

Table of Contents

Acknowledgments 21

Introduction 22

| | |
|---|----|
| Getting Xcode 4 | 22 |
| The Book's Contents | 23 |
| Xcode Preferences | 24 |
| What the Reader Needs to Know | 24 |
| Some Things to Keep in Mind as You Read This Book | 25 |

Chapter 1: Xcode Projects 26

| | |
|---|----|
| Creating a Project | 26 |
| Step 1: Choose the Type of Project You Want to Create | 26 |
| Step 2: Choose a Product Name | 27 |
| Step 3: Save the Project | 28 |
| The Project's Contents | 28 |
| Application Projects | 29 |
| Cocoa Projects | 29 |
| Document and Non-Document Applications | 29 |
| Core Data Applications | 30 |
| Command-Line Tool Projects | 30 |
| Framework and Library Projects | 31 |
| Libraries | 31 |
| Frameworks | 31 |
| Bundles | 31 |
| Application Plug-in Projects | 32 |
| System Plug-in Projects | 32 |
| Other Projects | 33 |
| iOS Application Projects | 34 |
| Xcode 4.2 iOS Templates | 34 |
| Older iOS Templates | 35 |
| Device Family | 35 |
| Core Data | 36 |
| Storyboarding | 36 |
| iOS Library Projects | 36 |
| Project Window | 37 |
| Toolbar | 37 |
| Navigator | 38 |
| Project Navigator | 39 |
| Project Navigator Groups | 39 |
| Symbol Navigator | 40 |
| Filtering the Symbol Navigator's Contents | 41 |

4 Table of Contents

| | |
|--|----|
| Search Navigator | 41 |
| Customizing Your Search..... | 42 |
| Find Scopes | 42 |
| Find and Replace | 43 |
| Issue Navigator..... | 44 |
| Debug Navigator..... | 44 |
| Breakpoint Navigator | 44 |
| Log Navigator..... | 44 |
| Editor..... | 44 |
| Utility Area | 45 |
| File Inspector..... | 45 |
| Identity and Type | 45 |
| Localization | 46 |
| Target Membership | 46 |
| Text Settings | 46 |
| Source Control..... | 46 |
| Quick Help Inspector | 47 |
| Library..... | 47 |
| Debug Area | 47 |
| Adding Files and Frameworks to Your Project | 48 |
| Creating New Files for the Project..... | 48 |
| Choosing a File Type | 48 |
| Naming the File..... | 49 |
| Mac File Types..... | 49 |
| Cocoa | 49 |
| C and C++ | 50 |
| User Interface | 50 |
| Core Data | 50 |
| Resource..... | 51 |
| Other | 51 |
| iOS File Types..... | 51 |
| Cocoa Touch | 52 |
| C and C++ | 52 |
| User Interface | 53 |
| Core Data | 53 |
| Resource..... | 53 |
| Other | 54 |
| Fixing the Copyright Notice | 54 |
| Adding Files You've Already Created | 55 |
| Adding a Folder of Files..... | 55 |
| Adding Files to Targets..... | 56 |
| Adding Frameworks and Libraries to a Project | 56 |
| Source Trees | 57 |
| Removing Files from a Project..... | 57 |
| Renaming a Project..... | 57 |

| | |
|--------------------------------------|----|
| Modernizing a Project..... | 58 |
| Workspaces | 58 |
| Creating a Workspace..... | 59 |
| Adding Projects to a Workspace | 59 |
| Organizer..... | 59 |
| Opening the Organizer..... | 59 |
| Organizer for iOS Applications..... | 60 |
| Developer Profile | 61 |
| Provisioning Profiles..... | 61 |
| Software Images | 61 |
| Device Logs | 61 |
| Screenshots | 62 |
| Devices..... | 62 |

Chapter 2: Editing Source Code 64

| | |
|--|----|
| The Editor Pane | 64 |
| Jump Bar..... | 64 |
| Editor and Gutter | 65 |
| Focus Ribbon..... | 65 |
| Assistant Editor..... | 66 |
| Code Completion..... | 67 |
| Customizing Code Editing..... | 67 |
| Fonts and Colors Preferences | 68 |
| Color Themes | 68 |
| Categories | 68 |
| Setting Colors for Non-Text Items | 68 |
| Text Editing Preferences | 68 |
| Indentation Preferences | 69 |
| Tabs..... | 69 |
| Line Wrapping..... | 70 |
| Syntax-Aware Indenting..... | 70 |
| Key Bindings..... | 70 |
| Code Snippets | 71 |
| Using a Code Snippet | 71 |
| Creating a Code Snippet | 72 |
| Completion Shortcuts | 72 |
| Completion Scope | 72 |
| Placing Tokens in Your Code Snippets | 73 |
| Examining a Code Snippet..... | 74 |
| Tab Bar..... | 74 |
| Refactoring Tools..... | 74 |
| Converting Your Project to ARC..... | 75 |
| Fix-it | 76 |
| Reading Developer Documentation | 76 |

6 Table of Contents

| | |
|---|----|
| Browsing Documentation | 77 |
| Searching Documentation | 78 |
| Bookmarks..... | 79 |
| Quick Help..... | 79 |
| Invoking Quick Help..... | 79 |
| The Quick Help Window | 79 |
| What Quick Help Displays..... | 80 |
| Updating Documentation | 80 |
| Installing Third-Party Documentation..... | 81 |
| Removing Documentation Sets..... | 81 |

Chapter 3: Creating User Interfaces for Mac Applications 82

| | |
|--|----|
| Starting with Interface Builder | 82 |
| Creating the User Interface..... | 83 |
| Modifying the Interface | 83 |
| Selecting an Element..... | 84 |
| Selecting an Element in a Hierarchy..... | 84 |
| Moving and Resizing Elements | 84 |
| Deleting an Element | 85 |
| Changing the Text of Titles and Labels | 85 |
| Making Other Modifications | 85 |
| Making Connections | 85 |
| Testing the Interface | 86 |
| Creating a Xib File..... | 86 |
| Object List | 86 |
| File's Owner | 86 |
| First Responder | 87 |
| Application..... | 87 |
| Object Library..... | 88 |
| Controls | 88 |
| Buttons..... | 88 |
| Text Controls | 89 |
| Miscellaneous Controls | 89 |
| Formatters | 90 |
| Data Views | 91 |
| Cells | 92 |
| Layout Views..... | 92 |
| Objects and Controllers | 93 |
| Windows and Menus..... | 94 |
| Windows..... | 94 |
| Menus..... | 95 |
| Toolbar..... | 96 |
| Address Book..... | 96 |
| Automator | 96 |

| | |
|---|-----|
| Disc Recorder..... | 97 |
| Image Kit..... | 97 |
| OSAKit..... | 98 |
| PDFKit..... | 98 |
| QTKit..... | 98 |
| Quartz Composer..... | 98 |
| WebKit..... | 99 |
| Custom Objects..... | 99 |
| Media Library..... | 99 |
| Inspectors..... | 99 |
| File Inspector..... | 100 |
| Quick Help Inspector..... | 100 |
| Identity Inspector..... | 101 |
| Custom Class..... | 101 |
| Tool Tip..... | 101 |
| Accessibility Identity..... | 101 |
| User-Defined Runtime Attributes..... | 102 |
| Identity..... | 102 |
| Attributes Inspector..... | 102 |
| Size Inspector..... | 103 |
| Sizing Controls..... | 103 |
| Setting an Element's Size and Position..... | 103 |
| Autosizing..... | 104 |
| Springs..... | 104 |
| Struts..... | 104 |
| Aligning Elements..... | 105 |
| Positioning Items in a Containing View..... | 105 |
| Sizing Windows..... | 105 |
| Connections Inspector..... | 106 |
| Bindings Inspector..... | 107 |
| View Effects Inspector..... | 107 |
| Turning on Core Animation Effects..... | 107 |
| Appearance Section..... | 108 |
| Content Filters..... | 108 |
| Background Filters..... | 108 |
| Compositing Filters..... | 108 |
| Transitions for Subviews..... | 109 |
| Working with Menus..... | 109 |
| Adding Menus to the Menu Bar..... | 109 |
| Adding Items to a Menu..... | 110 |
| Keyboard Equivalents..... | 110 |
| Adding Submenus..... | 110 |
| Creating Contextual Menus..... | 111 |
| Creating Dock Menus..... | 111 |
| Attaching Menus to Buttons..... | 111 |

8 Table of Contents

| | |
|--|-----|
| Bindings..... | 112 |
| Creating the Model Class | 112 |
| Creating the Controller | 112 |
| Binding the Model to the Controller..... | 113 |
| Binding the View to the Controller | 113 |
| Value Transformers..... | 114 |
| Connecting to Your Classes..... | 114 |
| Grouping Objects | 116 |
| Creating a Matrix of Controls | 116 |
| Setting Tab Order | 116 |
| Toolbars | 117 |
| Adding a Toolbar | 117 |
| Image and Custom View Toolbar Items..... | 117 |
| Adding Items to the Toolbar | 117 |
| Adding Images and Labels to Toolbar Items..... | 118 |
| Split Views | 118 |
| Adding and Removing Views | 119 |
| Arranging and Sizing Subviews..... | 119 |
| Embedding a Split View | 119 |
| Dividers..... | 119 |
| Source Lists | 120 |
| Auto Layout..... | 120 |
| Turning on Auto Layout..... | 120 |
| Constraints..... | 121 |
| Editing Constraints..... | 121 |
| Adding Constraints | 122 |

Chapter 4: Creating User Interfaces for iOS Applications 123

| | |
|--|-----|
| Starting with Interface Builder | 123 |
| Creating the User Interface..... | 124 |
| Modifying the Interface | 125 |
| Selecting an Element..... | 125 |
| Selecting an Element in a Hierarchy..... | 125 |
| Moving and Resizing Elements | 125 |
| Deleting an Element | 125 |
| Changing the Text of Titles and Labels | 125 |
| Making Other Modifications..... | 126 |
| Making Connections | 126 |
| Testing the User Interface | 126 |
| Creating a Xib File..... | 127 |
| Object List | 127 |
| File's Owner | 127 |
| First Responder | 128 |
| Object Library..... | 128 |

| | |
|--|-----|
| Controls..... | 128 |
| Data Views | 129 |
| Gesture Recognizers | 129 |
| Objects and Controllers | 130 |
| Windows and Bars..... | 130 |
| Media Library..... | 131 |
| Inspectors..... | 131 |
| File Inspector | 132 |
| Quick Help Inspector | 132 |
| Identity Inspector | 132 |
| Custom Class..... | 132 |
| Identity..... | 133 |
| Accessibility | 133 |
| Attributes Inspector..... | 133 |
| Size Inspector | 134 |
| Setting an Element's Size and Position | 134 |
| Autosizing..... | 134 |
| Springs..... | 134 |
| Struts..... | 135 |
| Aligning Elements..... | 135 |
| Positioning Items in a Containing View | 135 |
| Sizing Windows | 136 |
| Connections Inspector | 136 |
| Connecting to Your Classes..... | 137 |
| Grouping Objects | 138 |
| Storyboarding..... | 138 |
| Creating a Storyboard | 139 |
| The Storyboard Canvas | 139 |
| Working with Scenes and Segues..... | 140 |
| Creating a Table in Interface Builder | 140 |

Chapter 5: Modeling Tools 141

| | |
|---|-----|
| Data Models | 141 |
| Adding a Data Model File to Your Project | 141 |
| XML Data Models..... | 142 |
| Data Model Editor | 142 |
| Top-Level Components..... | 143 |
| Detail Area | 143 |
| Bottom Area | 143 |
| Graph View | 144 |
| Adding Entities..... | 144 |
| Adding Attributes..... | 145 |
| Setting an Attribute's Name and Data Type | 145 |
| Setting Additional Attribute Information..... | 146 |

10 Table of Contents

| | |
|---|-----|
| Adding Relationships | 146 |
| Adding Fetched Properties | 148 |
| Adding Fetch Requests..... | 148 |
| Editing the Fetch Request's Predicate with the Predicate Builder | 148 |
| Data Model Inspector for Fetch Requests..... | 149 |
| Advanced Checkboxes | 150 |
| Setting Information Dictionary Entries..... | 150 |
| Adding Configurations | 151 |
| Versioning | 151 |
| Advanced Checkboxes for Attributes and Relationships | 152 |
| Synchronizing Data Models..... | 152 |
| Syncing an Entity | 152 |
| Syncing an Attribute | 153 |
| Syncing a Relationship | 153 |
| Creating Source Code | 154 |
| Mapping Models | 155 |
| Versioned and Non-Versioned Data Models | 155 |
| Adding a New Version of Your Data Model | 155 |
| Adding a Mapping Model to Your Project..... | 156 |
| Mapping Model Editor | 157 |
| Entity Mappings..... | 157 |
| Property Mappings | 158 |
| Changing Attribute Mapping Data | 158 |
| Changing Relationship Mapping Data | 159 |
| Creating a User Dictionary | 159 |
| Migrating the Data..... | 159 |
| Enabling Automatic Migration | 159 |
| Migrating a Document-Based Application | 160 |
| Migrating a Regular Application | 160 |

Chapter 6: Building Projects 161

| | |
|--|-----|
| Project Editor | 161 |
| Targets..... | 161 |
| Inspecting and Configuring Target Settings | 162 |
| Summary..... | 162 |
| Mac Target Summary..... | 162 |
| iOS Target Summary..... | 164 |
| Version and Build Numbers | 165 |
| Adding an Icon to Your Application..... | 165 |
| Info | 165 |
| Custom Target Properties..... | 166 |
| Document Types | 166 |
| Exported and Imported UTIs | 168 |
| URL Types..... | 169 |

| | |
|---|-----|
| Services | 169 |
| Build Settings | 170 |
| Target Build Phases..... | 170 |
| Target Dependencies..... | 170 |
| Adding Build Phases | 171 |
| Reordering Build Phases | 172 |
| Build Rules..... | 172 |
| Adding Targets | 172 |
| Aggregate Targets..... | 173 |
| Unit Testing Bundles..... | 173 |
| Adding a Target Dependency | 173 |
| Configuring the Unit Test Bundle..... | 174 |
| Adding Unit Testing Classes | 174 |
| Writing and Running Unit Tests..... | 175 |
| Project Settings..... | 175 |
| Deployment Target..... | 176 |
| What Should My Deployment Target Be?..... | 176 |
| Deployment Targets and SDKs..... | 176 |
| When Should You Use an Earlier SDK? | 177 |
| Build Configurations | 177 |
| Localizations | 178 |
| Xcode Build Settings..... | 179 |
| Architectures | 180 |
| Build Locations | 181 |
| Build Options..... | 182 |
| Picking a Compiler..... | 182 |
| Code Signing..... | 183 |
| Code Signing iOS Applications | 183 |
| Code Signing Mac Applications | 184 |
| Creating a Code Signing Identity | 184 |
| Code Signing Build Settings | 184 |
| Deployment | 185 |
| Deployment Target..... | 186 |
| Targeted Device Family..... | 186 |
| Stripping Symbols | 186 |
| Kernel Module | 187 |
| Linking..... | 187 |
| Packaging..... | 188 |
| Search Paths | 188 |
| Unit Testing | 188 |
| Versioning..... | 189 |
| Code Generation..... | 189 |
| Optimization Level | 189 |
| Generate Debug Symbols | 190 |
| Language..... | 190 |

12 Table of Contents

| | |
|---|-----|
| Choosing the Language Compiler | 190 |
| Choosing the Language Standard | 190 |
| Enabling Exception Handling | 191 |
| Setting Compiler Flags | 191 |
| Objective-C Garbage Collection | 191 |
| Enabling Objective-C Automatic Reference Counting | 192 |
| Preprocessing | 192 |
| Warnings | 193 |
| Data Model Version Compiler | 193 |
| Interface Builder Compiler | 193 |
| Static Analyzer | 194 |
| Conditional Build Settings | 194 |
| Adding Your Own Build Settings | 195 |
| Configuration Settings Files | 195 |
| Creating a Configuration Settings File | 196 |
| What Goes in a Configuration Settings File? | 196 |
| Telling Your Project to Use a Configuration Settings File | 197 |
| Overriding the Configuration Settings File | 197 |
| Compiling Your Program | 198 |
| Schemes | 198 |
| Choosing a Scheme | 198 |
| Opening the Scheme Editor | 199 |
| Build | 199 |
| Run | 199 |
| Test | 200 |
| Profile | 201 |
| Analyze | 201 |
| Archive | 201 |
| Pre and Post-Actions | 201 |
| Precompiled Headers | 202 |
| Cleaning Targets | 203 |
| Building Your Project | 204 |
| Where's My Application? | 205 |
| Seeing More Build Details | 205 |
| Message Bubbles | 205 |
| Opening the Build Results Window | 206 |
| Showing the Build Transcript | 206 |
| Filtering the Build Results | 207 |
| Customizing Xcode Behaviors | 207 |
| Tips for Correcting Build Errors | 208 |
| Add All Necessary Frameworks | 208 |
| Include Necessary Header Files | 208 |
| The Error May Not Be Where Xcode Says It Is | 209 |
| One Error Can Cause Multiple Syntax Errors | 209 |
| Look for Typographical Errors | 209 |

| | |
|---|-----|
| Check Function Arguments..... | 209 |
| Building for Unsupported Languages | 210 |
| Static Analysis..... | 211 |
| Generating Output Files | 212 |
| Creating Applications that Run on iPhones and iPads | 212 |
| Creating a New Universal Project | 212 |
| Upgrading an Existing iPhone Project | 213 |
| Universal Application Build Settings | 213 |
| Creating Two Device-Specific Applications | 213 |

Chapter 7: Debugging 214

| | |
|--|-----|
| Before You Debug | 214 |
| Configuring Your Scheme for Debugging..... | 214 |
| Info | 214 |
| Arguments..... | 215 |
| Options..... | 215 |
| Diagnostics | 215 |
| Memory Management..... | 216 |
| Logging..... | 216 |
| Debugger..... | 217 |
| Setting Environment Variables for Debugging..... | 217 |
| Choosing a Debugging Format..... | 217 |
| Breakpoints..... | 219 |
| Setting Breakpoints | 220 |
| Breakpoint Actions | 221 |
| Debugger Command..... | 221 |
| Log..... | 221 |
| Sound..... | 222 |
| Shell Command..... | 222 |
| AppleScript | 222 |
| Capture OpenGL Frame | 222 |
| Sharing Breakpoints | 223 |
| Launching the Debugger | 223 |
| Opening a Separate Console Window | 224 |
| Debug Bar | 224 |
| Debug Navigator | 225 |
| Floating Debugger Window | 225 |
| Variables View | 226 |
| Setting Watchpoints..... | 227 |
| Custom Data Formatters | 227 |
| Datatips..... | 228 |
| Using Datatips | 228 |
| Using Step Controls in the Editor..... | 229 |
| Viewing Shared Libraries | 229 |

14 Table of Contents

| | |
|--|-----|
| Tracking Expressions..... | 230 |
| Viewing Dynamic Arrays..... | 230 |
| Stepping Through Your Code | 231 |
| Viewing Memory | 232 |
| OpenGL ES Debugging..... | 233 |
| Enabling OpenGL ES Frame Capture..... | 233 |
| Capturing the Frame When Reaching a Breakpoint | 233 |
| Capturing the Frame | 233 |
| Framebuffer Area | 234 |
| Debug Navigator | 235 |
| Variables View | 235 |
| Assistant Editor | 236 |
| Labeling OpenGL ES Objects in the Debugger..... | 236 |
| Using the GDB Console..... | 237 |
| Stopping Program Execution | 237 |
| Setting Breakpoints..... | 238 |
| Setting Watchpoints..... | 239 |
| Setting Catchpoints..... | 239 |
| Examining Your Breakpoints | 239 |
| Setting Conditional Breakpoints..... | 239 |
| Disabling and Deleting Breakpoints | 241 |
| Command Lists..... | 242 |
| Examining Data | 244 |
| Examining Dynamic Arrays | 244 |
| Displaying Data Automatically | 245 |
| Executing Shell Commands..... | 247 |
| Defining Your Own Commands | 247 |
| Conditional Commands..... | 248 |
| Documenting Your Commands | 249 |
| Reading Commands from a File..... | 250 |
| Command Hooks | 251 |
| Using the LLDB Console | 252 |
| Getting Help..... | 252 |
| Setting Breakpoints | 252 |
| Examining Breakpoints | 253 |
| Disabling and Deleting Breakpoints..... | 254 |
| Breakpoint Commands | 254 |
| Command Aliases | 255 |
| Examining Variables..... | 256 |
| Examining Memory..... | 257 |
| LLDB Expressions | 258 |
| Logging..... | 259 |

Chapter 8: Version Control 261

| | |
|---|-----|
| Creating a Repository | 262 |
| Creating a Local git Repository | 262 |
| Creating a Local Subversion Repository | 262 |
| Creating a Remote git Repository | 262 |
| Creating a Remote Subversion Repository | 262 |
| How Many Repositories Should You Make? | 263 |
| Ignoring Files | 263 |
| Naming the Ignore File | 264 |
| What Files Should Be Ignored? | 264 |
| What to Do with the Ignore File? | 264 |
| Configuring the Repository for Xcode..... | 265 |
| Cloning Repositories | 266 |
| Repositories Window | 266 |
| Repository List | 267 |
| Detail View..... | 267 |
| History..... | 268 |
| Importing Your Project to the Repository..... | 268 |
| Importing to a git Repository..... | 268 |
| Importing to a Subversion Repository..... | 269 |
| Checking Out Files from a Subversion Repository | 270 |
| Seeing Which Files Have Changed in Your Project..... | 270 |
| Adding Files to the Repository | 271 |
| Removing Files from the Repository | 272 |
| Seeing the Changes You Made to a File | 272 |
| Committing Changes You Made..... | 273 |
| Discarding Changes | 274 |
| Viewing Annotations | 274 |
| Viewing a File's Revisions | 275 |
| Branching | 275 |
| Creating a Branch | 276 |
| Removing a Branch..... | 276 |
| Switching Branches..... | 276 |
| Merging | 277 |
| Tracking Branches..... | 277 |
| Pushing and Pulling | 278 |
| Snapshots..... | 278 |
| Taking a Snapshot..... | 279 |
| Looking at a Project's Snapshots | 279 |
| Restoring a Snapshot..... | 279 |
| Deleting Snapshots | 280 |
| Accessing Your Snapshots | 280 |

Chapter 9: Instruments 281

| | |
|---|-----|
| Tracing From Xcode | 281 |
| Creating and Setting up a Trace Document..... | 282 |
| Creating a Trace Document..... | 282 |
| Mac OS X Templates | 282 |
| iOS Templates | 283 |
| iOS Simulator Templates..... | 284 |
| Trace Document Window | 284 |
| Adding and Removing Instruments | 285 |
| Customizing the Track Pane | 286 |
| Showing the Detail View..... | 286 |
| Running a Trace | 286 |
| Determining What to Trace | 287 |
| Choosing a Program to Trace | 287 |
| Tracing | 288 |
| Recording Options..... | 288 |
| Alternate Trace Document Views | 288 |
| Examining Trace Results | 289 |
| Track Pane | 289 |
| Detail View..... | 289 |
| Console | 290 |
| Source View..... | 290 |
| Searching in the Detail View | 291 |
| Extended Detail View..... | 291 |
| Filtering Information | 292 |
| Filtering by Time..... | 292 |
| Searching | 292 |
| Flagging Samples..... | 293 |
| Call Tree Data Mining | 293 |
| Call Tree Checkboxes..... | 294 |
| Call Tree Constraints | 295 |
| Specific Data Mining | 295 |
| Data Mining Inside the Call Tree | 296 |
| Call Tree Tips..... | 296 |
| Run Browser | 297 |
| Exporting Trace Data..... | 297 |
| Instrument-Specific Results..... | 297 |
| Leaks | 297 |
| Before You Trace | 298 |
| Leaked Blocks | 298 |
| History | 299 |
| Call Tree..... | 299 |
| Cycles and Roots..... | 300 |
| Track Pane..... | 301 |
| Allocations | 301 |

| | |
|---|-----|
| Before You Trace | 301 |
| Statistics | 302 |
| Object Summary | 302 |
| Instances | 303 |
| History | 304 |
| Call Trees | 304 |
| Object List..... | 305 |
| Heapshots | 305 |
| Time Profiler | 307 |
| Call Tree..... | 307 |
| Finding Heavy Paths | 308 |
| Finding the Total Percentage of Time Spent in a Function..... | 308 |
| Focusing on a Subtree | 309 |
| Finding Where a Function Spends Its Time | 309 |
| Sample List..... | 310 |
| Strategy Bar | 311 |
| OpenGL ES Analyzer | 311 |
| Expert..... | 312 |
| Frame Statistics..... | 313 |
| Trace | 313 |
| Call Trees | 313 |
| API Statistics..... | 314 |
| Single Frame Navigation..... | 314 |
| Overriding the Pipeline | 315 |
| Activity Monitor..... | 315 |
| Summary..... | 315 |
| Parent Child | 316 |
| Samples..... | 316 |
| Trace Highlights | 317 |
| Creating a Custom Instrument | 318 |
| Parts of an Instrument | 318 |
| Parts of a Probe..... | 318 |
| Determining When the Probe Fires..... | 319 |
| Performing the Action..... | 319 |
| Custom Instrument Example | 321 |
| Start..... | 321 |
| DATA | 321 |
| BEGIN..... | 321 |
| First Probe | 322 |
| Second Probe | 322 |
| Running a Trace..... | 323 |
| Improvements to the Custom Instrument | 323 |
| Editing an Instrument | 323 |

Chapter 10: Command-Line Debugging Tools 324

| | |
|---|-----|
| A Command Line Primer..... | 324 |
| Executing Commands as root..... | 324 |
| Navigating Directories | 324 |
| Getting Help..... | 326 |
| Finding Your Application's Process ID | 326 |
| fs_usage | 326 |
| Running fs_usage..... | 327 |
| What fs_usage Tells You | 327 |
| fs_usage Options | 329 |
| -e Option | 329 |
| -f Option | 330 |
| -w Option | 330 |
| sc_usage | 331 |
| What sc_usage Tells You..... | 331 |
| Program Summary Information..... | 331 |
| System Call List | 332 |
| sc_usage Options..... | 333 |
| -c Option | 333 |
| -e Option | 334 |
| -E Option | 334 |
| -l Option | 334 |
| -s Option..... | 335 |
| vmmap..... | 335 |
| What vmmap Tells You..... | 335 |
| Non-Writable Memory Regions..... | 335 |
| Region Purpose..... | 336 |
| Permissions | 337 |
| Sharing Modes..... | 337 |
| Writable Memory Regions..... | 338 |
| Summary Report..... | 339 |
| vmmap Options..... | 339 |
| -d Option | 340 |
| -w Option | 340 |
| -resident Option | 340 |
| -pages Option | 341 |
| -interleaved Option | 341 |
| -submap Option | 341 |
| -allSplitLibs Option | 341 |
| -noCoalesce Option | 342 |
| heap | 342 |
| heap's Output..... | 342 |
| heap Options..... | 343 |
| -guessNonObjects Option | 343 |
| -sumObjectFields Option | 344 |

| | |
|---|-----|
| -showSizes Option | 344 |
| -addresses Option | 344 |
| leaks | 345 |
| Running leaks | 345 |
| What leaks Tells You..... | 345 |
| leaks Options..... | 346 |
| -nocontext Option..... | 346 |
| -nostacks Option | 346 |
| -exclude Option | 347 |
| malloc_history | 347 |
| Running malloc_history | 347 |
| Running malloc_history on a Specific Memory Area..... | 348 |
| Showing All Allocation Events..... | 348 |

Chapter 11: OpenGL Tools 349

| | |
|-------------------------------------|-----|
| OpenGL Profiler..... | 349 |
| Choosing a Program to Profile | 349 |
| Custom Pixel Formats | 350 |
| Setting Environment Variables..... | 351 |
| Remote Profiling..... | 351 |
| Setting Breakpoints | 351 |
| Multithread Control | 352 |
| Breakpoint Actions | 352 |
| Profiling Your Program | 353 |
| Viewing the Profiling Data..... | 353 |
| Trace Window | 353 |
| Statistics Window | 354 |
| Buffers Window..... | 355 |
| Resources Window..... | 355 |
| Textures and Renderbuffers | 355 |
| Programs and Shaders..... | 356 |
| Scripts Window | 356 |
| Breakpoints Window | 357 |
| Pixel Format Window | 358 |
| Messages Window..... | 358 |
| OpenGL Driver Monitor..... | 358 |
| Getting Started..... | 358 |
| Customizing the Graph..... | 359 |
| Table View | 360 |
| Renderer Info..... | 360 |
| OpenGL Shader Builder..... | 360 |
| Creating a Project | 361 |
| Adding Shaders..... | 362 |
| Writing a Shader..... | 363 |

20 Table of Contents

| | |
|---|-----|
| Adding Textures | 363 |
| Looking at Variables..... | 364 |
| Compiling a Project..... | 365 |
| Testing a Shader..... | 365 |
| Benchmarking | 365 |
| Window Layouts..... | 365 |
| Using Your Shaders in an OpenGL Program | 366 |
| Creating a Shader | 366 |
| Creating a Shader Object..... | 366 |
| Loading a Shader | 367 |
| Reading Shader Source | 367 |
| Compiling the Shader | 368 |
| Creating a Program Object..... | 368 |
| Cleanup | 368 |
| OpenGL ES Performance Detective | 369 |
| Before You Run Performance Detective | 369 |
| Running Performance Detective..... | 369 |
| Viewing the Results | 370 |
| Investigate Further | 370 |