DebugStr   Invoke the debugging program; pass string to display

#include <Types.h>   **Operating System Utilities**

void   **DebugStr(** *theString* **);**
Str255   *theString* ;   address of Pascal string to pass to debugger

   DebugStr can be inserted at any point in your program to break into the
   debugger, passing the address of a string to be displayed.

      Returns: none

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Notes: Be sure to remove this function before shipping your application!   A
         typical setup for C programmers is to use the preprocessor:

             #define DEBUGGING TRUE   /* in header file */
               :
               :
             #ifdef DEBUGGING
             DebugStr("\pGot an invalid Menu command.");
             #endif
               :
               :

         The **Debugger** function also activates the debugger, but does not pass any
         information to it.

         Remember that **Debugger** will crash the system with an ID 12 System
         Error if no debugger is installed when it is invoked. This is the real reason
         why not to ship with debug traps in your code - most end users do not have
         debuggers installed.

         A real handy feature of using **DebugStr** is the ";" feature. You can issue
         Macsbug commands from inside your program by embedding the commands in
         a pascal string, prefixing each command with the ";" character. For
         example:

         DebugStr("\p ;hs ;g");

         Would toggle heap scrambling. You can use this for any Macsbug command
         such as logging files, toggling heap scrambling and doing heap displays
         during execution of your program for later review.

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