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Subject: Re: Using Valgrind output  
Posted by [Novo](#) on Wed, 12 Jun 2019 13:21:07 GMT  
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slashupp wrote on Wed, 12 June 2019 02:18: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?

I attached my own build method for memory sanitizer.  
I'm using "common options", both compile and link.  
.USEMALLOC is required with only some of sanitizers.  
AFAIK, -fsanitize=leak is a limited version of the memory sanitizer.

Make sure your application posses debug info.  
It is likely that your app for some reason doesn't contain debug info.  
It is easy to check:

- 1) find location of your executable by either
  - a) looking at the build console output, or
  - b) Build --> "Open output directory"
- 2) run "file ./your\_app"  
you should see the output similar to one below.

```
$ file ./my_app
./my_app: ELF 64-bit LSB executable, x86-64, version 1 (SYSV), dynamically linked, interpreter
/lib64/ld-linux-x86-64.so.2, BuildID[sha1]=d5ee88481e49f7a1820a7f23711a256a27bbf01f, for
GNU/Linux 3.2.0, stripped
```

The critical part is the word stripped  
If you see it, then debug info was stripped out of your executable, or you compiled it without  
debug info enabled.  
you should see not stripped if you want a debugger to work.

Sanitizers print out error messages into cerr, I believe, so you need to run your app from a  
console to be able to see the output. (or you can change settings in "Debug" --> "Run options")

what is this 'debug info'  
'debug info' is a debug info level in a build method (Full/Minimal/None), or the same thing in  
Output mode  
In "Output mode" left part of the dialog is responsible for the Debug configuration, and the right  
part is responsible for Release ...

Hope this helps.

## File Attachments

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1) [CLANGcpp17msan.bm](#), downloaded 321 times

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