Subject: Capturing memory alloc problems in Release
Posted by koldo on Fri, 11 Oct 2024 12:04:06 GMT

Hi all

I wanted to ask you how to capture memory alloc problems in release mode.

Apart from this, I wanted to ask you for advice on how to capture as many of the errors as possible that cause the program to crash in release mode.

I would also like to know your opinion about the best way to save the user's steps, so that in case of a crash, the actions he/she did before can be saved. What would be the simplest way to make a log of the user's actions: clicking each button, clicking a tab, etc.?

Subject: Re: Capturing memory alloc problems in Release
Posted by Didier on Fri, 11 Oct 2024 13:19:08 GMT

Hello Koldo,

To help tracking crash problems on client site, you can force you're app to log the stacktrace in a file (or at least to stdout and laucnher a launcher script can then log it to a file)
This works fine in debug and release mode except that the stacktrace is not explicit in release mode.

To get better messages in release mode, you just need to activate debug info in release mode (it won't be as rich as in debug mode because of optimisations but it will bring you precious information ;))