

Re: Driver Expert

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.development.device.drivers/2004-09/0502.html>

From: Calvin Guan (cguan_at_pleasenospam.ati.com)

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Date: Thu, 9 Sep 2004 12:27:31 -0400

"Philip Lukidis" <pagefault0x0@hotmail.com> wrote in message
news:edf4QHnlEHA.1244@TK2MSFTNGP15.phx.gbl...

[snip]

> *One other*

> *thing that I like about SoftICE is that my source code is embedded in the*
> *symbols. WinDBG requires source code for each driver version that you*
> *want*

> *to debug, but your major revisions will have labels in VSS anyways.*

> *However, minor revisions may not, so having the source in the SoftICE*

> *symbols is convenient.*

This is not always nice IMO, especially for big drivers. The size of NMSs for our miniport and 2d driver is about 25MB. That's the minimal symbol required to debug our driver. We potentially need symbols for d3d/OGL drivers. That would be another hundred MB. A serious debug session may require symbols for ntoskrnl,hal,videoprt,win32k as well. We will have to reserve a lot of memory for SICE to load the symbols.

Matching the symbols/sources for executable automatically is very nice especially we build many versions of the same drivers nightly.

WinDbg+srcsrv+perforce works great in this situation. We can debug any nightly builds/branch builds of any of our drivers at source level as long as the PDB has not been retired from our internal symserver. OTOH, I would probably die within days if I have to match the NMS manually.

> *I have not heard of performance analyzer...do you mean True Time? If so,*

> *reference my comments above.*

I have not been intensively using True Time. I just can't resist the power that VTune has offered.

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