

Console

```
[kernel] preprocessing with "gcc -E -C -DNDEBUG -D_x86_64__ -D_GNU__ -DBASILE_XEN_PPC_
/home/puccetti/serveur/xen-3.0.3/top/include/asm/uaccess.h:28:[kernel] warning: Return stateme
/home/puccetti/serveur/xen-3.0.3/xen/include/asm/hvm/hvm.h:187:[kernel] warning: Return stati
[kernel] preprocessing with "gcc -E -C -DNDEBUG -D_x86_64__ -D_GNU__ -DBASILE_XEN_PPC_
[kernel] preprocessing with "gcc -E -C -DNDEBUG -D_x86_64__ -D_GNU__ -DBASILE_XEN_PPC_
/home/puccetti/serveur/xen-3.0.3/top/include/asm/uaccess.h:28:[kernel] warning: Return stateme
/home/puccetti/serveur/xen-3.0.3/xen/include/asm/hvm/hvm.h:187:[kernel] warning: Return stati
cea_common.h:249:[kernel] warning: Body of function CEAmake_monitor_table falls-through. Add
[kernel] preprocessing with "gcc -E -C -DNDEBUG -D_x86_64__ -D_GNU__ -DBASILE_XEN_PPC_
[kernel] preprocessing with "gcc -E -C -DNDEBUG -D_x86_64__ -D_GNU__ -DBASILE_XEN_PPC_
/home/puccetti/serveur/xen-3.0.3/top/include/asm/uaccess.h:28:[kernel] warning: Return stateme
/home/puccetti/serveur/xen-3.0.3/xen/include/asm/hvm/hvm.h:187:[kernel] warning: Return stati
[kernel] preprocessing with "gcc -E -C -DNDEBUG -D_x86_64__ -D_GNU__ -DBASILE_XEN_PPC_
/home/puccetti/serveur/xen-3.0.3/top/include/asm/uaccess.h:28:[kernel] warning: Return stateme
/home/puccetti/serveur/xen-3.0.3/xen/include/asm/hvm/hvm.h:187:[kernel] warning: Return stati
/home/puccetti/serveur/xen-3.0.3/top/include/asm/io.h:22:[kernel] warning: dropping duplicate de
/home/puccetti/serveur/xen-3.0.3/top/include/asm/io.h:22:[kernel] warning: dropping duplicate de
/home/puccetti/serveur/xen-3.0.3/top/include/asm/io.h:22:[kernel] warning: dropping duplicate de
[value] Computing for function cea_main1
[value] ===== INITIAL STATE =====
[value] Computing globals values
cea_x86_setup.c:173:[value] could not find a size for array
/home/puccetti/serveur/xen-3.0.3/xen/include/asm/desc.h:158:[value] could not find a size for arr
/home/puccetti/serveur/xen-3.0.3/xen/include/asm/types.h:19:[value] could not find a size for array
```

 Cancel