

# Debug

Compile recipe without stripping and with debug info

```
DEBUG_BUILD = "1"
#
# Uncomment this to disable the stripping of the installed binaries
INHIBIT_PACKAGE_STRIP = "1"
#
# Uncomment this to disable the split of the debug information into -dbg
files
INHIBIT_PACKAGE_DEBUG_SPLIT = "1"
```

Above is enough to enable debug build and symbols. If not it is always possible to add:

```
EXTRA_OECMAKE += "-DCMAKE_BUILD_TYPE=Debug"
CFLAGS += "-g"
```

And add to local/site/auto.conf:

```
EXTRA_IMAGE_FEATURES_append = " dbg-pkgs "
```

From:

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Permanent link:

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