "debug.out"

DESCRIPTION

The SM code is peppered with assertions whose inclusion depends on compile-time macros. If W_DEBUG is defined, w_assert3() is included. Even in the absence of W_DEBUG, w_assert1() is included.

The configuration macro

```
#define DEBUGCODE ON
```

in the configuration file `config/shore.def` controls the W_DEBUG compile-time macro.

The configuration macro

```
#define TRACECODE ON
```

in the configuration file `config/shore.def` controls the W_TRACE compile-time macro. When W_TRACE is defined, the macros

```
DBG(<<"miscellaneous tracing" << x->number() );
```

```
DBGTHRD(<<"prints thread#" << x->number() );
```

are included in the source to be compiled. The DBG macro prints the file and line number, followed by the output given between the parentheses. The DBGTHRD also prints the thread number of the thread in which the macro is executed.

ENVIRONMENT

To engage the DBG macros at run-time, use the environment variable

```
setenv DEBUG_FLAGS "sourcefile.cpp sourcefile.h"
```

This will activate the printing in the named source files. To redirect the output from standard output to a file, use

```
setenv DEBUG_FLAGS outfilename
```

ERRORS**VERSION**

This manual page applies to Version 2.0 of the Shore Storage Manager.

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