NAME

Devel::GlobalDestruction − Provides function returning the equivalent of "${ˆGLOBAL_PHASE} eq 'DESTRUCT'" for older perls.

SYNOPSIS

```
package Foo;
use Devel::GlobalDestruction;

use namespace::clean; # to avoid having an "in_global_destruction" method

sub DESTROY {
    return if in_global_destruction;

    do_something_a_little_tricky();
}
```

DESCRIPTION

Perl's global destruction is a little tricky to deal with WRT finalizers because it's not ordered and objects can sometimes disappear.

Writing defensive destructors is hard and annoying, and usually if global destruction is happening you only need the destructors that free up non process local resources to actually execute.

For these constructors you can avoid the mess by simply bailing out if global destruction is in effect.

EXPORTS

This module uses Sub::Exporter::Progressive so the exports may be renamed, aliased, etc. if Sub::Exporter is present.

in_global_destruction

Returns true if the interpreter is in global destruction. In perl 5.14+, this returns ${ˆGLOBAL_PHASE} eq 'DESTRUCT', and on earlier perls, detects it using the value of PL_main_cv or PL_dirty.

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