

Debugging the LPO Access Switch in Mali

It is recommended for software developers to go through this chapter and understand the procedure involved in building and debugging software applications.

Enable support for the arbiter interface in the driver. This allows an external arbiter to manage driver access. This option caused kbase to set up the GPU mapping of imported. dma-buf when needed to ...

Just a quick note on how I set up my Mali debug environment. Most of this post references this issue, submitted by Jann Horn.

The general process of debugging will be finding a point in the code in which we would like to stop execution and observe the values stored in either registers or in memory (usually in ...

To switch the CPU to supervisor mode during the access, use the access class specifier "S". And to make the debugger disassemble the memory content as 32-bit Arm code use "R".

Part of the Cortex-M debug features is a set of hardware watchpoints, for example to watch for reads from a set memory region. This even supports data watchpoints, raising an exception ...

GDB (GNU Debugger) solves this problem by giving you professional debugging capabilities on the Switch console. This guide shows you how to port GDB to your Nintendo Switch ...

Exploring the Architecture and Capabilities of the ARM Debug Access Port for Embedded System Debugging. The ARM Debug Access Port (DAP) is a crucial component of the ARM ...

This tech tip provides an easy steps to debug the graphics application running on the Zynq UltraScale + MPSoC Mali GPU, using ARM Mali graphics debugger tool. It also instructs how to ...

This video shows how to create a Mali Graphics Debugger trace that will include all the features required to optimise content later on.



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Web: <https://www.maxtools.co.za>

