

Exiv2 - Bug #765

Debug messages of psdimages.cpp go to stdout instead of stderr

07 Mar 2011 05:43 - Volker Grabsch

Status:	Closed	Start date:	07 Mar 2011
Priority:	Normal	Due date:	
Assignee:	Andreas Huggel	% Done:	100%
Category:	image format	Estimated time:	0.00 hour
Target version:	0.22		
Description			
The debug messages of psdimages.cpp are currently written to stdout instead of stderr. The attached patch fixes that.			

History

#1 - 07 Mar 2011 06:21 - Volker Grabsch

I'm not sure whether this was really a bug. Some of the src/*image.cpp files prefer stdout and others prefer stderr for DEBUG messages. Some even mix them.

Is there any convention / best practice about this?

Maybe some central kind of "std::istream &Exiv2::debug;" could provide more clarity here?

#2 - 07 Mar 2011 06:24 - Volker Grabsch

Sorry for the typo. I was of course thinking of an "ostream" instead of "istream", something like this:

```
std::ostream &Exiv2::debug = std::cerr;
```

This would even allow to use a std::ostrstream to collect all debug messages to show them in a GUI rather than having them always written to stdout or stderr.

#3 - 07 Mar 2011 17:33 - Andreas Huggel

Debug output is not really standardized yet, but spelling out a convention is easy, now that we have [LogMsg](#):

Debug output should use the EXV_DEBUG macro instead of any std output stream and be enclosed in #ifdef DEBUG blocks (similar to how warnings and errors are now handled). For example:

```
#ifdef DEBUG
    EXV_DEBUG << std::hex << "resourceId: " << id << std::dec << " length: " << size << "\n";
#endif
```

The application then just has to call LogMsg::setLevel(debug) and can optionally set its own log message handler to do with the output whatever it wants.

Coming up with a guideline for the kind of debug output that should be in the code is more difficult. The way I use debug output myself usually is to find out what's going on in some very specific situation. This kind of debug output is generally not interesting in a more general context.

#4 - 09 Mar 2011 06:07 - Volker Grabsch

- *File deleted (exiv2-0.21.1_debug_psdimage.patch)*

#5 - 09 Mar 2011 06:11 - Volker Grabsch

That's a very nice convention. I'll follow that in future code, and I'll try to convert existing code if my time allows that.

On minor correction. The correct command to set the debug log level is:

```
LogMsg::setLevel(LogMsg::debug)
```

#6 - 22 Aug 2011 04:29 - Michael Ulbrich

- *Status changed from New to Closed*

#7 - 23 Aug 2011 19:02 - Andreas Huggel

- *Status changed from Closed to Resolved*

Thanks a lot for your work, Volker & Michael! I've updated this issue back to 'Resolved', following the usual process. It will get closed when it's released.

Andreas

#8 - 18 Sep 2011 05:27 - Andreas Huggel

- *Status changed from Resolved to Closed*