

MULTI* Run Time Error Checking



- Reports Attempts to Read or Write Unallocated Memory
- Reports Attempts to Read Uninitialized Memory
- Reports Memory Leaks
- Reports Attempts to Access Beyond Array Boundaries
- Reports Attempts to Store Values into Variables not Big Enough to Hold Them
- Reports Attempts to Dereference Null Pointers
- Reports Attempts to Divide by Zero
- Identifies Variables Which are Never Used
- Reports Attempts to Access a Specified Address or Range of Addresses (Watchpoints)

MULTI run-time error checking instruments your code with special checks to watch for and report a broad variety of run-time errors. These checks detect the errors when they first occur, rather than downstream when their consequences begin to manifest themselves. By pin-pointing the source line at which the error first occurs, error checking saves many hours of time hunting down very intricate problems.

When you first enable error checking on a program it will generally uncover many bugs you didn't know you had, including bugs that were just waiting to be found by your customers and bugs that may have been in your product for years. Error checking is also useful when finished programs are transferred from the development group to the QA or maintenance groups, where the programmers don't have the benefit of intimate familiarity with the code.

Error checking can be enabled and disabled on a module by module basis, so that you can apply it to most of your program by default while letting truly critical code execute with no increase in overhead. You will soon find it unthinkable to issue a software release that has not been tested with run-time checking enabled.

HOST SYSTEMS SUPPORTED:
PC/Windows, Sun/Solaris, Sun/SunOS, HP9000/HPUX, Alpha/OSF1, SGI/Irix, Aviiion/DGUX, PC/SCO, PC/UnixWare, RS6000/AIX, DECstation, more...

PROCESSORS SUPPORTED:
i960® Sx, Kx, Cx, Jx, Hx Processors

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For international contacts see Appendix B.

