

Debug Window Dynamic-Link Library

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This document describes the special tool, that simplify the debugging output in Windows when you use a single-monitor configuration.

The document contains the following sections:

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Debug Window Commands

Authors of this DLL writes their programs in the USSR and the second monitor is a rather complex problem, so they need such a tool to debug programs.

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Debug Window DLL Functions Index

CreateDebugWindow Creates a debug window

DBG_PutInt Writes an integer (short) number in decimal and hexadecimal formats

DBG_PutLong Writes an integer (long) number in decimal and hexadecimal formats

DBG_PutString Writes a zero-terminated characters string

DestroyDebugWindow Destroys a debug window

CreateDebugWindow

Syntax **HWND FAR PASCAL CreateDebugWindow (*hMasterWnd*)**

This function creates the debug window, which displays all the debugging information of your program.

<u>Parameter</u>	Type/Description
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<i>hMasterWnd</i>	HWND Is a handle of the parent window.
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Return Value The return value specifies the handle of the debug window just created. If no window is created, the return value equals NULL.

DBG_PutInt

Syntax **int FAR PASCAL DBG_PutInt** (*lpPrefixStr*, *nNumber*)

This function puts the *nNumber* integer into the Debug window, preceding it with a *lpPrefixStr* string. The Debug window should be already created by **CreateDebugWindow** function call.

<u>Parameter</u>	Type/Description
<i>lpPrefixStr</i>	LPSTR Is a long pointer to the string, which should precede the number.
<i>nNumber</i>	int Is a number you want to see in the Debug window.

Return Value The return value specifies whether or not the number is drawn. It is nonzero if the number is drawn. Otherwise, it is zero.

DBG_PutLong

Syntax **int FAR PASCAL DBG_PutLong (lpPrefixStr, dwNumber)**

This function puts the *dwNumber* integer into the Debug window, preceding it with a *lpPrefixStr* string. The Debug window should be already created by **CreateDebugWindow** function call.

<u>Parameter</u>	Type/Description
<i>lpPrefixStr</i>	LPSTR Is a long pointer to the string, which should precede the number.
<i>dwNumber</i>	LONG Is a number you want to see in the Debug window.

Return Value The return value specifies whether or not the number is drawn. It is nonzero if the number is drawn. Otherwise, it is zero.

DBG_PutString

Syntax **int FAR PASCAL DBG_PutString** (*lpPrefixStr*, *lpString*)

This function puts the *lpString* string into the Debug window, preceding it with a *lpPrefixStr* string. The Debug window should be already created by **CreateDebugWindow** function call.

<u>Parameter</u>	Type/Description
<i>lpPrefixStr</i>	LPSTR Is a long pointer to the string, which should precede the <i>lpString</i> string.
<i>lpString</i>	LPSTR Is a long pointer to the string you want to see in the Debug window.

Return Value The return value specifies whether or not the string is drawn. It is nonzero if the string is drawn. Otherwise, it is zero.

DestroyDebugWindow

Syntax **int FAR PASCAL DestroyDebugWindow ()**

This function destroys the debug window, which displays all the debugging information of your program.

Return Value The return value specifies whether or not the Debug window is destroyed. It is nonzero if the window is destroyed. Otherwise, it is zero.

Debug Window Commands

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View Menu Commands

View menu contains commands, allowing to control the visibility of different fields in debug strings and an close debug window command:

Prefix String	turns on and off the printing of "prefix" strings, contained in lpPrefixStr parameter of <u>DBG_PutInt</u> and <u>DBG_PutLong</u> functions.
Close	Closes the Debug Window

Help Menu Commands

Help menu contains commands, allowing to get a help:

Help on Help	Provides with instructions on using Windows Help Utility
Functions Index	Shows information about EWT Debug DLL functions
Commands	Help on using Debug window menu comands