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Subject: Using Valgrind output

Posted by [slashu](#) on Tue, 11 Jun 2019 08:59:39 GMT

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WHen I do [Debug:Test in Valgrind] I get output like this:

...

Invalid read of size 4

0x31B5C9 /home/myhome/upp.out/myapps/GCC.Debug.Debug\_Full.Gui.Shared/testmyapp

...

Question 1:

I assume the hex-value 0x31B5C9 is some kind of offset - how do I use this to find the functions/code-locations for this bug/future crash of my app?

Also valgrind outputs a lot of system-file related issues which is out of my control.

Question 2:

How do I get rid of the system-file output and increase/improve the info about issues in my app so I can locate & fix them?

thx

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