DFBUG && LOG

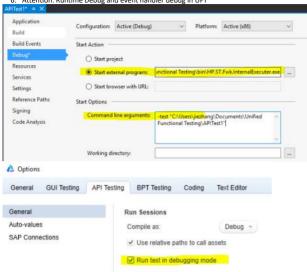
Wednesday, May 31, 2017

C# Project

- Uncheck project's optimization
- Build project and get the DLL

- Build project and get the DLL Replace same DLL under %UFT% directory. (Suggestion: use "Everything" to find the DLL in UFT directory) Add necessary Environment such as "DebugSTRuntime=1", "ST_Debug=true", Attach with "Managed 4.5" option to related process: "UFT.exe" or "dllhost.exe" or "HP.ST.Fwk.InternalExecuter.exe" or "ComWrapperRemoteAgent.exe"

Attention: Runtime Debug and event handler debug in UFT



Managed C++ Project

- Uncheck VS's "Enable just my code" and check "Suppress JIT"
- Build project and get the DLL

- Replace same DLL under %UFT% directory. (Suggestion: use "Everything" to find the DLL in UFT directory)

 Add necessary Environment such as "DebugSTRuntime=1", "ST_Debug=true",

 Set breakpoint (such as add Environment "DebugSTRuntime") before loading DLL in which you want to debug code. Important!!!

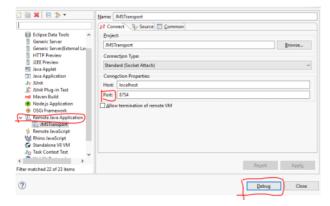
7. Attach with "Managed 4.5" option and "Native" option to process: "HP.ST.Fwk.InternalExecuter.exe"

Unwind the call stack on unhandled exceptions Enable Just My Code

Warn if no user code on launch (Managed only) ☐ Enable .NET Framework source stepping Step over properties and operators (Managed only) ☑ Enable property evaluation and other implicit function calls ☑ Call string-conversion function on objects in variables windows ☐ Enable source server support Print source server diagnostic messages to the Output wir Allow source server for partial trust assemblies (Managed only) Always run untrusted source server commands without prom ☐ Highlight entire source line for breakpoints and current statement (C++ ☑ Require source files to exactly match the original versio Redirect all Output Window text to the Immediate Window Show raw structure of objects in variables windows Suppress JIT optimizat Load dll exports (Native only) ☑ Show parallel stacks diagram bottom-up ☐ Ignore GPU memory access exceptions if the data written didn't change t

Java Project

- Use relative build file (such as Ant build file: build.xml) to build project
- Set Environment "JNI_DEBUG_PORT=8000" and "JNI_DEBUG_SUSPEND=y"
- Build project and get the DLL
- Replace same DLL under %UFT% directory. (Suggestion: use "Everything" to find the DLL in UFT directory)
 Right click project -> "Debug AS" -> "Debug configurations" -> Remote Java Application -> "Connect" tab -> Edit
- information such as host and port. -> "Debug" button



UFT Log

Log.config.xml

ALM API test project Log

1. Scheduler log

Scheduler (Automation Runner): @ C:\Windows\mercury.ini [ExecSchedulerLoa]

CreateLog=v

LogFile=C:\QCLogs\Scheduler.log LogMaxLines=90000

2. ST remote agent log

Set environment "ST_DEBUG_LOGGING" = true

Get file named like "**remoteagenthelper***.log" under "%temp%\Hewlett-Packard\UFT\Logs"

ALM API business component log

API JMS project Log:

"HP.ST.Ext.JMSTransport" log ?? Not sure and need research "UserLogger" log configured in vtd_user.log under test folder

如何用filezillar浏览ALM server Repository文件

- 在ALM Site Administration的Site Configuration 里添加参数FTP PORT = 21
- 2. 打开Filezillar, 左上角连接alm server, Port=21

QTP

- 1, copy the out dll dir from 206 and extract it in the according dir in the code
- 2. setenv from cmd
- 3. open your project from above cmd window 4. choose the Unicode release
- 5. remove the out path in the .rc file if build fails