Tech Info Library

Macsbug 6.5d6: ReadMe (4/94)

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Revised:        5/2/94
Security:       Everyone

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Article Created: 29 April 1994

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, dcmds, 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, dcmds, 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 dcmds 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

• 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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Tech Info Library Article Number:15252