

NAME

debug – Debugging with the Shore Storage Manager (SSM)

SYNOPSIS

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 option

`--enable-debug`

controls the `W_DEBUG` compile-time macro.

The configuration option

`--enable-trace`

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_FILE outfilename`

ERRORS

VERSION

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

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