June, 28th, 2013

1. DebugView:

Use System.Disgnostics.Debug.WriteLine(“”) will be viewed in Debug mode. Debug command does not work with Release Mode.

Use System.Disgnostics.Trace.WriteLine will be viewed in both Release & Debug modes.

You can use DebugView to check your required actions and you don’t need to remove your trace lines in deployment phase. And your actions will be viewed.

It can also be done by placing **OutputDebugString** function with proper strings passes to it. Notice that it is WINAPI function so you need to include **Windows.h** header. Functions has few variants to handle Unicode and ANSI char tables. These are **OutputDebugStringW**, **OutputDebugStringA**.

xRet = Begin\_Job\_Event(0);

ListCmdErrorMsg(xRet,2);

xRet = Laser\_On(1000);

ListCmdErrorMsg(xRet,8);

xRet = Laser\_Signal\_On(0);

ListCmdErrorMsg(xRet,10);

xRet = Enable\_MOTF(1);

ListCmdErrorMsg(xRet,3);

xRet = Enable\_MOTF(0);

ListCmdErrorMsg(xRet,3);

xRet = Enable\_Wobble(1);

ListCmdErrorMsg(xRet,4);

xRet = Enable\_Wobble(0);

ListCmdErrorMsg(xRet,4);

xRet = Set\_Jump\_Speed(0,stepPeriod,stepSize);

ListCmdErrorMsg(xRet,18);

xRet = Set\_Mark\_Speed(0,stepPeriod,stepSize);

ListCmdErrorMsg(xRet,32);

xRet = Jump\_Abs(0,-5000,-5000,100,length,delay);

ListCmdErrorMsg(xRet,7);

xRet = Mark\_Abs(0,-5000,5000,100,length,delay);

ListCmdErrorMsg(xRet,12);

xRet = Mark\_Abs(0,5000,5000,100,length,delay);

ListCmdErrorMsg(xRet,12);

xRet = Mark\_Abs(0,5000,-5000,100,length,delay);

ListCmdErrorMsg(xRet,12);

xRet = Mark\_Abs(0,-5000,-5000,100,length,delay);

ListCmdErrorMsg(xRet,12);

xRet = Laser\_Signal\_Off(0);

ListCmdErrorMsg(xRet,9);

xRet = End\_Job\_Event(0);

ListCmdErrorMsg(xRet,5);