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