

NAME

lindebugfs - Linux file system for debugging

SYNOPSIS

```
lindebugfs                /sys/kernel/debug  lindebugfs                rw 0 0
```

DESCRIPTION

The debug file system, or debugfs, makes process debugging easier by providing a simple API for data transfer between the kernel and user space. Debugfs is not a general-purpose file system and should not be used as a storage medium. Instead, developers can implement the debugfs interface in their code to generate debug information about their program at runtime. FreeBSD's **lindebugfs** uses the pseudofs(9) file system construction kit to model itself after Linux's debugfs. The **lindebugfs** API is intended for use with programs that take advantage of FreeBSD's LinuxKPI compatibility layer.

When mounted, **lindebugfs** will populate with pseudo files from any running process that calls **debugfs_create_file()**. Since **lindebugfs** is a pseudo file system, file contents will be generated dynamically based on program provided file operations. The current **lindebugfs** implementation formally supports seq_file and simple_attr_file virtual file formats.

EXAMPLES

Load the **lindebugfs** kernel module:

```
kldload lindebugfs
```

Mount the **lindebugfs** file system on */sys/kernel/debug*:

```
mount -t lindebugfs lindebugfs /sys/kernel/debug
```

SEE ALSO

linprocfs(5), linsysfs(5), pseudofs(9), linux(4), mount(1)

HISTORY

The **lindebugfs** file system first appeared in FreeBSD 12.1.

AUTHORS

The initial implementation for **lindebugfs** was created by Matthew Macy. This manual page was written by Jake Freeland.