
GDB Integration

v000.1

Debugging is an important part of software implementation. A good debugger can simplify this task. It allows you to execute a program step-by-step, dump memory, setup break points, etc.

However debugging of embedded systems differs from debugging of host applications due embedded-specific constraints of target system: lack of resources, limited Input/Output capabilities, interference of debugger activity and device functionality, etc.

The task is resolved by splitting of the debugger to two parts: small remote agent running on the target and bigger one running on the host. Host part provides a user-friendly interface and communicates with remote one which executes a simple commands.

GNU [<http://www.gnu.org/>] debugger - GDB - follows this approach. It supports and lot of target platforms.

OKTET Labs engineers can help you to integrate GDB to your environment and/or port it to your target platform.