

Two Questions

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2004-08/1121.html

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Hi,

Firstly, I've just taken on a large project that looks like it's been designed by a 2 year old. It's absolutely jam packed with very large macros which invoke other large macros that use do/while, switch/case, token-pasting, gotos etc. which I'm finding very difficult to debug. Is there a piece of software/utility that will unravel/unroll/convert these ridiculous structures into inline functions, or is there a way to "force" the compiler to single step through them in debug mode (visual c++ v6.0 on XP).

Secondly, I'm trying to write some information out to a file from a dll I'm debugging. Under what circumstances would the program seem to trace through the code on a single step debug session but not create the file on the hard drive (discount file space, incorrect filename etc – the code works in a separate win32 project).

Any help appreciated,

RJJ.