

KDMP(e)

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NAME

`kdmp` — dump system state into core file

SYNOPSIS

`kdmp` [-dc] [*korefile*] [*diskfile*]

DESCRIPTION

Kdmp reads the state of the system as it was saved on disk when the system "panic'ed" producing a dump of all of memory starting on a fixed disk cylinder. If no *korefile* is specified, the dump is put in the file "kore" in the current directory. If no *diskfile* is specified, the dump is taken from the default "diskfile" compiled into *kdmp*.

One may also specify the *diskfile* by means of the optional *-dc* device code argument. The acceptable device codes are taken from

hp	/dev/hp5
rp	/dev/rp7
tf	/dev/tf0
tap	/dev/tap0
rk	/dev/rk0
tf1	/dev/tf10

The default starting cylinder numbers of the system dump for the various disks are:

Telefile	200
RP03	200
RP04	408
DECTape	0

For the RK05 disk the dump starts at block number 4680. This is at the end of the swap area on RK0. If your swap area is normally on RK0, bring the system up single-user and do a *kdmp* immediately to another file system before the swap area is overwritten. A maximum of 192 blocks (96K words) are dumped on panic for the RK0 dump.

The "kore" file is suitable for debugging with *kdb*.

SEE ALSO

`kdb(e)`, `tdmp(e)`

BUGS

When the system is "sgen'ed", one must be careful that the dump area upon a panic as defined in "kern/panic.s" does not overlap with a good file system.