

ERRLOOK Overview

The ERRLOOK utility retrieves a system error message or module error message based on the value entered. ERRLOOK retrieves the error message text automatically if you drag and drop a hexadecimal or decimal value from the Developer Studio debugger or other OLE-enabled application. You can also enter a value either by typing it in or pasting it from the Clipboard and clicking Look Up. The accelerator keys for Copy (Ctrl+C), Cut (Ctrl+X) and Paste (Ctrl+V) work for both the Value and Error Message boxes if you first highlight the text.

Value

Type in a value, paste it from the Clipboard, or drag and drop it from the debugger or other OLE-enabled application. Enter the value in hexadecimal or decimal form, then click Look Up. Hexadecimal values should be preceded by 0x, and valid characters are 0-9, A-F, and a-f. Decimal values may be preceded by the minus sign (-), and valid characters are 0-9.

Error Message

The Error Message box contains the text of the system error message or module error message based on the value entered.

Modules

Click the Modules button to bring up the Additional Modules for Error Searching dialog. Type in the name of the desired .EXE or .DLL in the edit box and click Add to include the modules in your error message search. Remove a module from the list by highlighting it and clicking the Remove button.

Look Up

Click Look Up to retrieve the error message that corresponds to the system or module value entered. Values can be entered in hexadecimal or decimal form (including negative decimal values). Modules listed in the Additional Modules for Error Searching dialog are also searched.

