



Category:How to trace and debug

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## Contents

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A quality version of this page, approved on 17 June 2020, was based off this revision.

This category groups together articles explaining how to trace, monitor and debug software components for the STM32MPU Embedded Software distribution, and the STM32 MPUs microprocessor devices and boards.





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## Pages in category "How to trace and debug"

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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](#)