

**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 `is` is defined, `is` is included. Even in the absence of `is` is included.

The configuration macro

```
#define DEBUGCODE ON
```

in the configuration file controls the `W_DEBUG` compile-time macro.

The configuration macro

```
#define TRACECODE ON
```

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

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

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

**ENVIRONMENT**

To engage the 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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