

Re: [RFC] [Crash-utility] Patch to use gdb's bt in crash – works great with kgdb! – KGDB in Linus Kernel.

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Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2006-08/msg10437.html>

- *From:* Piet Delaney <piet@xxxxxxxxxxxxx>
 - *Date:* Wed, 30 Aug 2006 15:22:02 –0700
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On Wed, 2006-08-30 at 14:53 –0700, Randy.Dunlap wrote:

On Wed, 30 Aug 2006 14:41:32 –0700 Piet Delaney wrote:

On Wed, 2006-08-30 at 16:40 –0400, Vivek Goyal wrote:

On Wed, Aug 30, 2006 at 12:35:21PM –0700, Piet Delaney wrote:

Simple question — and to
be quite honest with you —
I don't
understand why you
wouldn't want to simply use
gdb alone
in this case?

I don't see any reason for core file not to be
read correctly by
gdb. It's convenient to use gdb directly
sometimes, for example
while using the ddd GUI.

You can run gdb to open core files as of today but the
debugging
capability will be limited. For ex. kernel core headers have
the info
of linearly mapped region only and they don't contain the virt
address
info of non-linearly mapped regions. So one can not debug
the non-linearly

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mapped regions like modules.

Amit's modified gdb might help for that problem. I haven't used it but it allows gdb to load debug information about modules. You can also use a script Amit wrote to explicitly load module info into stock gdb; that also might work with kernel core files.

kgdb isn't having any problems with kernel threads back traces.

The kernel objects are tweaked with dwarf code, but I see no problem with using the same paradigm with crash. Works great.

Can you give some more details on what do you mean by kernel objects are tweaked with dwarf code.

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