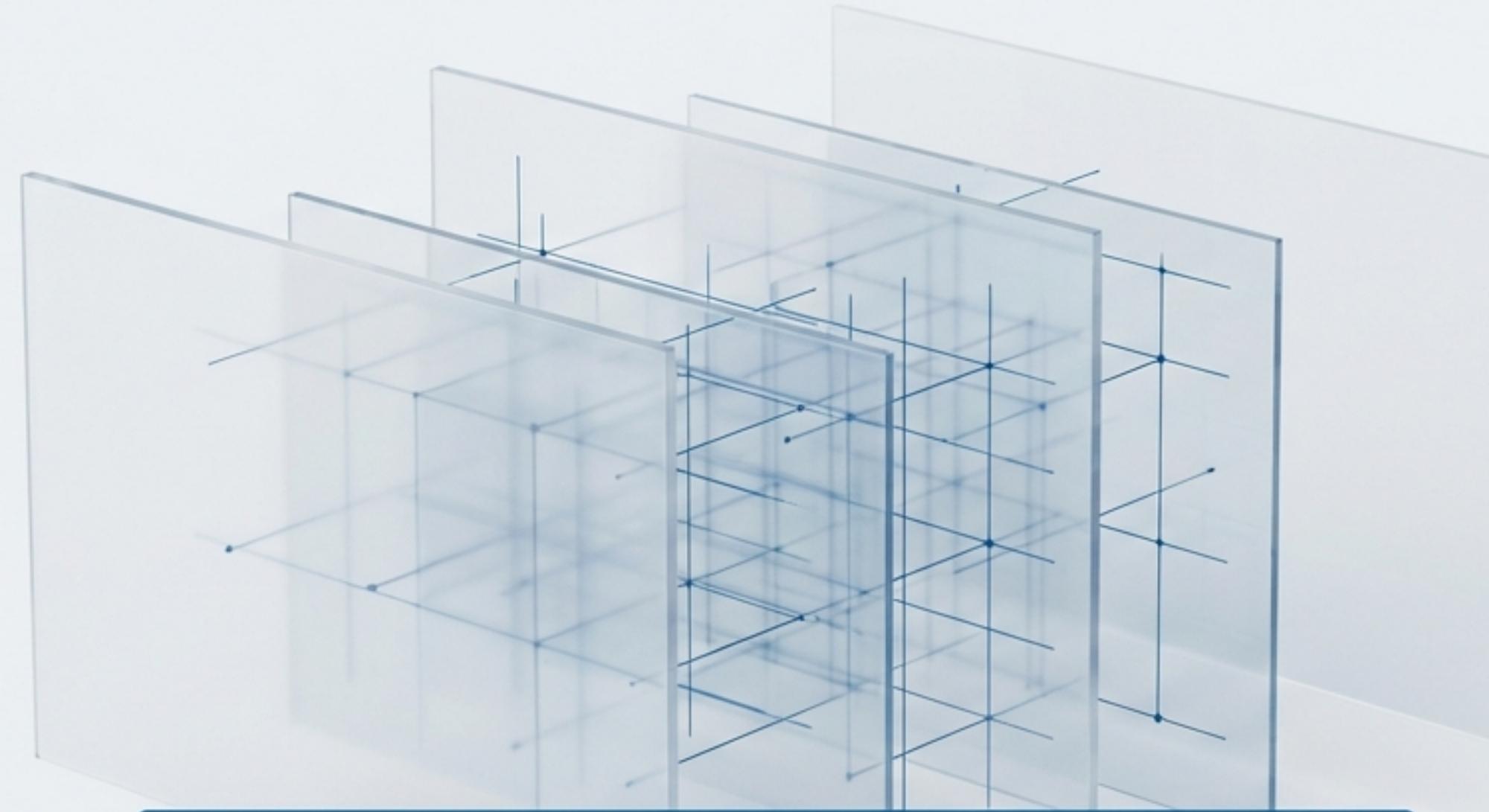


# Your Code's X-Ray Machine.

See exactly what your Python code is doing at runtime with `Trace\_Call`.



**Tool:** Trace\_Call

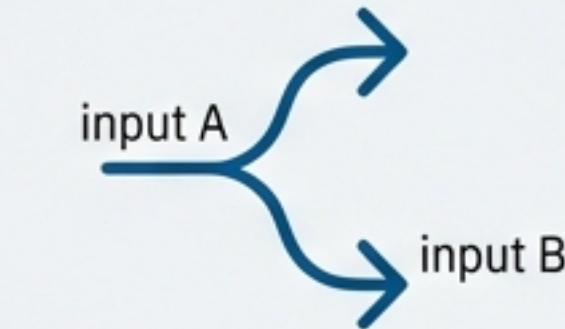
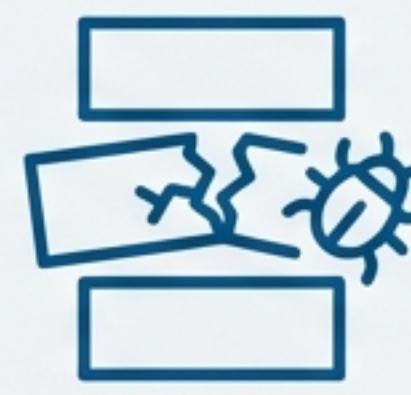
**Version:** v3.59.2

**Repository:** OSBot-Utils ( [github.com/owasp-sbot/OSBot-Utils](https://github.com/owasp-sbot/OSBot-Utils) )

**Installation:** pip install osbot-utils

# The Code Is a Black Box. We've All Been There.

You write and inherit Python code every day. But how often do you face these fundamental questions without good answers?



## **“What is this code *actually* doing?”**

Trying to understand a third-party library or a complex internal service without reading thousands of lines of source.

## **“Where is the time going?”**

Your application is slow. Standard profilers give you a flat, confusing list of functions, not the critical execution path.

## **“What was the state when this broke?”**

A bug happens deep in a call stack. You need to know the variable values at each step leading to the failure.

## **“How do different inputs change execution?”**

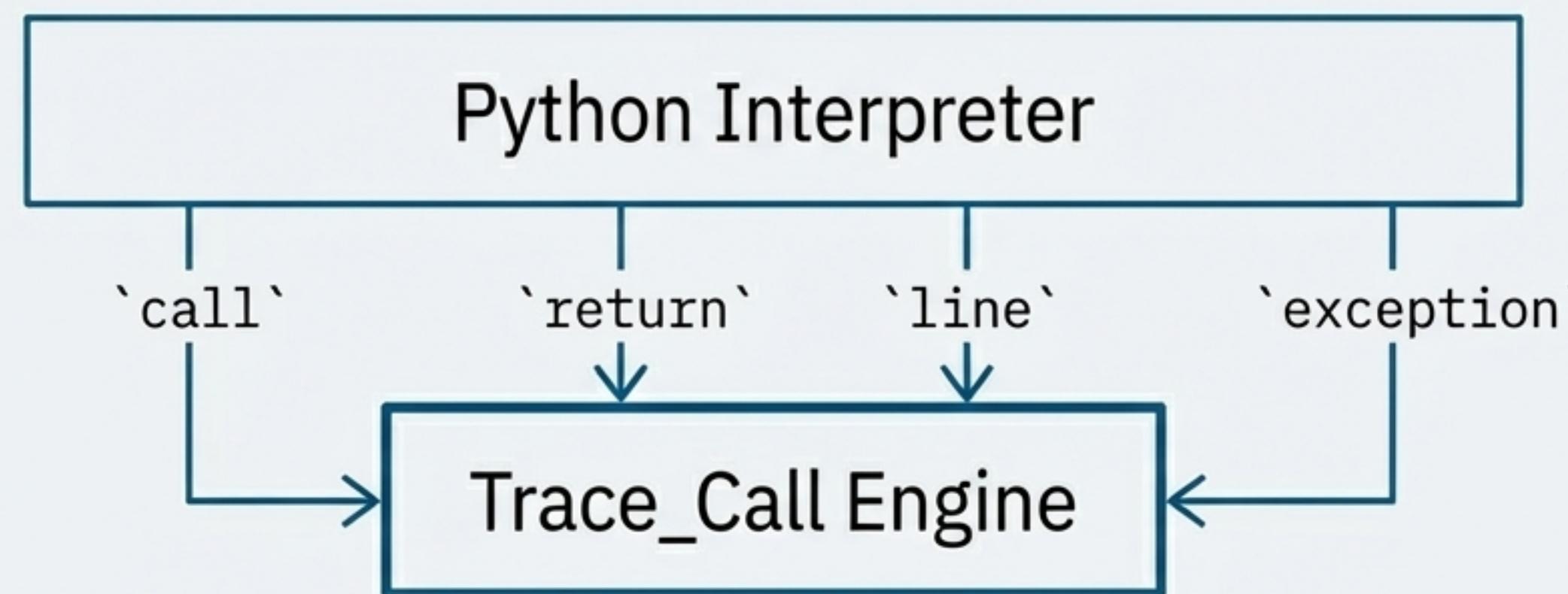
Comparing code paths without littering your codebase with temporary print statements.

## **“But I can’t modify this code”**

The code you need to inspect is in production, a compiled module, or a package you don't own.

# The Solution: Zero-Instrumentation Observability.

Trace\_Call is a powerful runtime introspection system that reveals the complete call hierarchy, timing, and variable states of any Python code—**without modifying a single line**.



By leveraging Python's built-in `sys.settrace()` hook, Trace\_Call sees every operation at the interpreter level. This is why it works on *any* code, from your own scripts to third-party libraries.

# See the Whole Story, Not Just a Flat List.

Traditional profilers show you *what* ran. **Trace\_Call** shows you *why* and *how*.

## Typical Profiler Output

```
process_request ... 0.85s
db_query           ... 0.72s
execute_sql        ... 0.70s
validate_input     ... 0.10s
```

Where is the bottleneck, really?  
`process\_request` is slow,  
but what's the cause?

## Trace\_Call's Hierarchical Tree

```
process_request
  └── validate_input
    └── db_query
      └── execute_sql
```

Clarity. You can now see that  
`execute\_sql` inside `db\_query`  
is the true source of the delay.

# Find the Real Bottleneck with Precision Timing.

Enable `capture\_duration` to record the execution time of every single call in the hierarchy. Then, filter out the noise to focus only on what matters.

```
# Find all calls taking longer than 10 milliseconds
with Trace_Call(capture_duration=True,
                  with_duration_bigger_than=0.01) as trace:
    slow_function()
trace.print()
```

```
... (100.00 ms) ⚡ my_app.process_request
| ... ( 5.00 ms) ✎ my_app.helpers.validate
| ... ( 95.00 ms) ⚡ my_app.database.db_query
|   ....( 94.50 ms) ✎ my_app.database.execute_sql
```

Riable enter capution: trace the  
executition time to in this hierarchy.

Instantly identify expensive calls within  
their full context. No more guesswork.

# “Time-Travel” to See the State of Any Function Call.

When a bug occurs, you need to know *what the variables were* at each step.  
`capture\_locals` automatically snapshots them for you.

> “*It’s like having a debugger breakpoint at every function call, captured automatically and reviewable after the code has finished running.*”

```
🔗 my_module.process_user(user_id=123, role='admin')
|   locals: {'user_id': 123, 'role': 'admin', 'user_obj': <User...>}
|
└── 🧩 my_module.check_permissions(user=<User...>, required='admin')
    locals: {'user': <User...>, 'required': 'admin', 'has_perm': True}
```

↑  
Use `deep\_copy\_locals=True` for an accurate snapshot if variables are mutated after the call.

# Focus Your View: Surgical Filtering for a Clear Signal.

A single function call can trigger hundreds of internal calls in frameworks, loggers, and libraries. Tracing everything is overwhelming. `Trace\_Call` gives you the tools to cut through the noise.

## Capture by Prefix

Target specific modules.

```
trace_capture_start_with=['my_app', 'requests']
```

## Capture by Content

Find functions or modules by name.

```
trace_capture_contains=['process_data', 'utils']
```

## Ignore by Prefix

Exclude noisy libraries.

```
trace_ignore_start_with=['logging', 'osbot_utils.helpers']
```

## Control the Depth

Get a high-level overview without getting lost.

```
trace_up_to_depth=4
```

Combine these filters to precisely define your investigation's scope.

# Two Elegant Ways to Activate Tracing.

Integrating `Trace\_Call` is clean, Pythonic, and requires no code refactoring.

## The Context Manager

For tracing specific blocks of code or third-party calls.

```
from osbot_utils.helpers.trace.Trace_Call  
import Trace_Call  
  
with Trace_Call(config, ...) as trace:  
    # Code to be traced goes here  
    result = complex_library.run()  
  
# Trace data is now in trace.view_data()
```

## The Decorator

For tracing a specific function every time it's called.

```
from osbot_utils.helpers.trace.Trace_Call  
import trace_calls  
  
@trace_calls(config, ...)  
def my_function_to_trace(a, b):  
    # ...
```

The tracer is production-safe. When `trace\_enabled=False`, the overhead is negligible (~microseconds), so decorators can be left in place.

# Your Control Panel: Fine-Tuning the Trace.

A selection of key configuration parameters to tailor the tracer to your exact needs.

## Filtering

`trace_capture_all`

Capture everything (use with `trace_up_to_depth`).

`trace_capture_start_with`

Target modules by prefix.

`trace_ignore_start_with`

Exclude noisy modules.

`trace_up_to_depth`

Limit recursion depth.

`trace_show_internals`

Include `_private` methods.

## Performance Analysis

`capture_duration`

Record execution time.

`print_duration`

Show timings in the output.

`with_duration_bigger_than`

Filter by execution time.

## State Debugging

`capture_locals`

Capture local variables.

`print_locals`

Show locals in the output.

`deep_copy_locals`

Snapshot locals to prevent mutation issues.

## Detailed Tracing

`trace_capture_lines`

Capture line-by-line execution.

`trace_capture_source_code`

Capture the source code line itself.

# Common Scenarios, Solved.

Here is how to apply `Trace\_Call` to solve your most frequent development challenges.

Your Goal	The `Trace_Call` Approach
<b>Understand unfamiliar code</b>	<code>trace_capture_start_with=['unknown_lib'], trace_up_to_depth=4</code>
<b>Find performance bottlenecks</b>	<code>capture_duration=True, with_duration_bigger_than=0.01</code>
<b>Debug complex variable state</b>	<code>capture_locals=True, deep_copy_locals=True</code>
<b>Understand a test failure</b>	Use the <code>@trace_calls</code> decorator on the failing test method.
<b>Compare execution paths</b>	Run twice with different inputs, then programmatically compare <code>view_data()</code> outputs.
<b>Reverse-engineer an API</b>	Trace the target library while making a series of API calls.

# Interpreting the X-Ray: Reading the Output.

# The Call Tree (`print\_traces`)

## Visual Key

-  **Root node:** The start of the trace session.
  -  **Node with children:** A function that called other traced functions.
  -  **Leaf node:** A function that made no other traced calls.

## Structure Key



## Line-by-Line Execution (`print\_lines`)

For the deepest debugging, this view shows the precise execution path, including which branches were taken.

#	Line	Source code	Method	Depth
---	---	---	---	---

The indentation of the 'Source code' column visually represents the call stack depth.

# Best Practices for Effective Tracing.

## DO

- ✓ **Use Specific Filters:** Start with `trace_capture_start_with`. Avoid `trace_capture_all` unless you also use a depth limit.
- ✓ **Limit Depth for Exploration:** Use `trace_up_to_depth` to get a high-level map before diving deep.
- ✓ **Use Duration Filtering for Performance:** `with_duration_bigger_than` is your best tool for isolating slow code.
- ✓ **Ignore Noisy Modules:** Proactively add common modules like `logging` or `caching` to `trace_ignore_start_with`.

## DON'T

- ✗ **Leave Tracing Enabled in Production:** While the disabled-state overhead is tiny, active tracing is for development and debugging, not production monitoring.
- ✗ **Capture Locals in Performance-Sensitive Code:** Capturing locals adds overhead. Use it for debugging state, not for performance profiling.
- ✗ **Run Alongside a Debugger:** Both tools use `sys.settrace()`. They cannot run at the same time.

# Troubleshooting Common Issues.

## Problem: No traces are captured.

- Check your `trace_capture_filters` for typos.
- Ensure `trace_enabled` is `True`.
- Check your `trace_ignore_rules` aren't too broad.

## Problem: The output is overwhelming.

- Add a `trace_up_to_depth` limit.
- Be more specific with `trace_capture_start_with`.
- Add `trace_ignore_patterns`.
- Use `with_duration_bigger_than` to hide fast functions.

## Problem: Locals show incorrect (mutated) values.

- The default capture is by reference. For an accurate point-in-time snapshot, set `deep_copy_locals=True`.

## Problem: Private methods (e.g., `_my_method`) are missing.

- By default, internal methods are hidden for clarity. Set `trace_show_internals=True` to include them.

# Your Pre-Flight Checklist for Code Investigation.

Stop guessing. Start seeing. Before your next deep dive into a complex codebase, run through this checklist.

- Choose Your Strategy**
  - `trace_capture_start_with` for modules?
  - `trace_capture_all + trace_up_to_depth` for exploration?
- Add **Ignore Patterns** for noisy libraries.
- Set **Tracing Goal**
  - **Performance**? Enable `capture_duration` and `with_duration_bigger_than`.
  - **Debugging State**? Enable `capture_locals` and `deep_copy_locals`.
  - **Deep Analysis**? Enable `trace_capture_lines`.
- Apply with **Context Manager** or **Decorator**.
- Analyse the output**.

**Turn the lights on in your code's black box.**

```
pip install osbot-utils
```