



Category:How to trace and debug

Category:How to trace and debug



[unchecked revision]

Revision as of 08:43, 20 March 2019 ([view source](#))

Jean Christophe Troitin ([talk](#) | [contribs](#))

m

[Older edit](#)

[quality revision]

Latest revision as of 13:27, 12 December 2019 ([view source](#))

)

Jean Christophe Troitin ([talk](#) | [contribs](#))

m



Pages in category "How to trace and debug"

The following 16 pages are in this category, out of 16 total.

- [How to access information in sysfs](#)
- [How to check that a device tree resource is correctly set](#)
- [How to debug Weston](#)
- [How to detect memory leaks](#)
- [How to diagnose a boot failure](#)
- [How to enable earlyprintk for Linux kernel](#)
- [How to find Linux kernel driver associated to a device](#)
- [How to get DRM KMS logs](#)
- [How to get name and current status of a DRM connector](#)
- [How to get Terminal](#)
- [How to monitor the display framerate](#)
- [How to monitor the GCNANO GPU load](#)
- [How to profile video framerate](#)
- [How to read or write peripheral registers](#)
- [How to retrieve Cortex-M4 logs after crash](#)
- [How to use the kernel dynamic debug](#)