

File Dirs: D:/git/FuncRoute/FuncRoute/src

Total Files: 20

Total extract functions: 169

Total extract functions which reference is zero : 88

FuncRoute Version: 2.0.1.3

Build Date: 2019-10-12 22:21:03

Email: 386520874@qq.com

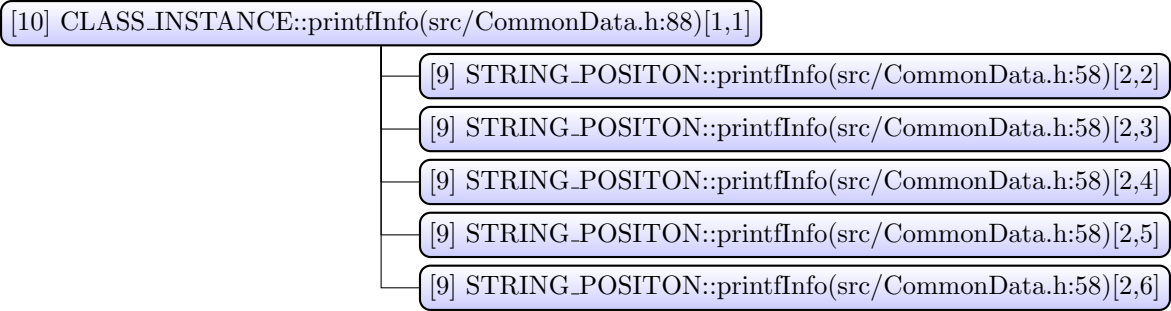
GitHub Addr: <https://github.com/jfu222/FuncRoute.git>

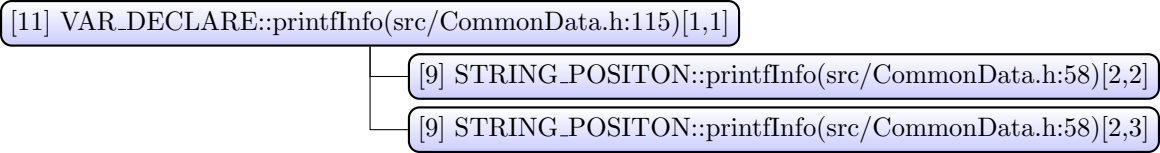
```
[1] FUNC_INDEX::FUNC_INDEX(src/ConData.cpp:10)[1,1]
```

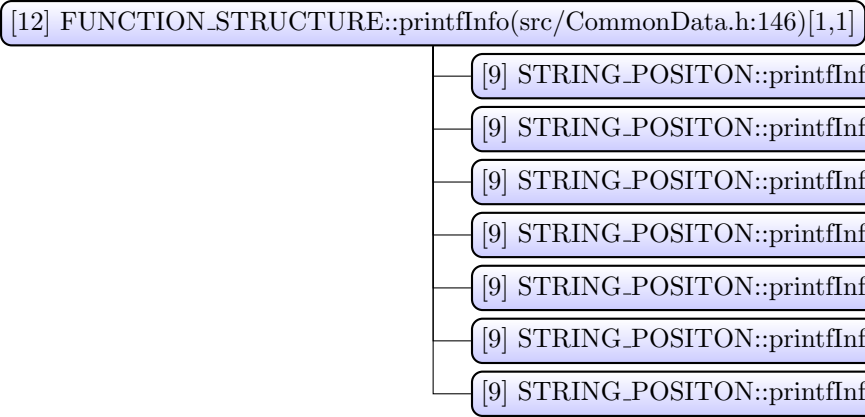
```
[2] FUNC_INDEX::FUNC_INDEX(src/ComData.cpp:16)[1,1]
```

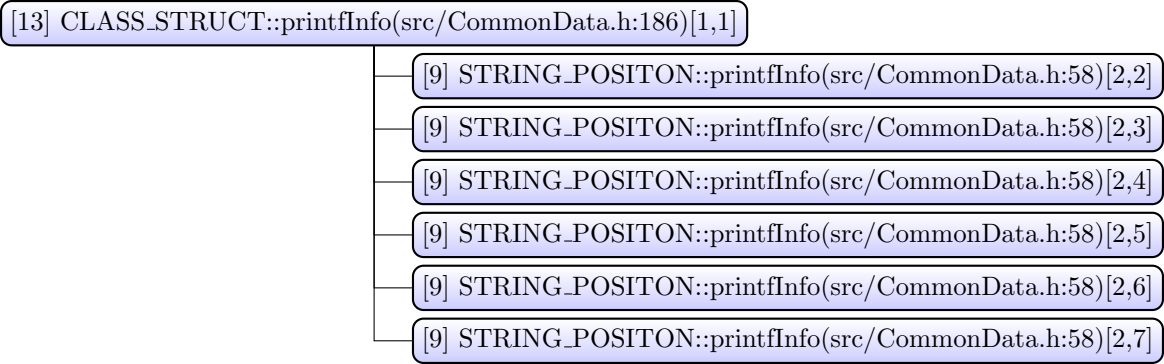
[4] FUNCINDEX::isRecursiveFunctionExplicitCalled(src/CommonData.cpp:74)[1,1]

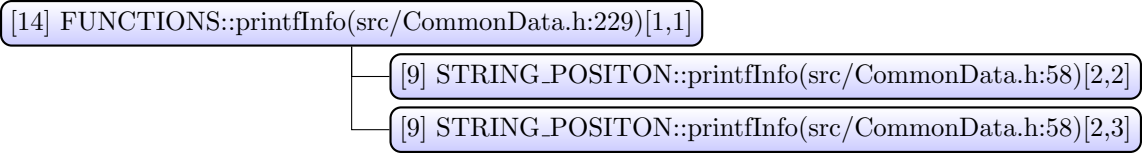


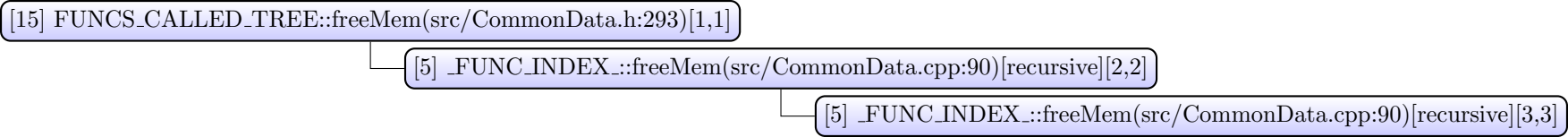












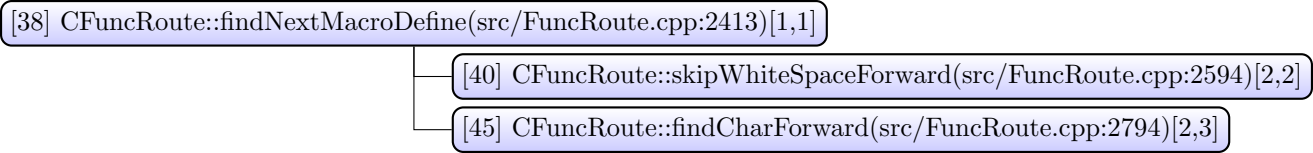
```
[16] MACRO::printfInfo(src/ConnData.h:316)[1,1]
```

[17] CFuncRoute::CFuncRoute(src/FuncRoute.cpp:34)[1,1]

[18] CFuncRoute: `~CFuncRoute(src/FuncRoute.cpp:42)[1,1]`

[21] CFuncRoute::search_CFuncName(src/FuncRoute.cpp:272)[1,1]

[32] FuncRoute::findStr(src/FuncRoute.cpp:1543)[1,1]



[39] CFuncRoute::findNextCodeComments(src/FuncRoute.cpp:2477)[1,1]

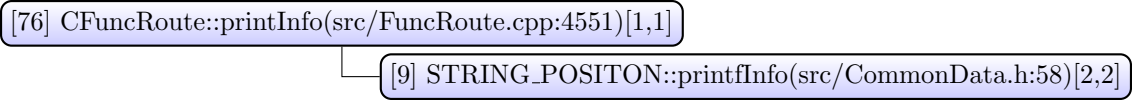
[47] CFuncRoute::findCharBack(src/FuncRoute.cpp:2853)[1,1]

[56] CFuncRoute::findQueryStrForwardStop(src/FuncRoute.cpp:3238)[1,1]

[57] CFuncRoute::findVarDeclareForward(src/FuncRoute.cpp:3276)[1,1]

[64] CFuncRoute::macroExpand(src/FuncRoute.cpp:3503)[1,1]

[75] FuncRoute::dupBufferToFile(src/FuncRoute.cpp:4525)[1,1]




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[87] CFncRoute2::CFncRoute2(src/FncRoute2.cpp:27)[1,1]
```

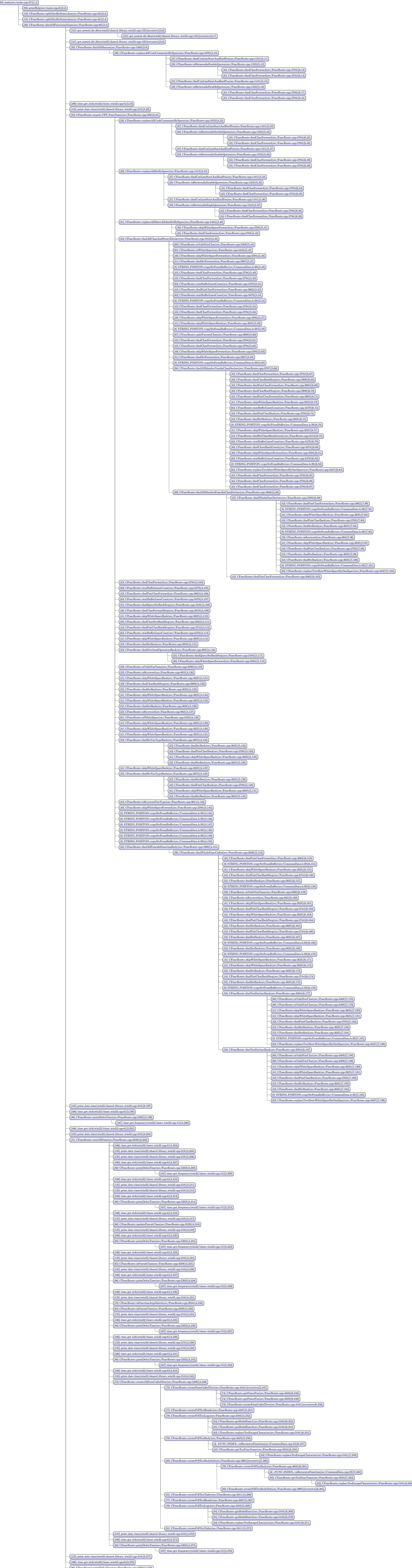
```
[88] CFuncRoute2::~CFuncRoute2(src/FuncRoute2.cpp:33)[1,1]
```

```
[89] STRING_POSITION2::copyStrFromBuffer(src/FuncRoute2.h:225)[1,1]
```

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[90] CHelp::CHelp(src/Help.cpp:4)[1,1]
```

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[91] CHelp::CHelp(src/Help.cpp:11)[1,1]
```

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[92] @Help::printHelp(src/Help.cpp:18)[1,1]
```


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[95] SemaphoreHandle::SemaphoreHandle(os/thread.h:75)[1,1]
```



```
[96] SemaphoreHandle::SemaphoreHandle(os/thread.h:82)[1,1]
```

[97] SemaphoreHandle::~SemaphoreHandle(os/thread.h:89)[1,1]

[98] EventHandle::EventHandle(os/thread.h:102)[1,1]

[99] EventHandle::EventHandle(os/thread.h:108)[1,1]

[100] EventHandle::~EventHandle(os/thread.h:114)[1,1]

[101] ThreadHandle::ThreadHandle(os/thread.h:128)[1,1]

[102] ThreadHandle::ThreadHandle(os/thread.h:135)[1,1]

[103] ThreadHandle::~ThreadHandle(os/thread.h:142)[1,1]

[104] CLogFile::CLogFile(win32/LogFile_win32.cpp:21)[1,1]

[111] CLogFile::getExeDirPath(win32/LogFile_win32.cpp:220)[2,2]

[114] CLogFile::readConfigFile(win32/LogFile_win32.cpp:297)[2,3]

[107] CLogFile::createLogFile(win32/LogFile_win32.cpp:91)[2,4]

[111] CLogFile::getExeDirPath(win32/LogFile_win32.cpp:220)[3,5]

[112] CLogFile::isFolderExist(win32/LogFile_win32.cpp:239)[3,6]

[112] CLogFile::isFolderExist(win32/LogFile_win32.cpp:239)[3,7]

[113] CLogFile::createDirectory(win32/LogFile_win32.cpp:257)[3,8]

[109] CLogFile::writeLogFile(win32/LogFile_win32.cpp:167)[3,9]

[110] CLogFile::getTimeStr(win32/LogFile_win32.cpp:202)[4,10]

[105] CLogFile::CLogFile(win32/LogFile_win32.cpp:50)[1,1]

[111] CLogFile::getExeDirPath(win32/LogFile_win32.cpp:220)[2,2]

[114] CLogFile::readConfigFile(win32/LogFile_win32.cpp:297)[2,3]

[107] CLogFile::createLogFile(win32/LogFile_win32.cpp:91)[2,4]

[111] CLogFile::getExeDirPath(win32/LogFile_win32.cpp:220)[3,5]

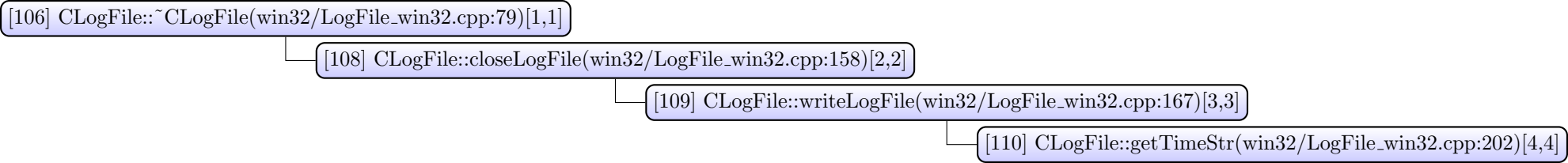
[112] CLogFile::isFolderExist(win32/LogFile_win32.cpp:239)[3,6]

[112] CLogFile::isFolderExist(win32/LogFile_win32.cpp:239)[3,7]

[113] CLogFile::createDirectory(win32/LogFile_win32.cpp:257)[3,8]

[109] CLogFile::writeLogFile(win32/LogFile_win32.cpp:167)[3,9]

[110] CLogFile::getTimeStr(win32/LogFile_win32.cpp:202)[4,10]



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[115] share_library_load(win32/sharedlibrary_win32.cpp:12)[1,1]
```

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[116] share_library_get_func_addr(win32/shared_library_win32.cpp:19)[1,1]
```

```
[117] sharedlibrary_free(win32/sharedlibrary_win32.cpp:26)[1,1]
```

```
[118] get_exe_dir_path(win32/shared_library_win32.cpp:34)[1,1]
```

```
[119] get_children_dir_name(win32/sharedlibrary_win32.cpp:65)[1,1]
```



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[120] get_dir_files(win32/shared_library_win32.cpp:98)[1,1]
```

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[122] set_dll_directory(win32/shared_library_win32.cpp:179)[1,1]
```

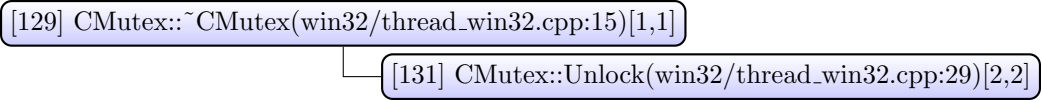
[123] is `fileexist(win32/shared_library_win32.cpp:186)[1,1]`

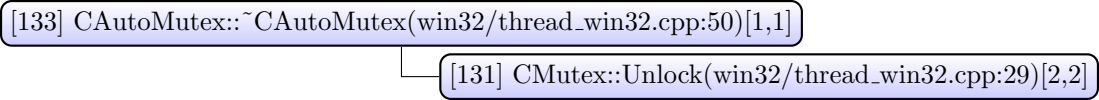
```
[124] print_message(win32/shared_library_win32.cpp:199)[1,1]
```

[126] `get_current_thread_id(win32/sharedlibrary_win32.cpp:238)[1,1]`

```
[127] create_nested_dir(win32/shared_library_win32.cpp:246)[1,1]
```

[128] CMutex:CMutex(win32/thread_win32.cpp:9)[1,1]





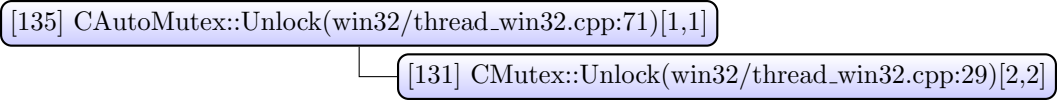
[133] CAutoMutex::~CAutoMutex(win32/thread_win32.cpp:50)[1,1]

[131] CMutex::Unlock(win32/thread_win32.cpp:29)[2,2]

[134] CAutoMutex::Lock(win32/thread_win32.cpp:56)[1,1]

[132] CMutex::Try(win32/thread_win32.cpp:36)[2,2]

[130] CMutex::Lock(win32/thread_win32.cpp:22)[2,3]



[136] CSemaphore(win32/thread_win32.cpp:84)[1,1]

[137] CSemaphore(win32/thread_win32.cpp:90)[1,1]

[138] CSemaphore(win32/thread_win32.cpp:98)[1,1]

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[139] Semaphore::Post(win32/thread_win32.cpp:104)[1,1]
```

```
[140] CSemaphore::Wait(win32_thread_win32.cpp:110)[1,1]
```



```
[141] CEvent::CEvent(win32/thread_win32.cpp:117)[1,1]
```

[142] CEvent::CEvent(win32/thread_win32.cpp:123)[1,1]

[143] CEvent::~~CEvent(win32/thread_win32.cpp:131)[1,1]

[145] CEvent::Signal(win32/thread_win32.cpp:149)[2,2]

[144] CEvent::Init(win32/thread_win32.cpp:1412)[1,1]

[146] CEvent::Reset(win32/thread_win32.cpp:155)[1,1]

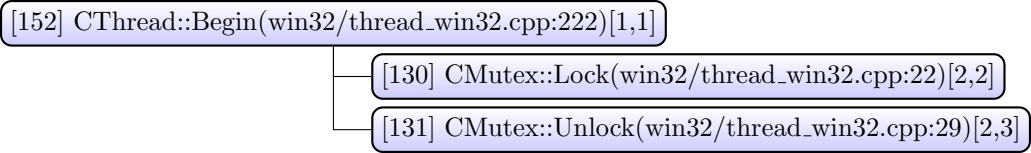
[1417] CEvent::Wait(win32/thread_win32.cpp:161)[1,1]

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[148] CEvent::TimedWait(win32/thread_win32.cpp:167)[1,1]
```

[149] CThread:win32/thread_win32.cpp:189)[1,1]


```
[150] CThread(win32/thread_win32.cpp:199)[1,1]
```

[151] CThread::~CThread(win32/thread_win32.cpp:212)[1,1]



[153] CThread::End(win32/thread_win32.cpp:240)[1,1]

[154] CThread::IsEnd(win32/thread_win32.cpp:250)[1,1]

[155] CThread::Dead(win32/thread_win32.cpp:262)[1,1]

[156] CThread::IsDead(win32/thread_win32.cpp:269)[1,1]

[157] CThread::Wait(win32/thread_win32.cpp:275)[1,1]


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[158] CThread::TimedWait(win32/thread_win32.cpp:281)[1,1]
```

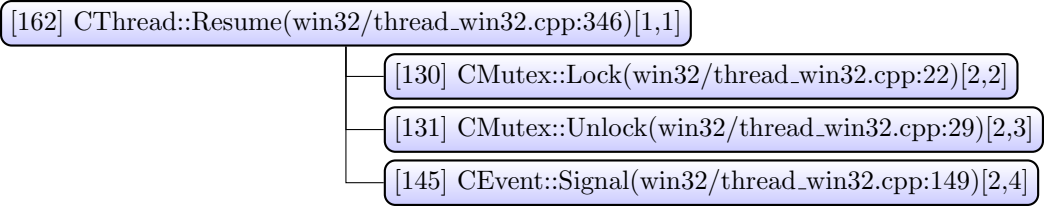
```
[159] CThread::GetExitCode(win32_thread_cpp:303)[1,1]
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[160] CThread::GetThreadId(win32/thread_win32.cpp:326)[1,1]

[161] CThread::Suspend(win32/thread_win32.cpp:332)[1,1]

[130] CMutex::Lock(win32/thread_win32.cpp:22)[2,2]

[131] CMutex::Unlock(win32/thread_win32.cpp:29)[2,3]



[163] CThread:IsSuspended(win32/thread_win32.cpp:362)[1,1]

[164] `atomic_inc16(win32/thread_win32.cpp:380)[1,1]`

[165] `atomic_dec16(win32/thread_win32.cpp:3886)[1,1]`

[168] rdtsc(win32/timer_win32.cpp:24)[1,1]