

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.