

How to enable console output on windows

In this worksheet, we will perform some extra configuration on Visual Studio on Windows to make sure that we can see text printed out to the console in Windows.

The problem

The JUCE application, unlike Merklrex, is not a console application. Therefore, on Windows, it does not automatically pop up a console into which we can print debug messages. We need to change some settings in Visual Studio to be able to see print outs from our JUCE programs.

How to see debug messages

Call the DBG function to print out a message

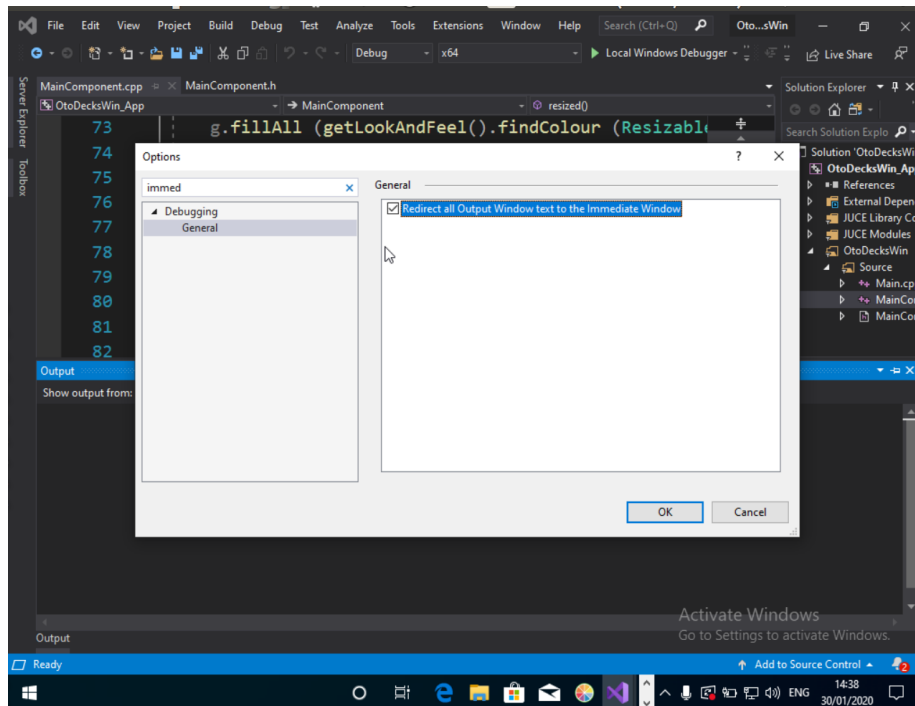
Load up your JUCE project in Visual Studio. In the resized function in MainComponent.cpp, add the following code:

```
DBG("MainComponent::resized");
```

Note that `std::cout` *will not print anything out* in a Windows JUCE app. Or at least, not anywhere you can see it!

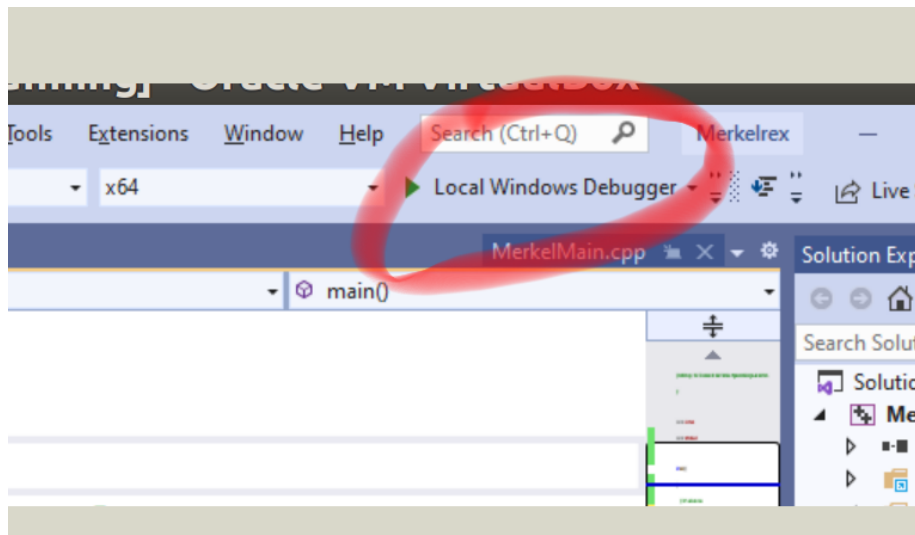
Configure Visual Studio to route messages to the Immediate Window

Next you need to tell Visual Studio to route messages from applications to the immediate mode window. Go to the tools menu and in the options dialogue search for immediate. Check the option shown below:

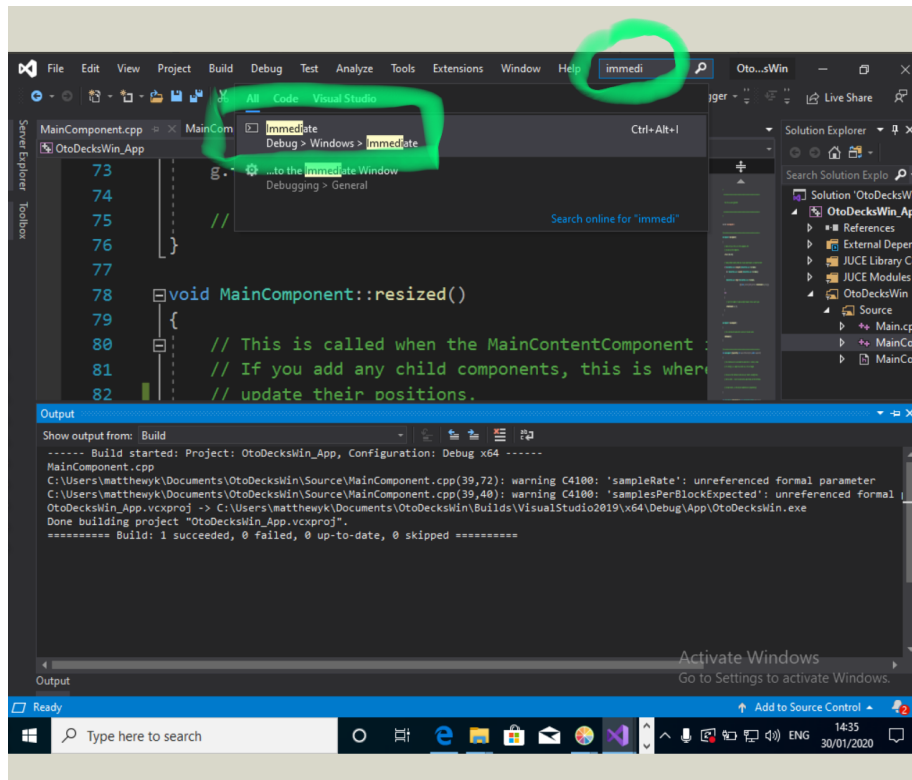


Make the Immediate Window visible

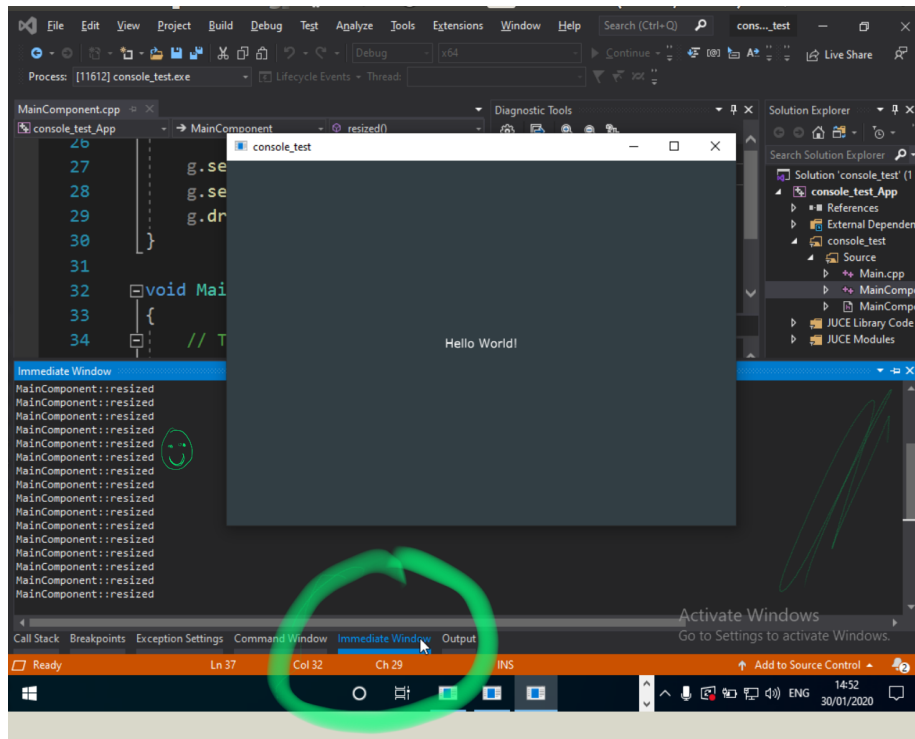
Now run your application from Visual Studio using the Debug menu-start debugging or by clicking on the Local Window Debugger button:



Then, if you do not see an 'immediate' tab in the output pane, go into the search box, type immediate and select the 'Immediate' option as shown below:



That should show an immediate tab on your output pane below:



That should be it.