

TTidyApplication

by Adam Wildavsky

Sr. Consultant

KPMG Peat Marwick • Strategic Services

adamw@panix.com

AppleLink -> ADAMW

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INTRODUCTION

Enclosed is source code for a TApplication descendant which will help to locate all the TObject descendants which a MacApp application has allocated but not freed.

WHAT YOU'LL NEED

In order to use the code you'll need MacApp 3.0.1 with Steve Jasik's "The Debugger" or MacApp 3.1 (I used b1) with either The Debugger or Mike Lockwood's "VoodooMonkey" debugger. VoodooMonkey is available on Apple's "Tool Chest" edition of its monthly developer CD.

HOW TO INSTALL IT

Descend your application from TTidyApplication instead of TApplication. Add TTidyApplication to your MAMake file. Add "-d qCleanUpAtQuit" to your MABuild command line. That's it!

DON'T FORGET

If you're using MacApp 3.1 and VoodooMonkey add "-Inspector" to your MABuild command line as well. If you're using MacApp 3.1 and The Debugger add "-TheDebugger".

If your application does not use the "Quit" menu item to quit then be sure to post a TQuitCommand. Setting gApplication->fDone is not sufficient!

HOW TO USE TTIDYAPPLICATION

Launch your application, do a few things, and then quit. A ProgramBreak() will land you in your debugger. In The Debugger ask for "Objects by Time." In VoodooMonkey ask for a new Inspector window.

SUMMARY

Both debuggers listed above provide object inspectors. By placing a breakpoint near the end of the application one can list all remaining objects. If one is careful to clean up ones own objects then the remaining objects are either leakage or objects allocated by MacApp. TTidyApplication frees the objects allocated by MacApp and invokes your debugger when you quit. Any objects left should represent leaks in your application.

EXCEPTIONS

TTidyApplication does not free two objects. You'll know them when you see them! See the source code or my article (pointer below) for details.

CONDITIONS OF USE

TTidyApplication may be used and passed on freely, provided credit is given. Please send me a copy of any enhancements!

FOR MORE INFORMATION

See the source code and my article in the March '94 issue of Frameworks magazine. Frameworks is published by the Software Frameworks Association. You can find SFA at

info@frameworks.org

frameworks@applelink.apple.com

+1 (408) 253-2765