

# Tips for debugging your text documents

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Collabora  
Online

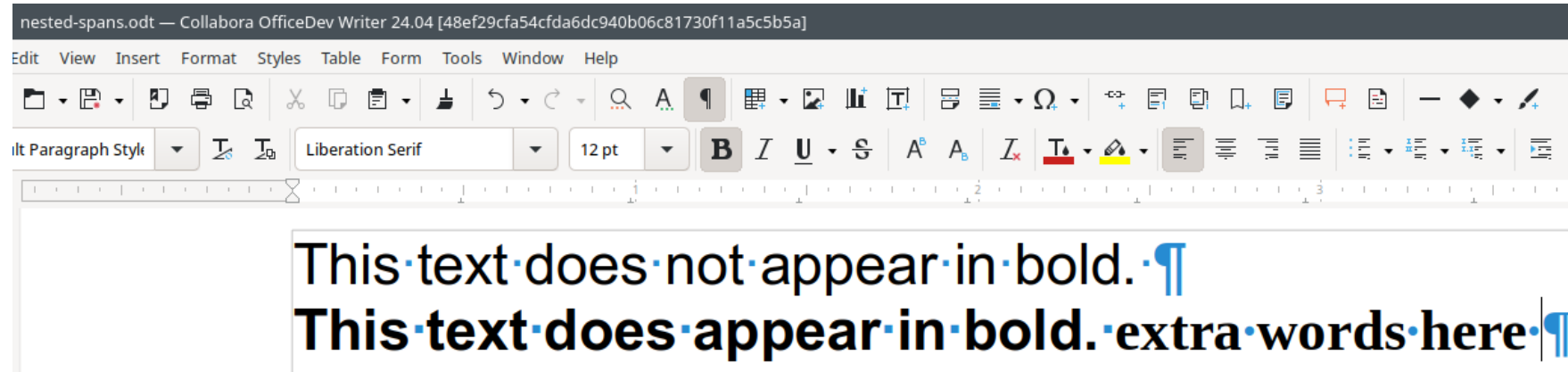


Technical Day  
COOL  
days





# Document model level



- Can check what's inside the C++ structures in the memory
- Set SW\_DEBUG=1, then Shift-F12 produces a nodes.xml



# UNO API level

redlined-shape-sdt.docx — Collabora OfficeDev Writer 24.04 [48ef29cfa54cfda6dc940b06c81730f11a5c5b5a]

Edit View Insert Format Styles Table Form Tools Window Help

Paragraph Style: Times New Roman 10 pt

first

Current Selection: Paragraph 2

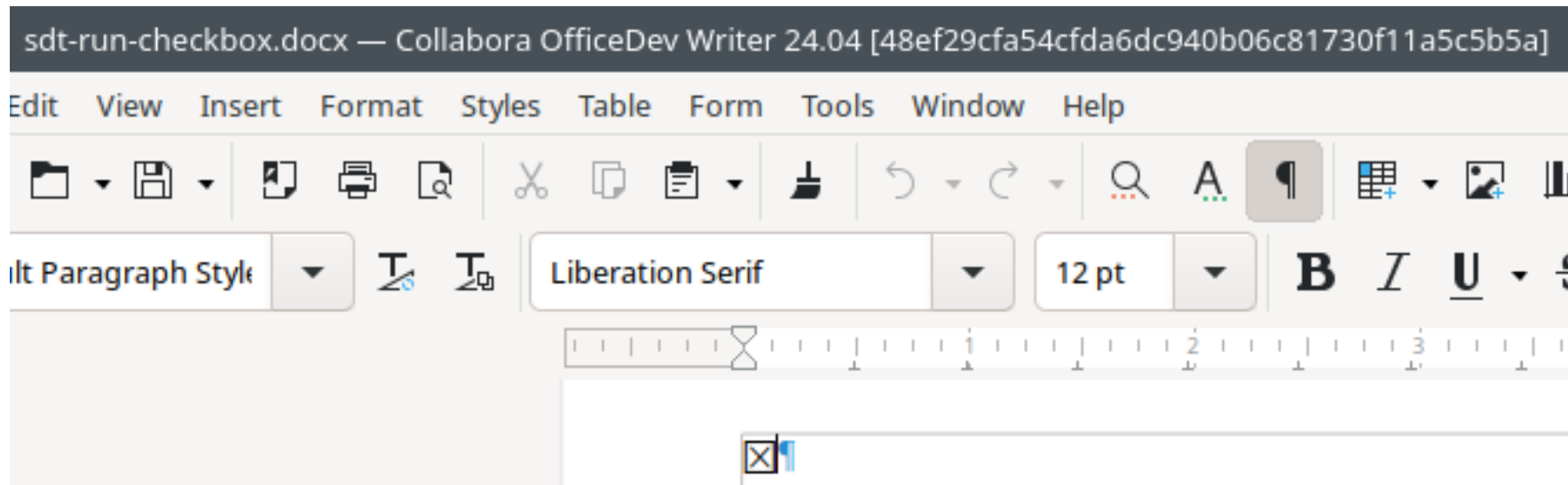
Class name: SwXTextPortion

Name	Value	Type	Info
TextParagraph	<Object@SwXParagraph>	css.text.xtextContent	may be void, read-only
TextPortionType	"Redline"	string	read-only
TextSection	Null	void	may be void, read-only

- UNO API is visible to scripting, can write e.g. a (Python) macro
- Tools → Development tools in Collabora Office



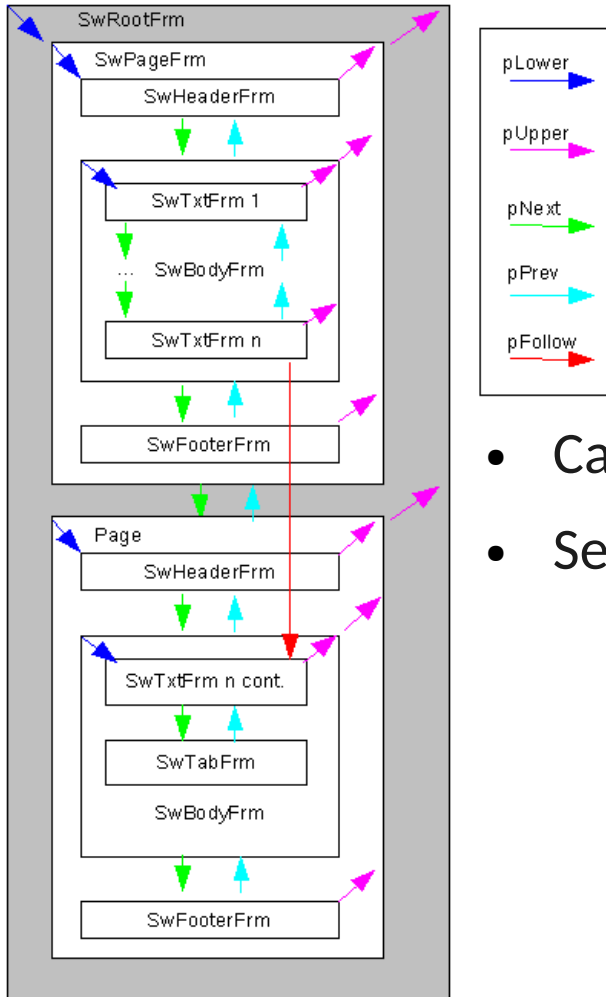
# DOCX import level



- DOCX import works by producing tokens, SW\_DEBUG\_WRITERFILTER=1 to see them in /tmp as a dump
- Based on that, it's possible to decide if the bug is in the tokenizer or in the mapper (to UNO API calls)



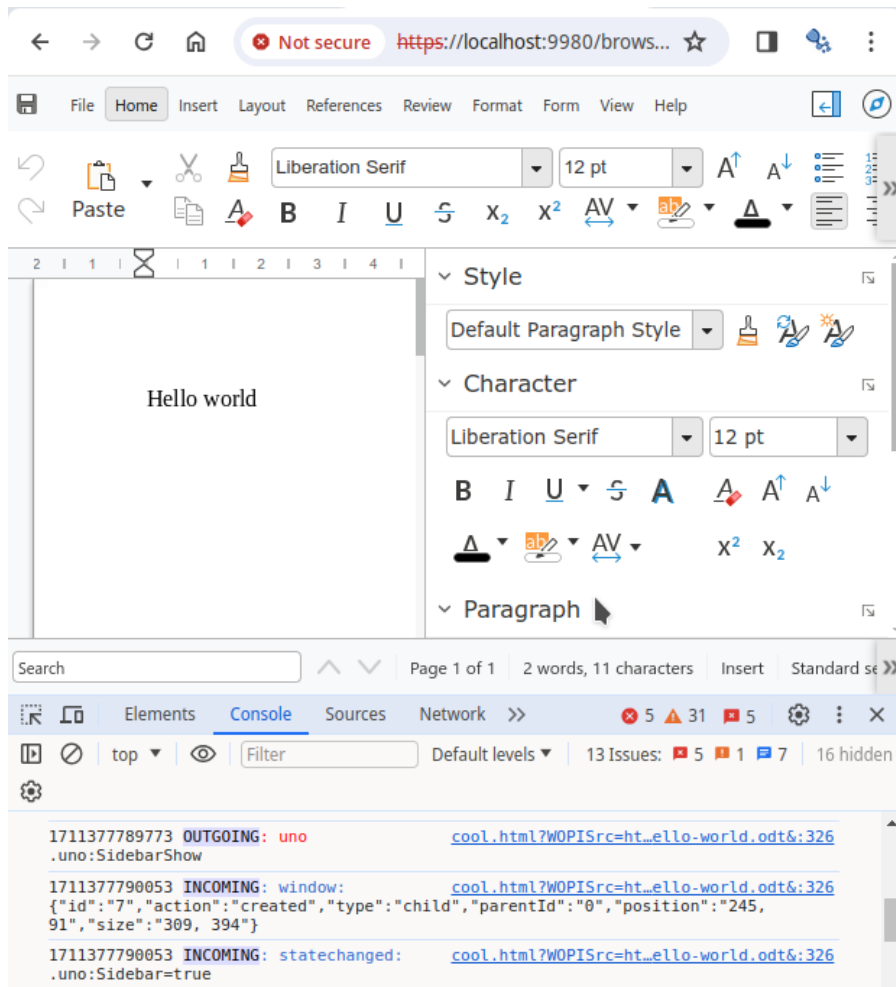
# Layout level



- Can check what's inside the frames in the memory
- Set `SW_DEBUG=1`, then F12 produces a `layout.xml`



# UI / Online level



- Can check outgoing protocol messages
- Can verify incoming responses



# Summary

- Debugging text documents starts with finding which layer has the problematic behaviour: need to go wide
- Once that area is known, we can go deep in that layer
- Minimal, public reproducer documents are great
- Always solve the root cause, it pays off in the long run