

Release Notes

Power Mac Debugger v. 2.2d3

Contents

New Features.....	1
New Features in v. 2.2d3	1
New Features in v. 2.1	1
Menu Changes in v. 2.1	2
Bug Fixes	4
Bug Fixes in v. 2.2d3	4
Bug Fixes in v. 2.1	4

New Features

New Features in v. 2.2d3 (Aug 98 Dev CD)

- Added support for proper disassembly of AltiVec opcodes.

New Features in v. 2.1 (ETO #23)

- A General Preference item has been added which allows the user to specify whether the target application should be launched and targeted when opening its corresponding symbolic file. This feature only works when connected to the nub in single-machine mode. The preference item is named “Launch application when opening browser” in “Browser”.
- A General Preference item has been added which allows the user to specify the default for “Stop on task creation” in the Process Browser. The preference item is named “Set stop on task creation default” in “Process Control”.

- Support has been added for variables of type long long.

Menu Changes in v. 2.1 (ETO #23)

- The Windows menu has been renamed Window.
- The Views menu has been renamed View and moved to the immediate left of the Window menu.
- The Performance menu is now a hierarchical menu in the Control menu.
- The Extras menu has been removed and its items have either been moved to other menus or removed entirely. The items which have moved are noted in subsequent bullet items below.
- The Show PC item in the Extras menu has been renamed Current PC and moved to the View menu.
- The functionality provided by the Search Memory... item in the Extras menu has been moved to the Search... button in individual memory windows.
- The Enter Macsbug item in the Extras menu has been moved to the Control menu.
- The Snapshot Active Window item in the Extras menu has been moved to the Window menu. The item's Cmd-3 key equivalent and subsequent camera shutter sound have been removed.
- The Locate Correct Source File... item in the Extras menu has been moved to the File menu.
- The Map Symbolics to Code... item in the File menu has been renamed Map Symbol File... and moved to the Control menu.
- The Open ROM Map... item in the File menu is now always enabled and the preference item controlling the item's enabling has been removed from the General Preferences dialog.
- The Source File For "" item in the Views menu has been renamed Show Full Path Name and moved to the File menu.
- The Save... item in the File menu has been renamed Save Window as Text....
- The Print Window... item in the File menu has been renamed Print....

- The Show Clipboard item has been removed from the Edit menu.
- The Find..., Find Again and Find Selection items in the Views menu have been moved to the Edit menu.
- The Target Preferences... item in the Edit menu has been renamed Connection Preferences....
- The Symbolic Mapping Preferences... item in the Edit menu has been removed.
- The Set Default Window Position item in the Edit menu has been moved to the View menu.
- The Show Breakpoint List, Show Fragment Info, Show Log Window and Show Process Browser items in the Views menu have been moved to the Window menu.
- The Show Globals item in the Views menu has been renamed Show Global Variables and moved to the Window menu.
- The Find Code For... and Find Code For "" items in the View menu have been renamed Display Code For... and Display Code For Selection, respectively.
- The Show Stack Crawl item in the View menu has been renamed Stack Crawl.
- The Show User Specified Stack item in the View menu has been renamed New User Stack Crawl Window.
- The Show Memory, Show Instructions and Show 68K Instructions items in the View menu have been renamed New Memory Window, New Instructions Window and New 68K Instructions Window, respectively.
- The Show Registers and Show FPU Registers items in the View menu have been renamed Registers and FPU Registers, respectively.
- The Step item in the Control menu has been renamed Step Over.
- The command key equivalents for the Step Into and Step Over items in the Control menu have been changed from Cmd-I/Cmd-T to Cmd-T/Cmd-U, respectively. This makes the stepping command key equivalents the same as those in the Metrowerks debugger.
- The Animate item in the Control menu now toggles between Turn Continuous Step On and Turn Continuous Step Off.
- The Show Control Palette item in the Control menu has been moved to the Window menu.

- The View As Default Type item in the Evaluate menu has been renamed View As Default.
- The View As Str255 item in the Evaluate menu has been renamed View As P-String.

Bug Fixes

Bug Fixes in v. 2.2d3 (Aug 98 Dev CD)

- Fixed a cosmetic glitch in the initial “Local/Remote” dialog that caused the “Remote” string to be overwritten with garbage.

Bug Fixes in v. 2.1 (ETO #23)

- The variables pane in the User Stack Crawl window no longer becomes inaccessible after setting the default window position for the regular Stack Crawl window. (Radar #1626665)
- Fixed a bug where the debugger would use the wrong source file when more than one file of the same name existed in the symbol file. (Radar #1627489)
- Problems introduced in the 2.1a1 build with conditional breakpoints have been fixed. (Radar #1624303)
- When connected to the low-level, the Stop item in the Control menu wasn't becoming enabled until a process had been targeted. (Radar #1622742)
- A prompt string has been added to the Open standard file dialog box informing the user what type of files can be opened. (Radar #1623009)
- Random crashes no longer occur after clicking in a file browser when running on Mac OS 7.6 with virtual memory turned on.
- A crash no longer occurs when the user quits the debugger and a search memory window is open. (Radar #1614971)
- Signed bit fields now properly evaluate as -1/0 instead of 1/0. (Radar #1175002)

- The Enter Macsbug menu item is now enabled when debugging in single-machine mode. (Radar #1605157)
- Large array evaluations are now much faster and occupy about 1/3 the memory they used to. (Radar #1303693)
- The Map Symbol File dialog no longer excludes the currently mapped fragment from the list. (Radar #1334097)
- The host/nub timeout interval has been shortened to 5 retries at 1/2 second each. (Radar #1364761)
- An out of memory alert no longer appears after launching an application from the debugger and no corresponding symbolic file exists. (Radar #1328986)
- Assembly windows now reflect correct branch offsets/addresses and no longer have strange redraw problems. (Radar #1356678)
- In windows where data can be modified (i.e., variable evaluation, memory, registers, etc.), if a control command is executed (i.e. step, run, etc.) before pressing enter, the change is committed. (Radar #1371756)
- Expression evaluation windows now update when an action occurs which causes the resulting value to change (e.g., `fooArray[i]`). (Radar #1364989, #1381165)
- After dismissing the “Invalid address entered, reverting to previous address” alert in a memory window, the display no longer reverts to the stack pointer if the previous address was 0. Instead, the display reverts back to 0. (Radar #1231237)
- xcoff symbolic files now have a Finder icon. Double-clicking an xcoff file will launch the debugger and open the symbolic file. (Radar #1342863)
- Selecting an uneditable value in an evaluation window no longer changes the field to an edit text item. Previously, the user was allowed to edit these values, then an alert would appear saying the value was not editable when the user pressed enter to accept the change. (Radar #1354735)
- The preferences panel in the Process Browser now contains a horizontal scroll bar in case the user adjusts the size of the panel to hide portions of the preference text. (Radar #1369458)
- It is no longer possible to resize the address entry pane in the User Stack Crawl window. This prevents the window from showing a large unnecessary gray area when resizing the entire window. (Radar #1396106)
- Cmd-M now always opens a new memory window. Previously, Cmd-M would open a new memory window, unless the front most window was already a memory window, in which case Cmd-M would scroll the display to the selected memory

address. This functionality is now performed by pressing Cmd-shift-M while in a memory window. (Radar #1613009)

- Snapshot windows are now limited in size to be just large enough to contain the original window's contents. (Radar #1387166)
- One-shot breakpoints now draw correctly in the Breakpoint List window. (Radar #1400208)
- Toggling between source and assembly in code browser windows no longer messes up the vertical scroll bar thumb range and reselects the correct source code lines. (Radar #1188546, #1606350)
- The hex and comments columns in assembly windows have been reversed. (Radar #1141047)
- It is now possible to evaluate a variable or memory address and cast it to known type in any open symbolics file without first having to stop at a breakpoint in code associated with the symbolic file where the type is defined. (Radar #1616494)
- The Set Default Window Position menu item now correctly remembers the window's position and size. (Radar #1183556)
- The SHOWCONTEXT/HIDECONTEXT commands have been removed from the Log window. This functionality has been moved to the General Preference item "Show context of log entries" in the Other section. (Radar #1393910)
- Bit field display and modification now works correctly with Metrowerks xSYM files. (Radar #1397504)
- The debugger startup slash screen has been removed. (Radar #1619464)
- The Targeted/Not Targeted message in code browser windows has been change to Mapped/Not Mapped. (Radar #1619465)
- Printing the contents of the Log window no longer generates a bunch of blank pages. (Radar #1602512)
- The "Display process state alerts" general preference has been changed to "Set display process state alerts default". (Radar #1620529)
- The "Always auto-map symbolics to code" general preference has been changed to "Always auto-map symbol file". (Radar #1621073)
- A crash no longer occurs when the user attempts to change a value in the Registers window and executes a Step or Run command without pressing the Enter key first. (Radar #1391107)

- A more meaningful error message is now displayed in the value column of the Stack and User Stack Crawl windows when the debugger cannot correctly determine the value of a register-based variable. (Radar #1371774)
- The “Save...” command has been disabled when a code browser window is frontmost. (Radar #1387173)
- The text of performance breakpoints now appears as “Performance On” or Performance Off” in the Breakpoint List window, rather than just “Performance”. (Radar #1400049)
- A crash no longer occurs when the Globals window is being updated after a bogus step stack overflow alert. (Radar #1371362)
- Garbage characters no longer appear in the Code Browser after the debugger displays an alert that informs the user that the source could not be displayed and it is switching to assembly. (Radar #1338313)
- Fixed a bug where evaluating an array within a structure would yield an incorrect result. (Radar #1363842)
- Fixed a bug that caused the debug application's state to inaccurately appear as “Running” after stepping out into a 68K frame. The fix also included the removal of an inaccurate alert “Cannot Step out into a 68K frame”. (Radar #1343228)
- When saving debugger windows, the default file name and static text prompt string in the Standard File Dialog have been changed to more accurately reflect what window is being saved. (Radar #1394137)
- Fixed an evaluation transposition error between the << and >> operators. (Radar #1604285)
- Fixed a bug where the x?y:z expression was not working correctly. (Radar#1604669)