

# 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:

## **Debug Window DLL Functions Index**

## **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>	<u>Type/Description</u>
<i>hMasterWnd</i>	<b>HWND</b> Is a handle of the parent window.

**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.

<b><u>Parameter</u></b>	<b>Type/Description</b>
<i>lpPrefixStr</i>	<b>LPSTR</b> Is a long pointer to the string, which should precede the number.
<i>nNumber</i>	<b>int</b> 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.

<b><u>Parameter</u></b>	<b>Type/Description</b>
<i>lpPrefixStr</i>	<b>LPSTR</b> Is a long pointer to the string, which should precede the number.
<i>dwNumber</i>	<b>LONG</b> 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.

<b><u>Parameter</u></b>	<b>Type/Description</b>
<i>lpPrefixStr</i>	<b>LPSTR</b> Is a long pointer to the string, which should precede the <i>lpString</i> string.
<i>lpString</i>	<b>LPSTR</b> 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

View Menu

Help Menu



## View Menu Commands

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

- |                      |  |
|----------------------|--|
| <b>Prefix String</b> | turns on and off the printing of "prefix" strings, contained in lpPrefixStr parameter of <b><u>DBG PutInt</u></b> and <b><u>DBG PutLong</u></b> functions. |
| <b>Close</b>         | Closes the Debug Window  |

## Help Menu Commands

Help menu contains commands, allowing to get a help:

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