
libcobaro-trace0 Developer Guide

Release 1.0.0

cobaro.org

May 31, 2015

CONTENTS

1	Quickstart	1
2	Binary packages	3
3	Building from source	5
3.1	Build environment	5

QUICKSTART

libtrace is a lightweight runtime debug tracing library for C projects. It can be completely disabled at compile time for release builds, and selectively enabled at runtime for testing with debug builds.

Currently supported platforms include Linux and OSX.

Code level documentation is provided via doxygen.

BINARY PACKAGES

Binary packages for a limited number of platforms (typically latest ubuntu, redhat, OSX) are available from **cobaro.org** <<https://www.cobaro.org/libtrace>>.

For redhat and debian based systems the runtime package contains only the shared libraries and need only be installed if shared library linkage is desired. The developer package contains everything needed to provide statically linked libraries.

BUILDING FROM SOURCE

Source releases can be obtained from ‘[github <https://github.com/cobaro/libtrace>](https://github.com/cobaro/libtrace)’.

To initialize your build environment following an initial checkout, or to reset it for some other reason, you should run the `bootstrap` script.

To configure your build for the host OS platform, set compiler options, and choose optional build features, you should run the `configure` script (generated by `bootstrap`). `configure --help` describes its many options.

To compile and link the main executable, you should run `make` (after having run `bootstrap` and `configure`). You do not need to re-bootstrap and re-configure for each build.

To run the unit tests, run `make check`.

To build an RPM or DEB package, run `make package`.

3.1 Build environment

- Compiler assumed to be GCC 4.7+
- CFLAGS assumed to contain `-std=gnu99`.
- `Greatest` is used for testing