Use the #error directive to check whether the compiler even sees you



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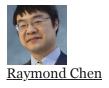
You may find yourself in a twisty maze of #ifdef s. Or you may be wondering why your macros aren't working.

First, make sure the compiler even sees you. Notice that for macros, generating a preprocessed file doesn't accomplish anything since <code>#define</code> s don't show up in the preprocessor output. (They are preprocessor *input*.) What I do is use the <code>#error</code> directive. Add it to the header file and recompile.

```
#define MM_BUSY 0x0001
#define MM_IDLE 0x0002
#error Did we get here?

If you get
sample.h(80) : error C1189: #error : Did we get here?
```

then you know that the line is indeed being compiled and that somebody after you is doing an <code>#undef MM_BUSY</code>. If not, then you get to investigate why the lines in the header file are being ignored. For example, they might be hidden by an <code>#ifdef</code>, or (if you're using Visual Studio with precompiled headers), your <code>#include</code> directive might be ignored due to an overriding precompiled header directive. You can scatter <code>#error</code> directives into other parts of the header file (or other header files) to narrow down why your lines are being skipped.



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