

FuncRoute version: 2.0.1.2

Build Date: 2019-10-06 23:16:55

Author: jfu2

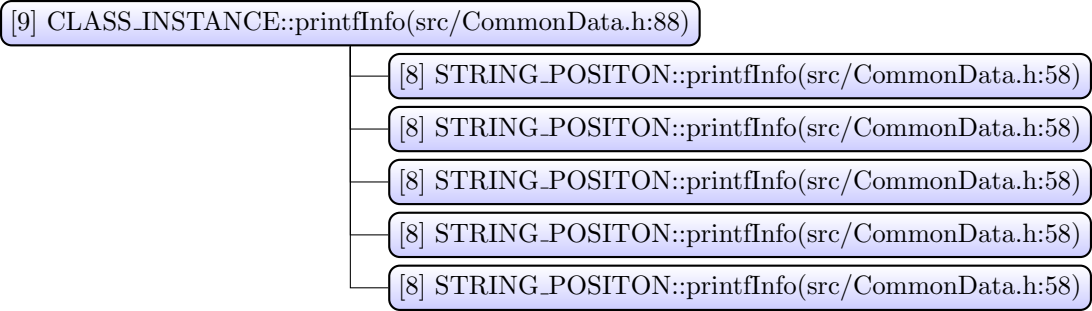
Email: 386520874@qq.com

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

Blog addr <https://blog.csdn.net/jfu22>

```
[1] FUNCINDEX::FUNCINDEX(src/ComData.cpp:10)
```

[2] FUNCINDEX::FUNCINDEX(src/ComData.cpp:16)





[11] FUNCTION\_STRUCTURE::printfInfo(src/CommonData.h:146)



[12] CLASS\_STRUCT::printfInfo(src/CommonData.h:186)

[8] STRING\_POSITON::printfInfo(src/CommonData.h:58)

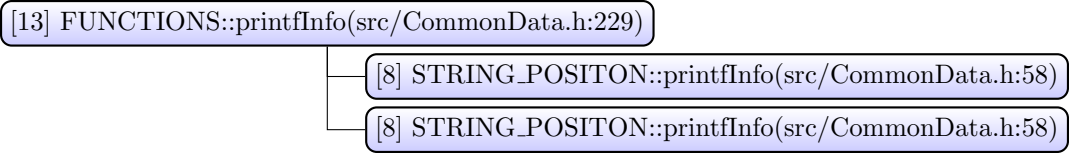
[8] STRING\_POSITON::printfInfo(src/CommonData.h:58)

[8] STRING\_POSITON::printfInfo(src/CommonData.h:58)

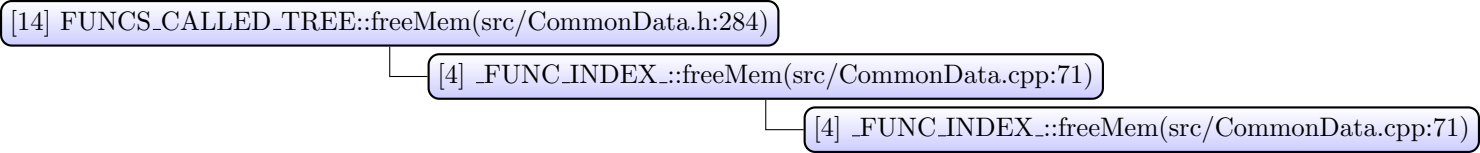
[8] `STRING_POSITON::printfInfo(src/CommonData.h:58)`

[8] `STRING_POSITON::printfInfo(src/CommonData.h:58)`

[8] `STRING_POSITION::printfInfo(src/CommonData.h:58)`







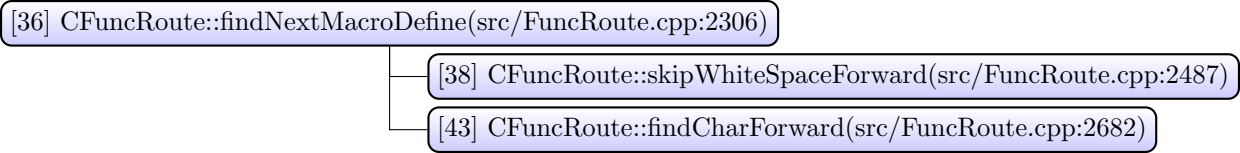
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[15] MACRO::printfInfo(src/ComData.h:307)
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[16] CFuncRoute:CFuncRoute(src/FuncRoute.cpp:33)

[17] CFuncRoute::CFuncRoute(src/FuncRoute.cpp:40)

[20] CFuncRoute::search\_CFuncName(src/FuncRoute.cpp:258)

[30] CFuncRoute::findStr(src/FuncRoute.cpp:1442)



[37] CFuncRoute::findNextCodeComments(src/FuncRoute.cpp:2370)



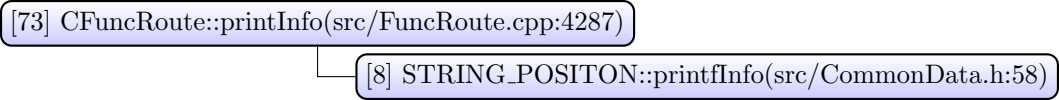
[45] CFuncRoute::findCharBack(src/FuncRoute.cpp:2741)

[54] CFuncRoute::findQueryStrForwardStop(src/CFuncRoute.cpp:3126)

[55] CFuncRoute::findVarDeclareForward(src/FuncRoute.cpp:3164)

[61] `CFuncRoute::macroExpand(src/FuncRoute.cpp:3362)`

[72] CFuncRoute::dumpBufferToFile(src/FuncRoute.cpp:4261)



[76] (src/EvncRoute.cpp:4339)

[77] CFuncRoute2::CFuncRoute2(src/FuncRoute2.cpp:27)



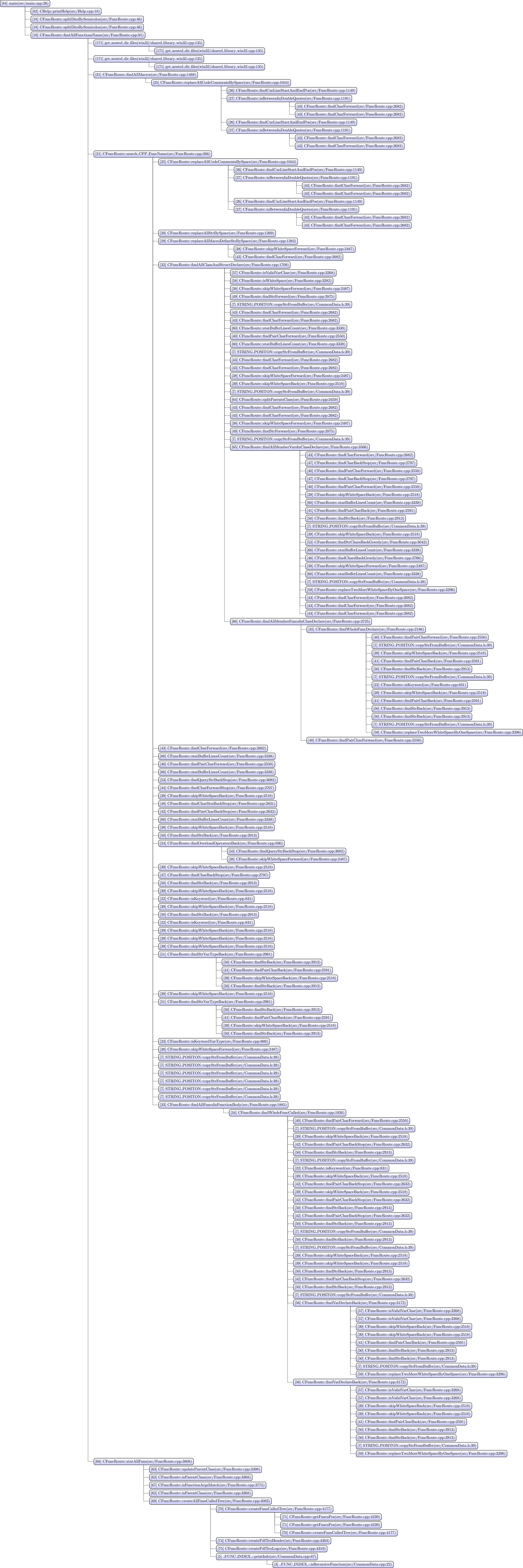
[78] CFuncRoute2: CFuncRoute2(src/FuncRoute2.cpp:33)

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[79] STRINGPOSITION2::copyStrFromBuffer(src/FuncRoute2.h:225)
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[80] CHelp::CHelp(src/Help.cpp:4)
```

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[81] CHelp::~CHelp(src/Help.cpp:11)
```

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[83] printHelp(src/main.cpp:6)
```



[85] CLogFile::CLogFile(linux/LogFile\_linux.cpp:21)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

[164] CLogFile::readConfigFile(win32/LogFile\_win32.cpp:297)

[157] CLogFile::createLogFile(win32/LogFile\_win32.cpp:91)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

[163] CLogFile::createDirectory(win32/LogFile\_win32.cpp:257)

[159] CLogFile::writeLogFile(win32/LogFile\_win32.cpp:167)

[160] CLogFile::getTimeStr(win32/LogFile\_win32.cpp:202)



[86] CLogFile::CLogFile(linux/LogFile\_linux.cpp:50)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

[164] CLogFile::readConfigFile(win32/LogFile\_win32.cpp:297)

[157] CLogFile::createLogFile(win32/LogFile\_win32.cpp:91)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

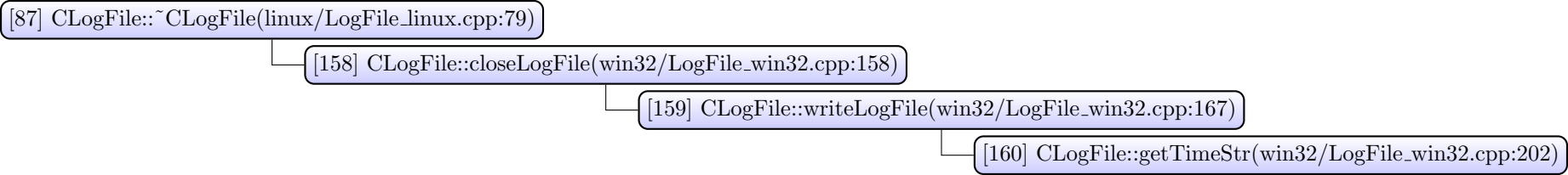
[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

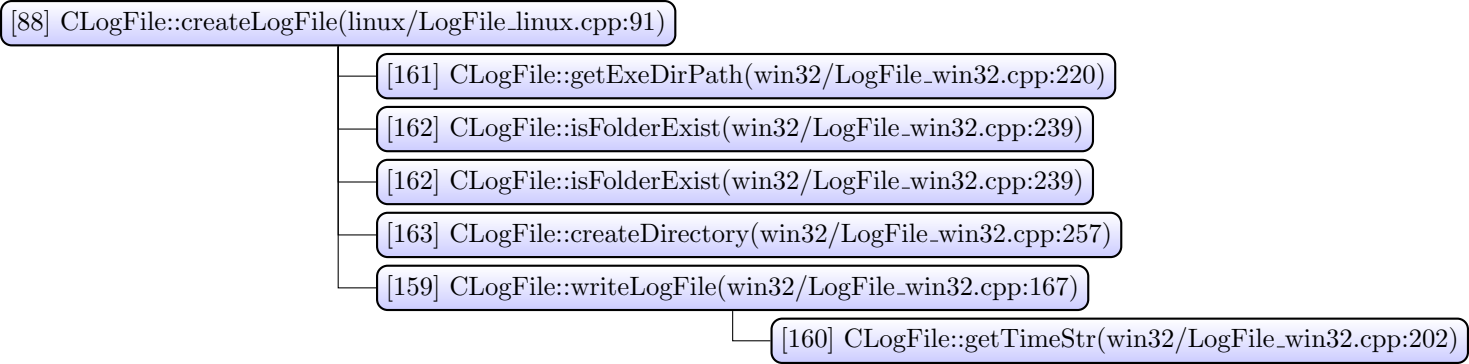
[163] CLogFile::createDirectory(win32/LogFile\_win32.cpp:257)

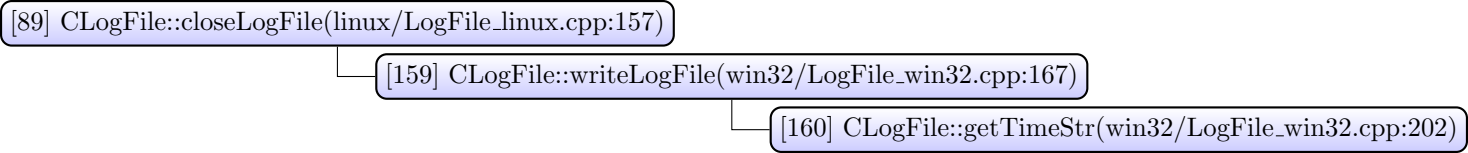
[159] CLogFile::writeLogFile(win32/LogFile\_win32.cpp:167)

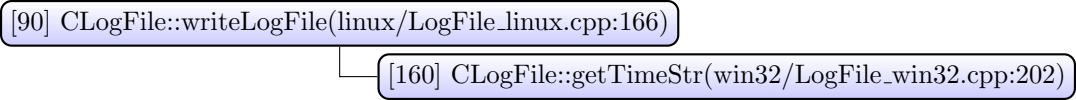
[160] CLogFile::getTimeStr(win32/LogFile\_win32.cpp:202)











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[91] CLogFile::getTimeStr(linux/LogFile_linux.cpp:201)
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[92] CLogFile::getExeDirPath(linux/LogFile\_linux.cpp:220)

[93] CLogFile::isFolderExist(linux/LogFile\_linux.cpp:244)

[94] CLogFile::createDirectory(linux/LogFile\_linux.cpp:252)



[95] CLogFile::readConfigFile(linux/LogFile\_linux.cpp:292)

[96] `sharelibrary_load(linux/sharedlibrary_linux.cpp:15)`

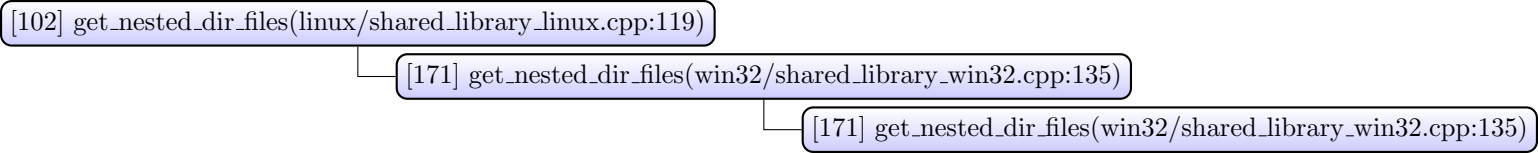
[97] share\_library\_get\_fnc\_addr(linux/shared\_library\_linux.c:22)

[98] sharelibrary\_free(linux/sharedlibrary\_linux.cpp:29)

[99] `get_exe_dir_path(linux/shared_library_linux.cpp:37)`

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[100] get_children_dir_name(linux/shared_library_linux.cpp:61)
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[101] get_dir_files(linux/shared_library_linux.cpp:87)
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[103] set_dll_directory(linux/sharedlibrary_linux.cpp:161)
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[104] is `fileexist(linux/shared_library_linux.cpp:167)`

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[105] print_message(linux/sharedlibrary_linux.cpp:207)
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[106] print_date_time(linux/shared_library_linux_cpp:265)
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[107] `gettid(linux/shared_library_linux.cpp:285)`

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[108] get_current_thread_id(linux/shared_library_linux.cpp:291)
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[109] create_nested_dir(linux/shared_library_linux.cpp:301)
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[110] CVMutex: CVMutex(linux/thread\_linux.cpp:11)



[111] CMutex: ~CMutex(linux/thread\_linux.cpp:18)

[112] CMutex:Lock(linux/thread\_linux.cpp:25)

[113] CMTex:Unlock(linux/thread\_linux.cpp:31)

[114] Cmutex:Try(linux/thread\_linx.c:37)

[115] CAutoMutex: CAutoMutex(linux/thread\_linux.cpp:44)

[116] CAutoMutex: ~CAutoMutex(linux/thread\_linux.cpp:51)

[117] CAutoMutex::Lock(linux/thread\_linux.cpp:57)

[118] CAutoMutex::Unlock(linux/thread\_linux.cpp:72)



[119] CSemaphore(linux/thread\_linux.cpp:85)

[120] CSemaphore(linux/thread\_linux.cpp:91)

[121] CSemaphore: ~CSemaphore(linux/thread\_linux.cpp:104)

[122] Semaphore::Post(linux/thread\_linux.cpp:111)

[123] Semaphore::Wait(linux\_thread.cpp:124)

[124] CEvent::CEvent(linx/thread\_linx.cpp:142)

[125] CEvent::CEvent(linx/thread\_linx.cpp:148)

[126] CEvent::~CEvent(linux/thread\_linux.cpp:162)



[127] CEvent::Init(linux/thread\_linux.cpp:170)

[128] CEvent::Signal(linux/thread\_linux.cpp:187)

[129] CEvent::Reset(linux/thread\_linux.cpp:210)

[130] CEvent::Wait(linux/thread\_linux.cpp:222)

[131] CEvent::TimedWait(linux/thread\_linux.cpp:236)

[132] `threadstart(linux/thread_linux.cpp:284)`

[133] CThread::CThread(linux/thread\_linux.cpp:298)

[134] CThread: CThread(linux/thread\_linux.cpp:310)



[135] CThread:~CThread(linux/thread\_linux.cpp:322)

[136] CThread::Begin(linux/thread\_linux.cpp:328)

[137] CThread::End(linux/thread\_linux.cpp:345)

[138] CThread::IsEnd(linx/thread\_linx.cpp:355)

[139] CThread::Dead(linux/thread\_linux.cpp:367)

[140] CThread::IsDead(linx/thread\_linx.cpp:374)

[141] CThread::Wait(linux/thread\_linux.cpp:380)

[142] CThread::TimedWait(linux/thread\_linux.cpp:387)



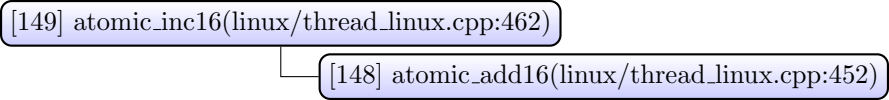
[143] CThread::GetExitCode(linux/thread\_linux.cpp:401)

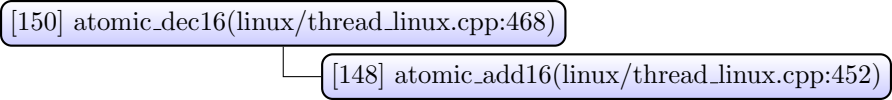
[144] CThread::GetThreadId(linux/thread\_linux.cpp:409)

[145] CThread::Suspend(linux/thread\_linux.cpp:415)

[146] CThread::Resume(linux/thread\_linux.cpp:426)

[147] CThread::IsSuspended(linux/thread\_linux.cpp:439)





[151] `time_get_tick(linux/timer_linux.cpp:8)`



[152] time\_get\_frequency(linux/timer\_linux.cpp:17)

[153] rdtsc(linux/timer\_linux.c:22)

[154] CLogFile::CLogFile(win32/LogFile\_win32.cpp:21)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

[164] CLogFile::readConfigFile(win32/LogFile\_win32.cpp:297)

[157] CLogFile::createLogFile(win32/LogFile\_win32.cpp:91)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

[163] CLogFile::createDirectory(win32/LogFile\_win32.cpp:257)

[159] CLogFile::writeLogFile(win32/LogFile\_win32.cpp:167)

[160] CLogFile::getTimeStr(win32/LogFile\_win32.cpp:202)

[155] CLogFile::CLogFile(win32/LogFile\_win32.cpp:50)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

[164] CLogFile::readConfigFile(win32/LogFile\_win32.cpp:297)

[157] CLogFile::createLogFile(win32/LogFile\_win32.cpp:91)

[161] CLogFile::getExeDirPath(win32/LogFile\_win32.cpp:220)

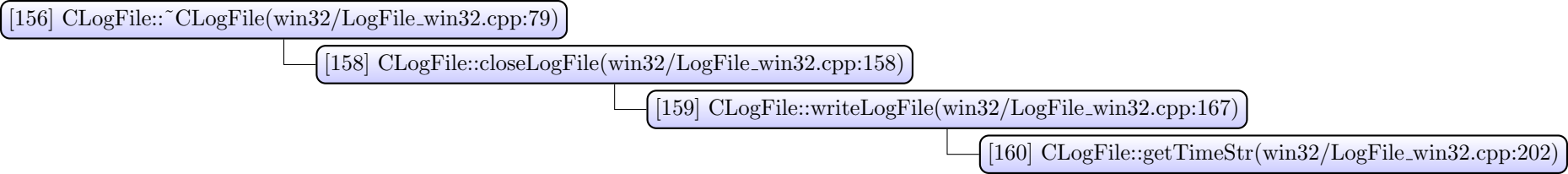
[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

[162] CLogFile::isFolderExist(win32/LogFile\_win32.cpp:239)

[163] CLogFile::createDirectory(win32/LogFile\_win32.cpp:257)

[159] CLogFile::writeLogFile(win32/LogFile\_win32.cpp:167)

[160] CLogFile::getTimeStr(win32/LogFile\_win32.cpp:202)



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[165] share_library_load(win32/shared_library_win32.cpp:12)
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[166] share\_library\_get\_func\_addr(win32/sharedlibrary\_win32.cpp:19)

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[167] share_library_free(win32/shared_library_win32.cpp:26)
```



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[168] get_exe_dir_path(win32/shared_library_win32.cpp:34)
```

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[169] get_children_dir_name(win32/shared_library_win32.cpp:65)
```

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[170] get_dir_files(win32/shared_library_win32.cpp:98)
```

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[172] set_dll_directory(win32/shared_library_win32.cpp:179)
```

[173] is `file_exists(win32/shared_library_win32.cpp:186)`

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[174] print_message(win32/shared_library_win32.cpp:199)
```

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[175] print_date_time(win32/shared_library/win32.cpp:218)
```

[176] get\_current\_thread\_id(win32/shared\_library\_win32.cpp:238)



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[177] create_nested_dir(win32/shared_library_win32.cpp:246)
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[178] CMMutex(win32/thread\_win32.cpp:9)

[179] CMMutex: win32/thread\_win32.cpp:15)

[180] CMutex:Lock(win32/thread\_win32.cpp:22)

[181] CMutex::Unlock(win32/thread\_win32.cpp:29)

[182] Cmutex:Try(win32/thread\_win32.cpp:36)

[183] CAutoMutex: CAutoMutex(win32/thread\_win32.cpp:43)

[184] CAutoMutex:~CAutoMutex(win32/thread\_win32.cpp:50)



[185] CAutoMutex::Lock(win32/thread\_win32.cpp:56)

[186] CAutoMutex::Unlock(win32/thread\_win32.cpp:71)

[187] CSemaphore(win32/thread\_win32.cpp:84)

[188] CSemaphore(win32/thread\_win32.cpp:90)

[189] CSemaphore(win32/thread\_win32.cpp:98)

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[190] Semaphore::Post(win32_thread_win32.cpp:104)
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[191] Semaphore::Wait(win32/thread\_win32.cpp:110)

[192] CEvent::CEvent(win32/thread\_win32.cpp:117)



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[193] CEvent::CEvent(win32/thread_win32.cpp:123)
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[194] CEvent::~CEvent(win32/thread_win32.cpp:131)
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[195] CEvent::Init(win32/thread_win32.cpp:142)
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[196] CEvent::Signal(win32/thread\_win32.cpp:149)

[197] CEvent::Reset(win32/thread\_win32.cpp:155)

[198] CEvent::Wait(win32/thread\_win32.cpp:161)

[199] CEvent::TimedWait(win32/thread\_win32.cpp:167)

[200] CThread: CThread(win32/thread\_win32.cpp:189)



[201] CThread: CThread(win32/thread\_win32.cpp:199)

[202] CThread::CThread(win32/thread\_win32.cpp:212)

[203] CThread::Begin(win32/thread\_win32.cpp:222)

[204] CThread::End(win32/thread\_win32.cpp:240)

[205] CThread::IsEnd(win32/thread\_win32.cpp:250)

[206] CThread::Dead(win32/thread\_win32.cpp:262)

[207] CThread:IsDead(win32/thread\_win32.cpp:269)

[208] CThread::Wait(win32/thread\_win32.cpp:275)



[209] CThread::TimedWait(win32/thread\_win32.cpp:281)

[210] CThread::GetExitCode(win32/thread\_win32.cpp:303)

[211] CThread::GetThreadId(win32/thread\_win32.cpp:326)

[212] CThread::Suspend(win32/thread\_win32.cpp:332)

[213] CThread::Resume(win32/thread\_win32.cpp:346)

[214] CThread::IsSuspended(win32/thread\_win32.cpp:362)

[215] `atomic_inc16(win32/thread_win32.cpp:380)`

[216] `atomic_dec16(win32/thread_win32.cpp:386)`



[217] time\_get\_tick(win32/timer\_win32.cpp:6)

```
[218] time_get_frequency(win32/timer_win32.cpp:15)
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[219] rdtsc(win32/timer\_win32.cpp:24)