

TRACE - Bug #25546

lingering as far back as I can tell (i.e. v3_15_*) -- trace from a header before a trace from non-header mess

02/23/2021 02:46 AM - Ron Rechenmacher

Status:	Closed	Start date:	02/23/2021
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
If, at runtime, a trace from a header file is executed before a trace from the compilation unit, the TRACE_NAME for the compilation is ignored/overridden.			
headerA.h: #include "TRACE/trace.h" static inline void headerA(void) { TLOG << "hello"; }			
header.cc: #include "TRACE/trace.h" #include "headerA.h" #define TRACE_NAME "header" int main(int argc, char argv[]) { headerA(); TLOG << "hello"; return (0); } // main			
output: 02-23 02:45:38.626276 headerA INFO headerA(): hello 02-23 02:45:38.626308 headerA INFO main(): hello <-----<<< name should be "header"			

History

#1 - 03/04/2021 09:20 PM - Ron Rechenmacher

- Status changed from New to Resolved

This rarely happens; it actually hasn't happened yet -- just in testing.
The solution, if it does happen and *GNUC* || *clang*, is to use *BASE_FILE*.
Else adjust the code to make sure a trace from the "base file" occurs first.

#2 - 03/04/2021 09:20 PM - Ron Rechenmacher

- Status changed from Resolved to Closed