

TEST 2: DEBUG LOGGER TEST - Instructions

Version: Phase 2 - Test 2

Date: 2026-01-19

Status: Ready for Testing

What Was Changed

1. AV_Core_v2.1_COMPLETE.bas

- ✓ InitDebugFlags reads "ON"/"OFF" from GlobalDebugOptions table
- ✓ GetAutoValidationMap uses DebugMessage for detailed logging
- ✓ Progress logging uses AV_UI.AppendUserLog (always visible)
- ✓ Error #450 fixed (added Set keyword)

2. AV_UI_v2.1_Test2.bas (NEW)

- ✓ Removed DEBUG_MODE constant
- ✓ All logging now uses AV_Core.DebugMessage
- ✓ Respects GlobalDebugOn setting

3. Test2_DebugLogger.bas (NEW)

- ✓ Comprehensive test module
 - ✓ Tests both ON and OFF states
 - ✓ Clear pass/fail criteria
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How GlobalDebugOn Works

Default State:

- GlobalDebugOn = False (VBA default)
- No debug messages print

At Validation Start:

- RunFullValidationMaster calls InitDebugFlags
- InitDebugFlags reads GlobalDebugOptions table
- Sets GlobalDebugOn based on table value

During Validation:

- DebugMessage checks GlobalDebugOn
- If ON: prints to Immediate Window
- If OFF: silent (no debug output)

Progress Logging:

- AV_UI.AppendUserLog always displays in UserForm
 - Not affected by GlobalDebugOn setting
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Test Procedure

Setup

1. Import updated modules:
 - AV_Core_v2.1_COMPLETE.bas (replace old)
 - AV_UI_v2.1_Test2.bas (replace old AV_UI)
 - Test2_DebugLogger.bas (new)

2. Compile project (Ctrl+K)

Part 1: Test with GlobalDebugEnabled = ON

1. Open GlobalDebugOptions table
2. Set GlobalDebugEnabled value to: **ON**
3. Clear Immediate Window (Ctrl+G, Ctrl+A, Del)
4. Run: Test2_Part1_GlobalDebugEnabled

Expected Output:

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TEST 2 - PART 1: GlobalDebugEnabled = ON

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Current setting in table: ON

Step 1: Initializing debug flags...

Step 2: Checking AV_Core.GlobalDebugEnabled variable...

AV_Core.GlobalDebugEnabled = True

Step 3: Testing DebugMessage function...

EXPECTED: You should see [DEBUG] messages below

[DEBUG] Test2_Part1 :: Test message 1 - This should appear

[DEBUG] AV_Core :: Test message 2 - This should also appear

[DEBUG] AV_Engine :: Test message 3 - This one too

Step 4: Testing GetAutoValidationMap logging...

(This should show detailed row-by-row processing)

[DEBUG] AV_Core :: Row 1 Processing: Validate_Column_GIWQuantity

[DEBUG] AV_Core :: Row 2 Processing: Validate_Column_GIWIncluded

[DEBUG] AV_Core :: Row 3 Processing: Validate_Column_Electricity

...

[DEBUG] AV_Core :: Success: 9 | Skipped: 0

Map loaded: 9 items

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TEST 2 - PART 1 COMPLETE

If you saw debug messages, PART 1 PASSED

Now set GlobalDebugEnabled to 'OFF' and run Part 2

Pass Criteria: ☒ [DEBUG] messages appeared

☒ Row processing messages appeared

☒ AV_Core.GlobalDebugEnabled = True

Part 2: Test with GlobalDebugEnabled = OFF

1. Open GlobalDebugOptions table
2. Set GlobalDebugEnabled value to: **OFF**
3. Clear Immediate Window (Ctrl+G, Ctrl+A, Del)
4. Run: Test2_Part2_GlobalDebugOFF

Expected Output:

TEST 2 - PART 2: GlobalDebugEnabled = OFF

Current setting in table: OFF

Step 1: Initializing debug flags...

Step 2: Checking AV_Core.GlobalDebugEnabled variable...

AV_Core.GlobalDebugEnabled = False

Step 3: Testing DebugMessage function...

EXPECTED: NO [DEBUG] messages should appear below

(If you see NO messages between the dashes above, that's correct)

Step 4: Testing GetAutoValidationMap logging...

(Should show minimal logging - only progress in UserForm)

Map loaded: 9 items

(No row-by-row debug messages should have appeared)

TEST 2 - PART 2 COMPLETE

EXPECTED RESULTS:

- NO [DEBUG] messages appeared
- NO row processing messages appeared
- Only this test output visible

If you saw NO debug messages, PART 2 PASSED

Pass Criteria: ✓ NO [DEBUG] messages appeared

✓ NO row processing messages

✓ AV_Core.GlobalDebugOn = False

✓ Only test framework output visible

Troubleshooting

Issue: Part 1 shows no debug messages

Cause: InitDebugFlags not reading table correctly

Solution:

1. Check GlobalDebugOptions table exists
2. Check value is exactly "ON" (uppercase)
3. Run `Test2_ShowStatus` to diagnose

Issue: Part 2 still shows debug messages

Cause: GlobalDebugOn not updating

Solution:

1. Check value is exactly "OFF" (uppercase)
2. Verify Test2_Part2 calls InitDebugFlags(True)
3. Run `Test2_ShowStatus` to check sync

Issue: "Object required" error

Cause: DebugFlags not initialized

Solution: AV_Core.InitDebugFlags checks and initializes

Utility Function

Check Current Status:

vba

Test2_ShowStatus

Shows:

- Table setting (ON/OFF)
 - Variable value (True/False)
 - Synchronized status
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Files Delivered


1. **AV_Core_v2.1_COMPLETE.bas** - Updated with ON/OFF checks
 2. **AV_UI_v2.1_Test2.bas** - Updated with DebugMessage
 3. **Test2_DebugLogger.bas** - Complete test suite
 4. **Test2_Instructions.md** - This file
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Next Steps After Test 2

If Test 2 passes:  GlobalDebugOn system working

 Ready to test RunFullValidationMaster (Test 3)

If Test 2 fails:  Review error messages

 Run Test2_ShowStatus

 Share output for diagnosis

Summary

Test 2 verifies:

- InitDebugFlags reads table correctly
- GlobalDebugOn = "ON" shows debug messages
- GlobalDebugOn = "OFF" hides debug messages
- Progress logging always visible in UserForm
- No impact on actual validation logic

Expected Duration: 2-3 minutes