

## Memory profiling with eclipse and Valgrind on linux

Not sure if your app is leaking memory? Or if you have a 'delete' for every 'new'? Then give valgrind a try. Its a robust code profiling system that (among other things) is designed to find memory leaks.

If you get 'Couldn't determine version of Valgrind' then make sure valgrind is installed, from Terminal window:

```
find / -iname vgdb 2>/dev/null (mine is in /usr/bin/vgdb)
```

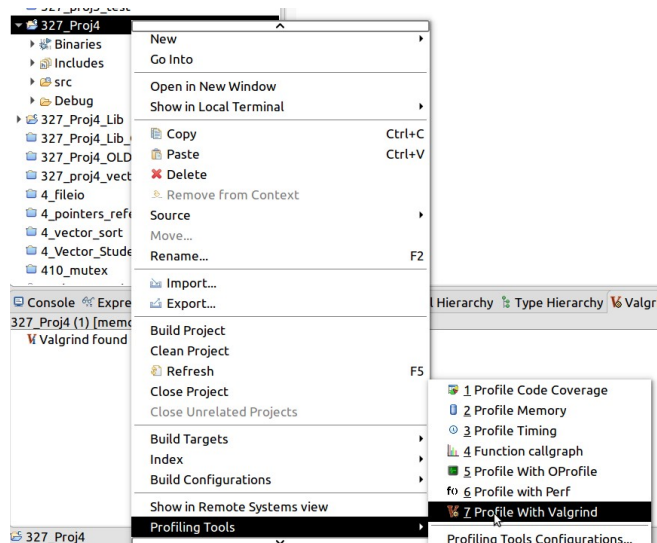
or try this

which valgrind

If you dont find it, install it

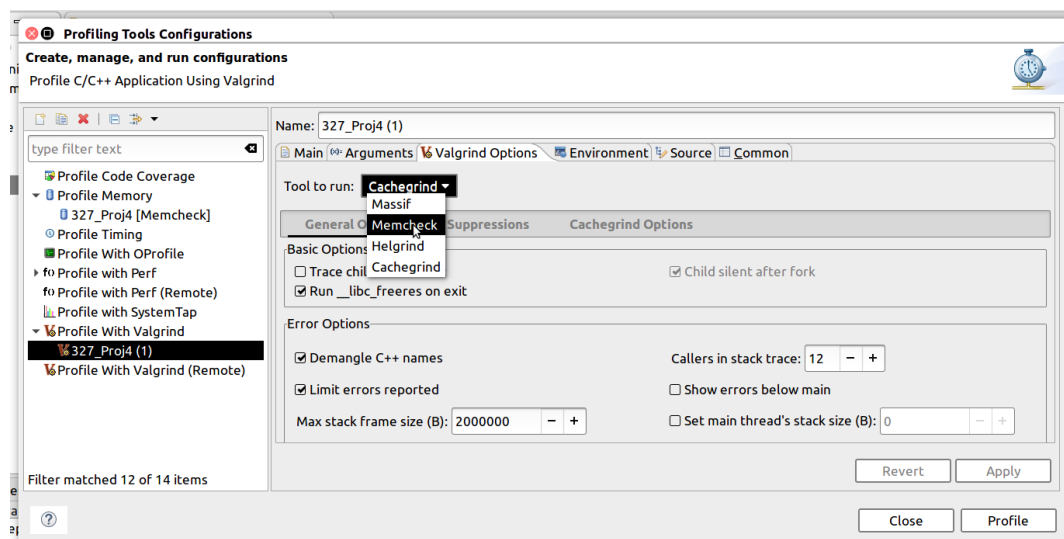
```
sudo apt-get install valgrind
```

Then run with eclipse (



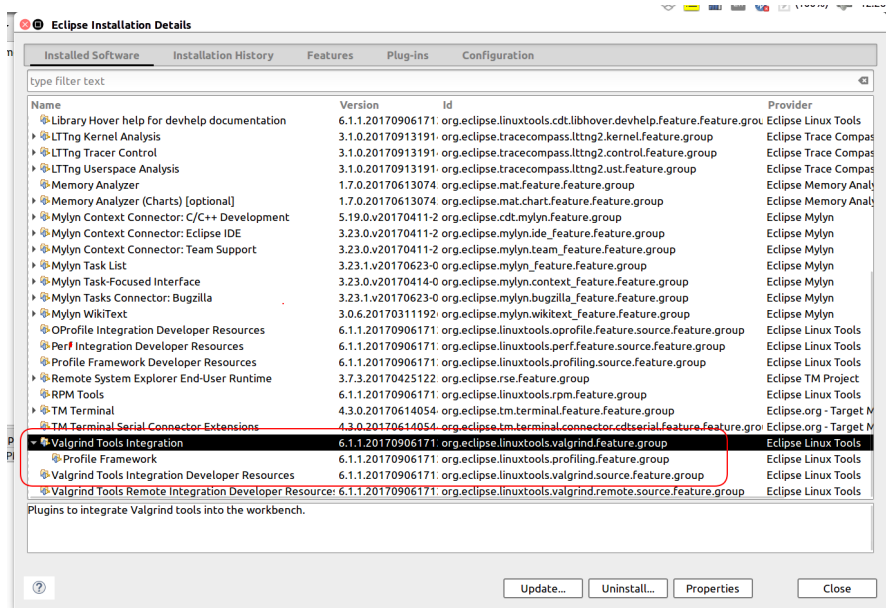
If you would like to run other valgrind tools then instead choose 'Profile Tools Configurations...'

This brings up this UI. Note you can choose a variety of tools to run against your project.



You will probably have to install the valgrind plugins. See [http://wiki.eclipse.org/Linux\\_Tools\\_Project/PluginInstallHelp](http://wiki.eclipse.org/Linux_Tools_Project/PluginInstallHelp) for how to:

These are the ones that worked for me (outlined in red).



For more info see <https://www.eclipse.org/linuxtools/projectPages/valgrind/>

**Still not working? Try this** (assumes you have done all above )

go to your home directory and type valgrind at the prompt

if it can't find valgrind then add valgrind's path to your PATH system variable

from your home directory, add this line to the end of your .bashrc file

open a terminal

cd ~

pico .bashrc //assuming the editor pico is installed, if not try nano or install an editor

//at the bottom of .bashrc type

export PATH="/valgrind/path:\$PATH"

//save and exit, then source your .bashrc file from your home directory

source .bashrc

then try eclipse with Valgrind again

If that still does not work then

**run valgrind from the command line. (Make sure you set the path as above)**

in the directory with your project executable

(/home/keith/eclipse-workspace/256\_Proj4/Debug for me) type the following

valgrind --leak-check=yes ./256\_Proj4

valgrinds output follows

Ref:

<http://valgrind.org/docs/manual/quick-start.html>

