

**NAME**

**curses\_trace**, **trace**, **\_tracef**, **\_traceattr**, **\_traceattr2**, **\_tracecchar\_t**, **\_tracecchar\_t2**, **\_tracechar**, **\_tracechtype**, **\_tracechtype2**, **\_nc\_tracebits**, **\_tracedump**, **\_tracemouse** - *curses* debugging routines

**SYNOPSIS**

```
#include <curses.h>
```

```
unsigned curses_trace(const unsigned trace-mask);
```

```
void _tracef(const char *format, ...);
```

```
char *_traceattr(attr_t attr);
```

```
char *_traceattr2(int buffer, chtype ch);
```

```
char *_tracecchar_t(const cchar_t *string);
```

```
char *_tracecchar_t2(int buffer, const cchar_t *string);
```

```
char *_tracechar(int c);
```

```
char *_tracechtype(chtype ch);
```

```
char *_tracechtype2(int buffer, chtype ch);
```

```
void _tracedump(const char *label, WINDOW *win);
```

```
char *_nc_tracebits(void);
```

```
char *_tracemouse(const MEVENT *event);
```

```
/* deprecated */
```

```
void trace(const unsigned int trace-mask);
```

**DESCRIPTION**

The *curses trace* routines are used for debugging the *ncurses* libraries, as well as applications which use the *ncurses* libraries. Some limitations apply:

- ⊕ Aside from **curses\_trace**, the other functions are normally available only with the debugging library e.g., **libncurses\_g.a**.

All of the trace functions may be compiled into any model (shared, static, profile) by defining the symbol **TRACE**.

- ⊕ Additionally, the functions which use **cchar\_t** are only available with the wide-character configuration of the libraries.

**Functions**

The principal parts of this interface are

- ⊕ **curses\_trace**, which selectively enables different tracing features, and
- ⊕ **\_tracef**, which writes formatted data to the *trace* file.

The other functions either return a pointer to a string-area (allocated by the corresponding function), or return no value (such as **\_tracedump**, which implements the screen dump for **TRACE\_UPDATE**). The caller should not free these strings, since the allocation is reused on successive calls. To work around the problem of a single string-area per function, some use a buffer-number parameter, telling the library to allocate additional string-areas.

The **curses\_trace** function is always available, whether or not the other trace functions are available:

- ⊕ If tracing is available, calling **curses\_trace** with a nonzero parameter updates the trace mask, and returns the previous trace mask.

When the trace mask is nonzero, *ncurses* creates the file "trace" in the current directory for output. If the file already exists, no tracing is done.

- ⊕ If tracing is not available, **curses\_trace** returns zero (0).

### Trace Parameter

The trace parameter is formed by OR'ing values from the list of **TRACE\_***xxx* definitions in **<curses.h>**. These include:

#### **TRACE\_DISABLE**

turn off tracing by passing a zero parameter.

The library flushes the output file, but retains an open file-descriptor to the trace file so that it can resume tracing later if a nonzero parameter is passed to the **curses\_trace** function.

#### **TRACE\_TIMES**

trace user and system times of updates.

#### **TRACE\_TPUTS**

trace **tputs**(3X) calls.

#### **TRACE\_UPDATE**

trace update actions, old & new screens.

**TRACE\_MOVE**

trace cursor movement and scrolling.

**TRACE\_CHARPUT**

trace all character outputs.

**TRACE\_ORDINARY**

trace all update actions. The old and new screen contents are written to the trace file for each refresh.

**TRACE\_CALLS**

trace all curses calls. The parameters for each call are traced, as well as return values.

**TRACE\_VIRTPUT**

trace virtual character puts, i.e., calls to **addch**.

**TRACE\_IEVENT**

trace low-level input processing, including timeouts.

**TRACE\_BITS**

trace state of TTY control bits.

**TRACE\_ICALLS**

trace internal/nested calls.

**TRACE\_CCALLS**

trace per-character calls.

**TRACE\_DATABASE**

trace read/write of terminfo/termcap data.

**TRACE\_ATTRS**

trace changes to video attributes and colors.

**TRACE\_MAXIMUM**

maximum trace level, enables all of the separate trace features.

Some tracing features are enabled whenever the **curses\_trace** parameter is nonzero. Some features overlap. The specific names are used as a guideline.

## Command-line Utilities

The command-line utilities such as **tic**(1) provide a verbose option which extends the set of messages written using the **curses\_trace** function. Both of these (**-v** and **curses\_trace**) use the same variable (**\_nc\_tracing**), which determines the messages which are written.

Because the command-line utilities may call initialization functions such as **setupterm**, **tgetent** or **use\_extended\_names**, some of their debugging output may be directed to the *trace* file if the **NCURSES\_TRACE** environment variable is set:

- ⊕ messages produced in the utility are written to the standard error.
- ⊕ messages produced by the underlying library are written to *trace*.

If *ncurses* is built without tracing, none of the latter are produced, and fewer diagnostics are provided by the command-line utilities.

## RETURN VALUE

Routines which return a value are designed to be used as parameters to the **\_tracef** routine.

## ENVIRONMENT

### NCURSES\_TRACE

A positive integral value stored in this variable causes the following functions to enable the tracing feature as if **curses\_trace** were called.

**filter**, **initscr**, **new\_prescr**, **newterm**, **nofilter**, **restartterm**, **ripoffline**, **setupterm**, **slk\_init**, **tgetent**, **use\_env**, **use\_extended\_names**, **use\_tioctl**

## PORTABILITY

These functions are not part of the X/Open Curses interface. Some other curses implementations are known to have similar features, but they are not compatible with *ncurses*:

- ⊕ SVr4 provided **traceon** and **traceoff**, to control whether debugging information was written to the "trace" file. While the functions were always available, this feature was only enabled if **DEBUG** was defined when building the library.

The SVr4 tracing feature is undocumented.

- ⊕ PDCurses provides **traceon** and **traceoff**, which (like SVr4) are always available, and enable tracing to the "trace" file only when a debug-library is built.

PDCurses has a short description of these functions, with a note that they are not present in X/Open Curses, *ncurses* or NetBSD. It does not mention SVr4, but the functions' inclusion in a header file section labeled "Quasi-standard" hints at the origin.

- ⊕ NetBSD does not provide functions for enabling/disabling traces. It uses environment variables *CURSES\_TRACE\_MASK* and *CURSES\_TRACE\_FILE* to determine what is traced, and where the results are written. This is available only when a debug-library is built.

The NetBSD tracing feature is undocumented.

A few *ncurses* functions are not provided when symbol versioning is used:

\_nc\_tracebits, \_tracedump, \_tracemouse

The original **trace** routine was deprecated because it often conflicted with application names.

## SEE ALSO

**curses**(3X)