
Subject: Re: [PATCH] Add ability to print calltraces tighter on i386

Posted by [Andi Kleen](#) on Wed, 08 Aug 2007 14:32:09 GMT

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Pavel Emelyanov <xemul@openvz.org> writes:

- > When printing a BUG or OOPS report the longest part of it is
- > the calltrace, which sometimes (quite often) doesn't fit the
- > standard 25-lines display. This may become a bad news when the
- > system doesn't have a serial/net console and is completely frozen so
- > that the terminal scrolling doesn't work.
- >
- > The information that hides from the developer is registers, the
- > top of the calltrace and information about the kernel and the
- > crashed process (uname). As our experience shows, seeing this info is
- > sometimes critical and having a short calltrace would help a lot.
- >
- > The proposal is to make a boot-option called "tight_trace", that
- > makes the calltrace show only the addresses in one line instead
- > of the symbol names one per line.
- >
- > E.g. OOPSes of 50 lines occupy ~20 with this patch.
- >
- > This is an example of how it will look for i386, but if this
- > will be found useful, I will make the patch for other arched
- > I can test it on (at least x86_64, ia64).

Just use a higher resolution with vga=...

I have yet to see an oops that doesn't fit on 80x50

-Andi
