

in include/linux/printk.h

```
/* If you are writing a driver, please use dev_dbg instead */
```

```
#if defined(CONFIG_DYNAMIC_DEBUG)
```

```
/* dynamic_pr_debug() uses pr_fmt() internally so we don't need it here */
```

```
#define pr_debug(fmt, ...) \
```

```
    dynamic_pr_debug(fmt, ##__VA_ARGS__)
```

```
#elif defined(DEBUG)
```

```
#define pr_debug(fmt, ...) \
```

```
    printk(KERN_DEBUG pr_fmt(fmt), ##__VA_ARGS__)
```

```
#else
```

```
#define pr_debug(fmt, ...) \
```

```
    no_printk(KERN_DEBUG pr_fmt(fmt), ##__VA_ARGS__)
```

```
#endif
```

```
#if defined(CONFIG_DYNAMIC_DEBUG)
```

```
#define dev_dbg(dev, format, ...) \
```

```
do { \
```

```
    dynamic_dev_dbg(dev, format, ##__VA_ARGS__); \
```

```
} while (0)
```

```
#elif defined(DEBUG)
```

```
#define dev_dbg(dev, format, arg...) \
```

```
    dev_printk(KERN_DEBUG, dev, format, ##arg)
```

#else

```
#define dev_dbg(dev, format, arg...) \
({ \
    if (0) \
        dev_printk(KERN_DEBUG, dev, format, ##arg); \
    0; \
}) \
#endif
```

if CONFIG_DYNAMIC_DEBUG

dynamic_pr_debug

dynamic_dev_dbg

else if DEBUG

printk(KERN_DEBUG ...)

dev_printk

else

no output

no output