



# RenderScript Debugging Functions

## Overview

The functions below are intended to be used during application development. They should not be used in shipping applications.

## Summary

### Functions

<a href="#">rsDebug</a>	Log a message and values
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## Functions

### rsDebug : Log a message and values

<code>void rsDebug(const char* message, char a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">char2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">char3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">char4</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, const <a href="#">rs_matrix2x2</a>* a);</code>	
<code>void rsDebug(const char* message, const <a href="#">rs_matrix3x3</a>* a);</code>	
<code>void rsDebug(const char* message, const <a href="#">rs_matrix4x4</a>* a);</code>	
<code>void rsDebug(const char* message, const void* a);</code>	
<code>void rsDebug(const char* message, double a);</code>	
<code>void rsDebug(const char* message, <a href="#">double2</a> a);</code>	Added in <a href="#">API level 23</a>
<code>void rsDebug(const char* message, <a href="#">double3</a> a);</code>	Added in <a href="#">API level 23</a>
<code>void rsDebug(const char* message, <a href="#">double4</a> a);</code>	Added in <a href="#">API level 23</a>
<code>void rsDebug(const char* message, float a);</code>	
<code>void rsDebug(const char* message, float a, float b);</code>	
<code>void rsDebug(const char* message, float a, float b, float c);</code>	
<code>void rsDebug(const char* message, float a, float b, float c, float d);</code>	
<code>void rsDebug(const char* message, <a href="#">float2</a> a);</code>	
<code>void rsDebug(const char* message, <a href="#">float3</a> a);</code>	
<code>void rsDebug(const char* message, <a href="#">float4</a> a);</code>	
<code>void rsDebug(const char* message, <a href="#">half</a> a);</code>	Added in <a href="#">API level 24</a>
<code>void rsDebug(const char* message, <a href="#">half2</a> a);</code>	Added in <a href="#">API level 24</a>
<code>void rsDebug(const char* message, <a href="#">half3</a> a);</code>	Added in <a href="#">API level 24</a>
<code>void rsDebug(const char* message, <a href="#">half4</a> a);</code>	Added in <a href="#">API level 24</a>
<code>void rsDebug(const char* message, int a);</code>	
<code>void rsDebug(const char* message, <a href="#">int2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">int3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">int4</a> a);</code>	Added in <a href="#">API level 17</a>

<code>void rsDebug(const char* message, long a);</code>	
<code>void rsDebug(const char* message, long long a);</code>	
<code>void rsDebug(const char* message, <a href="#">long2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">long3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">long4</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, short a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">short2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">short3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">short4</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">uchar</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">uchar2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">uchar3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">uchar4</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">uint</a> a);</code>	
<code>void rsDebug(const char* message, <a href="#">uint2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">uint3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">uint4</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">ulong</a> a);</code>	
<code>void rsDebug(const char* message, <a href="#">ulong2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">ulong3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">ulong4</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, unsigned long long a);</code>	
<code>void rsDebug(const char* message, <a href="#">ushort</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">ushort2</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">ushort3</a> a);</code>	Added in <a href="#">API level 17</a>
<code>void rsDebug(const char* message, <a href="#">ushort4</a> a);</code>	Added in <a href="#">API level 17</a>

This function prints a message to the standard log, followed by the provided values.

This function is intended for debugging only and should not be used in shipping applications.