

Subject: : Odyssey

Topic: : Odyssey 1.23 progress

Re: Odyssey 1.23 progress

Author: : Hans

Date: : 2016/5/18 0:30:24

URL:

@ChrisH

Quote:

While I hate to disagree with you & Kas1e, it certainly does NOT make debug logs useless! You just need to keep the UNstripped executable around (along with the source files that you'd keep anyway), and then you can use addr2line on that unstripped executable, and it will give you the correct information (including function name).

Correct.

@all

I wrote an article about how to use crash logs for stripped binaries a few years ago. You can read it at the following link:

<http://hdlab.org.nz/articles/amiga-os-articles/using-crash-logs/>

What would be nice, is if we had a tool to parse a crashlog, and automatically generate the additional debug info from \*.debug files.

Hans