

---

Subject: Re: Using Valgrind output

Posted by [slashuip](#) on Wed, 12 Jun 2019 06:18:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo,

I finally went so far as to install clang & llvm ..

set clang as compiler in Build methods and

added -fsanitize=leak to Debug link options for testing

compiled my project and try to run in debugger, but get:

Quote:Failed to obtain information about threads. Make sure your application posses debug info.

The

debugger and debugge proceses will be stoped!

I've set all to Full in [Build::Output mode], so what is this 'debug info'

it is complaining about and how do I fix it?

---