



# Tech Info Library

## Macsbug 6.5d6: ReadMe (4/94)

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TOPIC -----

This is the complete ReadMe file from Macsbug version 6.5d6

DISCUSSION -----

New Features in 6.5d6  
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- MacsBug can now scramble and walk heaps when running under the New (Modern) Memory Manager.
- All "standard" resources (which includes macros, dcmts, templates and the like) can now be found inside MacsBug's own resource file. You may add and delete resources there, but the preferred method of modifying MacsBug's behaviour is to add your resources to the Debugger Prefs file. This includes macros, templates, dcmts, color and preference resources. The Debugger Prefs file is always searched first, so you may override default MacsBug behaviour by placing your resources there.
- If you have duplicate dcmts installed, MacsBug will display a duplicates list the first time you enter the debugger.
- The "DH" command can now disassemble 18 words (previously it could only do 6).
- You can now set the various types of breaks on selector-based A-Trap calls, just as though they were A-Traps to themselves. Simply type ATB, followed by the tool call name as it appears in Inside Macintosh. You no longer need to specify a conditional break expression as part of your break command for these types of tool calls, MacsBug handles it automatically.

As part of this new feature, MacsBug now can properly disassemble the actual names of toolcalls if they are selector-based. For instance, the call GetFrontProcess is actually a call through the A-Trap OSDispatch with the immediate data word of \$0039 pushed on the stack. If you encounter this in a disassembly, MacsBug will now display "\_GetFrontProcess" instead of "OSDispatch". Most tool call names have been added to MacsBug's database, however, at this time there may be a few oversights.

- MacsBug now supports a new preference resource that lets you control some low-level internal debugger behaviour. You can now disable the checksum that MacsBug performs on itself, and you can now stop the screen from swapping during a step (not swapping is now the default behaviour). Both have been added to speed up the debugger so you can spend more time finding you bugs, and less time waiting. The resource to modify is of type 'mxpr', and a ResEdit template is provided which defines the various bits.
- This version works correctly on 68040LC-based machines which do not include a math coprocessor. Previous versions were instable on such configurations and may cause a system crash.

#### Warnings

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- This version of MacsBug has not been thoroughly tested, and it is not guaranteed to work on all machines or all configurations. That being said, it has been used extensively in-house by Apple engineers, and thus far there have been no reports of compatibility problems.
- This version has not been fully tested to work on 68000-based Macintosh models. For now it is best to continue using version 6.2.2 if you wish to debug on a machine which has a 68000 processor.

#### Support Information Services

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