

Apple Events **Object Support Library** **Debugger Hack**

Version 1.0b1

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Description

This version of the OSL will help you to debug your Object Model-aware application. When you've linked this version of the OSL into your application the following will happen each time the OSL prepares to call an object accessor.

First, the OSL checks for a 'STR ' resource named "OSLDebugStr". If it finds such a resource, it calls DebugStr with that string as an argument just before JSRing to your accessor. If it fails to find the resource, it calls DebugStr with a zero-length string so that you can poke around in the debugger on your own.

The string you supply in your OSLDebugStr resource can be anything you want. You'll probably want to display the contents of the stack. Here are some strings that suggest what you can do. (The first semi-colon in the string separates what MacsBug will print from the part of the string that will be interpreted as commands.)

```
";dm sp+4 accstack"
```

This command uses a template (provided in the accompanying "Macsbug stuff" file) to display the parameters for your accessor in formatted form. The offset 4 is included in order to skip over the address of your accessor (actually your accessor's jump table entry), which is about to be pulled off the stack.

```
"displaying selection data;dd @(sp+6)"
```

This command uses the dd dcmd (also included in the "Macsbug stuff" file) to print out the contents of the *selection data* parameter. The offset used is as above.

Intentional strangeness:

When you call AEOBJectInit, this version of the OSL will drop into the debugger and display the string "Do not ship this version of the OSL!!!".

Known bugs:

On my IIci, the stack looks a bit weird when I drop into the debugger. It appears to be a MacsBug weirdism that makes the display of the stack and PC inconsistent. It doesn't seem to cause any problems, or to occur on any of the

other machines we've tested on, but if it happens to you you'll have to be aware that the parameters to your accessors are a bit farther from the top of the stack than they ought to be. Adding 10 to the stack offsets you'd expect seems to work: you'd expect "dl sp+4" to give you the refcon, but instead you need to type "dl sp+E".

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