NAME

stack — stack trace from crash file

SYNOPSIS

stack [—IsSUL] crashfile offset file [unixfile]

DESCRIPTION

Stack prints a stack trace of a user process from the crash dump in *crashfile*. More importantly, it can print a stack trace of the system stack belonging to a process so that the state of suspension of the process when the system crashed can be determined. The U and S options will force a trace of only the user process or system stack, respectively. If the S option is used the *file* argument should not be provided.

Stack assumes that the namelist for the system is in /unix unless the s option is used in which case an alternate *unixfile* can be supplied. It also assumes that the operating system is in I and D space format unless the I option is selected to indicate I space only (all 11/40's). The offset is the address of the process in memory blocks (which can be gleaned from the dead command). The algorithm used to do the stack trace of the user program is the one used by the C debugger and will give up easily if the user's stack frame has been destroyed. The algorithm for doing the trace within the system is slower but does not give up as easily.

For those who are still interested in octal type dumps, the l option will print the system stack and provide octal R5 backtraces at each subroutine level.

BUGS

The algorithm used for tracing the system stack can get lost depending on the code that the C compiler generates and the degree to which the system's stack is destroyed.

SEE ALSO

dead(1M), tcmp(1M)