Subject: Re: [PATCH] Add ability to print calltraces tighter on i386
Posted by Pavel Machek on Tue, 14 Aug 2007 07:11:48 GMT
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Hi!

> > 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

vga= does not work properly in some setups I'd like to debug, like
kexec.
        Pavel

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(english) http://www.livejournal.com/~pavelmachek
(cesky, pictures) http://atrey.karlin.mff.cuni.cz/~pavel/picture/horses/blog.html