

Re: is killing zombies possible w/o a reboot?

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2004-11/1354.html>

From: Bill Davidsen (davidsen_at_tmr.com)

Date: 11/04/04

Date: Thu, 04 Nov 2004 15:18:27 -0500

To: gene.heskett@verizon.net

Gene Heskett wrote:

> *On Thursday 04 November 2004 07:12, Jan Knutar wrote:*

>

>> *On Thursday 04 November 2004 13:57, Gene Heskett wrote:*

>>

>>> *I'e had that turned on since forever Jan, but usually, when its
>>>hung someplace, its well and truely hung, and hardware reset
>>>button time.*

>>

>> *Are you saying that these zombies (or tasks stuck in state D) also
>>make sysrq-T hang, and not list all tasks?*

>

>

> *I thought I'd test it right now while the system is runnng normally,
> but I got only a beep from the console, so I went to
> Documentation/sysrq.txt to make sure I was doing it right, and it is
> _not_ working right now. But it is compiled in according to a make
> xconfig, or a grep of the .config.*

>

> *[root@coyote linux-2.6.10-rc1-bk13]# grep SYSRQ .config*

> *CONFIG_MAGIC_SYSRQ=y*

>

> *I get a couple of beeps from the console, but thats the limit of the
> response, and a tail -f on the log shows nothing. I also logged into
> VC2, and tried it there, but that attempt didn't even get me a beep,
> several times.*

>

> *The keyboard is a cheap (\$24) M\$ with a few extra buttons that don't
> do anything along the top. And getting a bit creaky in its old age,
> a lot like me, but I'm about 68 years older than the keyboard :)*

>

Don't need to log in, do need two hands to hit all the keys at once;-)

It works for me on a VC and unhung system, but I agree, when the system is well and truly hung reset is the only thing left.

--

-bill davidsen (davidsen@tmr.com)

"The secret to procrastination is to put things off until the

Linux-Kernel: Re: is killing zombies possible w/o a reboot?

last possible moment - but no longer" -me

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