

# Morpher

## API Documentation

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# 1 Package morpher

Contains the modules used for the Morpher API-fuzzing utility

(GRAPH)

Morpher is a API fuzzing tool for Windows Dynamically Linked Libraries (DLLs). Morpher's methods are based around two major ideas:

1. Mutational fuzzing - Many fuzzers either generate valid data for the API calls, which requires the fuzzer to understand the API and how it is used, or generate completely random data for API calls, which is often invalid and does not exercise any of the DLL's code beyond preliminary input sanitization. Morpher takes a different route by running programs supplied by the user that use the DLL functions and "capturing" these function calls as they occur. The arguments to these function calls are then fuzzed individually and the function calls are replayed to the DLL. This method of "mutating" known valid calls is able to generate invalid calls that are more likely to pass input checking without requiring any knowledge of the API beforehand.
2. Understanding argument types - Some function parameters are more complex than others - for example, an argument might include a pointer to a structure in memory, which may contain more pointers, etc. If we don't acknowledge these relationships we may fail to fuzz values passed to the function that aren't the actual arguments. In addition, knowing the types associated with the data allows us to fuzz it intelligently - for example if we know a value is an integer, we can fuzz it mutationally by negating the value, or heuristically by replacing it with the maximum representable positive value.

Morpher accepts a target DLL, the header files for the DLL, and a list of programs that use the DLL. It parses the header files to create a model of the DLL's function prototypes, runs the given programs and records their function calls, then fuzzes and replays those function calls to the DLL and monitors the function call for signs of a crash or hang. Crashes and hangs are recorded with enough information that they can be inspected in detail by a reverse engineer to determine the cause of the problem.

Morpher is designed as a black-box package, so a Morpher object can be instantiated and used in an application, or the whole tool can be used from the command line by a minimal script wrapper. Most of Morpher's functionality is controlled by a central Config object, which is controlled in turn by the data in a configuration INI file.

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**Since:** October 21, 2011

## 1.1 Modules

- **collector:** Contains the modules used for Morpher's data collection phase.  
(Section 2, p. 19)
  - **collector:** Contains the `Collector` class for recording DLL function calls by a list of programs.  
(Section 3, p. 20)
  - **func\_recorder:** Contains the `FuncRecorder` class for recording a `Snapshot` of a function call  
(Section 4, p. 22)
  - **range\_union:** Contains the `RangeUnion` class for maintaining a "covering" set of ranges



- (Section 5, p. 26)
  - **snapshot\_manager**: Contains the `SnapshotManager` class for creating a `Snapshot` (Section 6, p. 28)
  - **trace\_recorder**: Contains the `TraceRecorder` class for creating a `Trace` by observing a program using a DLL (Section 7, p. 32)
- **fuzzer**: Contains the modules used for Morpher’s fuzzing phase. (Section 8, p. 36)
  - **fuzzer**: Contains the `Fuzzer` class for controlling Morpher fuzzing phase (Section 9, p. 37)
  - **generator**: Contains the `Generator` class for building collections of fuzzed values (Section 10, p. 40)
  - **harness**: Contains the `Harness` class for replaying function calls from a `Trace` object in a controlled environment. (Section 11, p. 43)
  - **monitor**: Contains the `Monitor` class for launching and monitoring `Harness` tasks (Section 12, p. 46)
- **misc**: Contains various modules that are shared by more than one package or do not fall neatly into the scope of other packages. (Section 13, p. 51)
  - **config**: Contains the `Config` class definition (Section 14, p. 52)
  - **log\_setup**: Contains the `setupLogging` and `translateLevel` function definitions, used for interacting with the standard Python `logging` module (Section 15, p. 55)
  - **section\_reporter**: Contains the `SectionReporter` class definition for reporting progress updates (Section 16, p. 58)
  - **status\_reporter**: Contains the `StatusReporter` class definition for reporting progress updates (Section 17, p. 62)
- **morpher**: Contains the `Morpher` class for intelligently fuzzing Application Programming Interface (API) calls to third-party DLLs. (Section 18, p. 66)
- **parser**: Package documentation (Section 19, p. 68)
  - **dllexp**: Created on Oct 25, 2011 (Section 20, p. 69)
  - **parser**: Created on Oct 21, 2011 (Section 21, p. 70)
- **ply** (Section 22, p. 73)
  - **cpp** (Section 23, p. 74)
  - **ctokens** (Section 24, p. 78)
  - **lex** (Section 25, p. 80)
  - **yacc** (Section 26, p. 86)
- **pyparser** (Section 27, p. 102)
  - **\_ast\_gen** (Section 28, p. 103)
  - **\_build\_tables** (Section 29, p. 105)
  - **c\_ast** (Section 30, p. 106)
  - **c\_lexer** (Section 31, p. 155)
  - **c\_parser** (Section 32, p. 162)
  - **lextab** (Section 33, p. 178)
  - **plyparser** (Section 34, p. 179)

- **yacctab** (Section 35, p. 182)
- **pydbg** (Section 36, p. 183)
  - **breakpoint** (Section 37, p. 184)
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  - **hardware\_breakpoint** (Section 39, p. 197)
  - **memory\_breakpoint** (Section 40, p. 199)
  - **memory\_snapshot\_block** (Section 41, p. 201)
  - **memory\_snapshot\_context** (Section 42, p. 202)
  - **my\_ctypes** (Section 43, p. 203)
  - **pdx** (Section 44, p. 204)
  - **pydasm** (Section 45, p. 209)
  - **pydbg** (Section 46, p. 216)
  - **pydbg\_client** (Section 47, p. 259)
  - **system\_dll** (Section 48, p. 266)
  - **windows\_h** (Section 49, p. 271)
- **trace**: Contains various modules used to model and store data captured from a function call. (Section 50, p. 307)
  - **block**: Contains the **Block** class definition for maintaining a piece of memory (Section 51, p. 309)
  - **memory**: Contains the **Memory** class for maintaining a collection of **Block** (Section 52, p. 314)
  - **snapshot**: Contains the **Snapshot** class for storing and replaying a function call (Section 53, p. 320)
  - **tag**: Contains the **Tag** class definition for pairing addresses with types (Section 54, p. 324)
  - **trace**: Contains the **Trace** class definition for storing a list of **Snapshots** (Section 55, p. 327)
  - **typemanager**: Contains the **TypeManager** class for storing and reconstructing types (Section 56, p. 330)
- **utils** (Section 57, p. 334)
  - **crash\_binning** (Section 58, p. 335)
  - **hooking** (Section 59, p. 338)
  - **injection** (Section 60, p. 346)

## 2 Package *morpher.collector*

Contains the modules used for Morpher's data collection phase.

(GRAPH)

The overall purpose of these modules is to run a series of programs which use functions exported by a target DLL, hook those functions and take a "snapshot" of relevant parts of the stack at the moment of the function call, recording the data so the function call can be replayed later in its entirety.

**RangeUnion** is a utility class that implements a data structure for managing ranges - the idea is that after adding a large number of potentially overlapping ranges to the **RangeUnion**, it will return a minimal set of ranges that has the same coverage as the ranges it was given, no more or less, and with no overlapping members. This is used to make sure that no part of memory is copied twice when taking a **Snapshot**. The **SnapshotManager** is a class that uses the **RangeUnion** to make sure the **Snapshot** it creates doesn't copy more memory than necessary, and carries out the copying of memory at the moment the **Snapshot** is created. **FuncRecorder** is responsible for actually walking through the stack of a function call and identifying areas that need to be recorded, while **TraceRecorder** is responsible for setting up the program and hooking the function calls to be recorded. The whole process is coordinated by the top-level **Collector** object and is highly dependent on the information output in *model.xml* by the parser.

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### 2.1 Modules

- **collector:** Contains the **Collector** class for recording DLL function calls by a list of programs.  
(Section 3, p. 20)
- **func\_recorder:** Contains the **FuncRecorder** class for recording a **Snapshot** of a function call  
(Section 4, p. 22)
- **range\_union:** Contains the **RangeUnion** class for maintaining a "covering" set of ranges  
(Section 5, p. 26)
- **snapshot\_manager:** Contains the **SnapshotManager** class for creating a **Snapshot**  
(Section 6, p. 28)
- **trace\_recorder:** Contains the **TraceRecorder** class for creating a **Trace** by observing a program using a DLL  
(Section 7, p. 32)

### 3 Module *morpher.collector.collector*

Contains the `Collector` class for recording DLL function calls by a list of programs.

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**Since:** October 23, 2011

#### 3.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>'morpher.collector'</code>

#### 3.2 Class `Collector`

object   
**`morpher.collector.collector.Collector`**

Class documentation

##### 3.2.1 Methods

<b><code>__init__(self, cfg)</code></b>
Stores the configuration object and initializes the internal data
<b>Parameters</b>
<b><code>cfg</code>:</b> The configuration object to use ( <i>type=Config object</i> )
Overrides: <code>object.__init__</code>

<b><code>collect(self)</code></b>
The top-level collection routine.
If collection is disabled according to the configuration object, a message saying so is printed to the console and the method exits. Otherwise the directory for storing traces ("data races") is cleared out and the specified list file and model file are read from the filesystem. The collector reads in each line of the listfile, parses it, then uses a <b><code>TraceRecorder</code></b> object to launch the specified program and create a <b><code>Trace</code></b> object with the contents of the function calls executed by that program. Each <b><code>Trace</code></b> is pickled and stored to the trace directory.

**parseline(*self*, *line*)**

Given a command line string, returns a pair of strings (path, args) where path is a path to a valid file and args is the rest of the string.

Takes a line such as "C:\Program Files\Test est.exe -v -f myfile" and tries to parse it into a tuple consisting of the file being executed and the arguments - in this case the correct return value would be ("C:\Program Files\Test est.exe", "-v -f myfile"). The parsing is performed by tokenizing the string using whitespace, then concatenating each token to the beginning token and testing the result to see if it is a path to a valid file.

**Parameters**

**line:** The string to parse  
(*type=string*)

**Return Value**

(pathtoexe, args) or (None, None) if line couldn't be parsed  
(*type=(string, string) pair*)

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**3.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**3.2.3 Instance Variables**

Name	Description
<code>cfg</code>	The <b>Config</b> object
<code>counter</code>	The number of traces recorded so far
<code>log</code>	The <b>logging</b> object
<code>model</code>	The XML root <b>Node</b> for the DLL model
<code>modelpath</code>	The path to the XML model file
<code>tracedir</code>	The path to the directory to store <b>Trace</b> files in

## 4 Module `morpher.collector.func_recorder`

Contains the `FuncRecorder` class for recording a `Snapshot` of a function call

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**Since:** November 14, 2011

### 4.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.collector'</code>

### 4.2 Class `FuncRecorder`

object  `morpher.collector.func_recorder.FuncRecorder`

Used to capture the state of a function call using a supplied debugger.

The `FuncRecorder` class contains enough information to be able to interpret and traverse the stack of another process, captured at the moment of a function call, and pinpoint areas of the stack that need to be captured and recorded in order to reproduce the function call at a later date. The tagging process used by the `FuncRecorder` is designed to minimize the amount of memory that is copied for the capture, while handling complex cases such as structures/unions and capturing the content referenced by pointers. The end goal is to produce a `Snapshot` object that reproduces the exact same function call and contains all the available information about the types of the objects captured (so they can be intelligently fuzzed).

#### 4.2.1 Methods

**`__init__(self, cfg, model)`**

Stores the given config object for local configuration information and initializes the instance variables. The local type manager is initialized using the supplied model data, which is also used to traverse the stack of the function being recorded.

**Parameters**

**cfg:** The configuration object to use  
(*type=Config object*)

**model:** The root node of the XML DLL model  
(*type=Node object*)

Overrides: `object.__init__`

**`record(self, dbg, name)`**

Activated upon a function call and used to record the stack.

Should be called when the target process is paused by a debugger at the beginning of a function call. Uses the supplied debugger object to start the snapshot process and accesses the target process's memory space to capture the function arguments.

**Parameters**

**dbg:** The debugger that should be used to access memory  
(*type=pydbg object*)

**name:** The name of the function we are recording  
(*type=string*)

**Return Value**

The filled snapshot containing the image of this function call  
(*type=Snapshot object*)

**tagArgs**(*self*, *addr*, *funcnode*)

Starts the recursive tag process for this function's args.

Given the function XML's model and the address of the arguments, walks through the arguments and tags each one using this object's snapshot manager.

**Parameters**

**addr:** Address the function arguments start at on the stack  
*(type=integer)*

**funcnode:** XML Node for the function  
*(type=Node object)*

**Note:** We can't rely on the arguments being properly aligned - they only need to be aligned to the stack requirements.

**tag**(*self*, *addr*, *paramtype*)

Given an address and a type. either basic (ex. "i") or user-defined (ex. "1"), tag the object for collection and recursively tag any member objects or objects it points to.

If the type is user-defined (for example, "1" indicates a user-defined type such as a struct), the type's definition is looked up using the model and the fields of the type are individually tagged. If the type is a basic type, the type is tagged. If the type is a pointer type, such as "PPI", a pointer tag ("P") is added and the tagging is recursively performed on the type pointed to ("PI") at the address contained in the pointer type.

**Parameters**

**addr:** The address of the object to tag  
*(type=integer)*

**paramtype:** The format string representing the object's type  
*(type=string)*

**Note:** The tagging algorithm is designed to only record a tag once, and handle pointer loops, pointers to the same object but as different types, and other complications.

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**4.2.2 Properties**



Name	Description
<i>Inherited from object</i> __class__	

#### 4.2.3 Instance Variables

Name	Description
cfg	The Config object
dbg	The pydbg debugger
log	The logging object
model	The XML root Node for the DLL model
sm	SnapshotManager object for creating image
stack_align	The alignment requirement for the stack
type_manager	The TypeManager used for type information

## 5 Module `morpher.collector.range_union`

Contains the `RangeUnion` class for maintaining a "covering" set of ranges

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**Organization:** Carnegie Mellon University

**Since:** October 26, 2011

### 5.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.collector'</code>

### 5.2 Class `RangeUnion`

object  `morpher.collector.range_union.RangeUnion`

Used to maintain a list of ranges

The class is designed to solve the problem where a list of ranges is given and needs to be "simplified" to an equivalent list with the minimum possible number of ranges and no overlaps. The range list is maintained as the instance variable `rlist`, and `rlist` is updated each time a new range is added with the `add` method.

Ranges are represented by the "Range" `namedtuple`

**Invariant:** Intervals in the range list do not overlap, are in sorted order from lowest address to highest, and for any two consecutive ranges in the list there is a separation of at least 1 between the ending address of the first and the beginning address of the second.

**To Do:** Improve performance of the `RangeUnion` - use a tree structure?

### 5.2.1 Methods

**`__init__(self, startlist=None)`**

Takes an optional argument that allows this **RangeUnion** to be initialized from an existing range list, otherwise empty.

**Parameters**

**startlist**: The list of ranges to be initialized from  
(*type=Range object list*)

Overrides: `object.__init__`

**`add(self, c)`**

Given a Range `c`, adds `c` to the list of ranges, then merges any overlapping members so the list retains the equivalent range information but remains sorted and non-overlapping. Note that the ranges are at integer granularity, so the range (1, 4) and range (5, 7) can be merged to range (1, 7)

**Parameters**

**c**: Range to add  
(*type=Range object*)

### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 5.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

### 5.2.3 Instance Variables

Name	Description
<code>rlist</code>	A list of Range objects

## 6 Module `morpher.collector.snapshot_manager`

Contains the `SnapshotManager` class for creating a `Snapshot`

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 26, 2011

### 6.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.collector'</code>

### 6.2 Class `SnapshotManager`

object  `morpher.collector.snapshot_manager.SnapshotManager`

Designed to simplify the process of properly creating a `Snapshot` object.

The `SnapshotManager` provides a simple interface consisting of functions like `addArg` and `addObject` and handles the more complex issues in the background, such as using sets to ensure the uniqueness of `Tags` added to the `Snapshot` and `RangeUnion` objects to ensure that the minimal amount of memory is copied for the `Snapshot`. The contents of the target process memory are not copied until the `snapshot` method is called, which uses all the information accumulated to record areas of memory using the debugger and create the requested `Snapshot`

### 6.2.1 Methods

**`__init__(self, cfg, dbg, name)`**

Stores the configuration object, a pydbg debugger attached to the target process, and the name of the function being captured.

**Parameters**

- cfg:** The configuration object to use  
(*type=Config object*)
- dbg:** The debugger used to access the target process  
(*type=pydbg object*)
- name:** The name of the function being called  
(*type=string*)

Overrides: `object.__init__`

**`addArg(self, addr, fmt)`**

Add a tag (start, fmt) to our list of argument tags

**Parameters**

- addr:** Address of the argument being added  
(*type=integer*)
- fmt:** Format string representing the argument type  
(*type=string*)

**`checkObject(self, addr, fmt)`**

Returns True if the tag (addr, fmt) is already in the manager

**Parameters**

- addr:** Address of the object being checked  
(*type=integer*)
- fmt:** Format string representing the object type  
(*type=string*)

**Return Value**

*True* if tag already registered, *False* otherwise  
(*type=Boolean*)

**addObject**(*self*, *start*, *size*, *fmt*)

Adds the memory range from *start* to *start* + (size of *fmt*) -1 to the list of areas to capture. A (*start*, *fmt*) tag is added for the object.

**Parameters**

- start:** Address of the object being added  
(*type=integer*)
- size:** Size of the object being added  
(*type=integer*)
- fmt:** Format string representing the object type  
(*type=string*)

**snapshot**(*self*)

Uses the debugger to record the requested areas of the process's memory and returns the contents as a new **Snapshot** object. The **Snapshot** is populated using the tags registered using **addObject** and the arguments added using **addArg**.

**Return Value**

- The newly created **Snapshot**  
(*type=Snapshot object*)

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**6.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**6.2.3 Instance Variables**

Name	Description
<code>args</code>	Ordered list of <b>Tags</b> corresponding to the function arguments
<code>cfg</code>	The <b>Config</b> object
<code>dbg</code>	The <b>pydbg</b> debugger for capturing memory
<code>log</code>	The <b>logging</b> object

*continued on next page*

Name	Description
name	Name of the function we are recording
ru	<code>RangeUnion</code> object used for ensuring that the minimum necessary amount of process memory is captured
tset	The set of <code>Tag</code> objects for this capture

## 7 Module *morpher.collector.trace\_recorder*

Contains the *TraceRecorder* class for creating a *Trace* by observing a program using a DLL

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 28, 2011

### 7.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.collector'</code>

### 7.2 Class *TraceRecorder*

object └─ ***morpher.collector.trace\_recorder.TraceRecorder***

Used to run a program and produce a *Trace* object that can replay all function calls to the target DLL observed during the program run. Stores enough information to hook function calls using the supplied model and configuration objects and uses a *FuncRecorder* to do the actual stack recording.

#### 7.2.1 Methods

<b><code>--init--(self, cfg, model)</code></b>
Stores the configuration object and model for local use and initializes other instance variables
<b>Parameters</b>
<b>cfg:</b> The configuration object to use ( <i>type=Config object</i> )
<b>model:</b> The root node of the XML DLL model ( <i>type=Node object</i> )
Overrides: <code>object.__init__</code>



**record**(*self*, *exe*, *arg*)

Given an application that uses the target DLL, runs the program and captures a **Trace** object that's capable of replaying all the function calls made by the application to the DLL.

The **Trace** is captured by launching the application in a second process and setting breakpoints at the beginning of each of the functions in the DLL. The application is allowed to run and if any of the breakpoints are tripped, a **FuncRecorder** is used along with the debugger to capture all relevant areas of the stack. Each **Snapshot** is stored in the created **Trace** in the same order that they were captured in.

**Parameters**

**exe**: The path to the application to record.

(*type=string*)

**arg**: List of command-line arguments for the program

(*type=string*)

**Return Value**

A **Trace** containing the captured function calls

(*type=Trace object*)

**checkTimeout**(*self*, *dbg*)

Checks for timeouts, in which case it logs the hang and terminates the process. This function should be set as the handler for the debugger's event loop (called at least every 100ms)

**Parameters**

**dbg**: The debugger that should be used to access memory

(*type=pydbg object*)

**timeoutHandler**(*self*)

Sets the `timed_out` flag. This function should be automatically called after (`self.limit`) seconds have elapsed since the beginning of the currently running program.

**loadHandler**(*self*, *dbg*)

Goes through the functions listed by the xml model and sets breakpoints at each function's entry point.

This function should be set as the handler for DLL load events detected by the debugger. It sets a breakpoint for each function whose handler is designated as the **funcHandler** function, and the breakpoint description is set to the ordinal of the function so **funcHandler** can identify it.

**Parameters**

**dbg**: The debugger that should be used to access memory  
(*type=pydbg object*)

**Return Value**

Handler return code from **defines** module  
(*type=integer*)

**funcHandler**(*self*, *dbg*)

Activated upon a function call. Determines which function was called and starts the snapshot process to capture the function arguments using the **FuncRecorder** object. The created **Snapshot** is appended to the end of the *self.trace* list.

**Parameters**

**dbg**: The debugger that should be used to access memory  
(*type=pydbg object*)

**Return Value**

Handler return code from **defines** module  
(*type=integer*)

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**7.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**7.2.3 Instance Variables**

Name	Description
cfg	The <b>Config</b> object
dllpath	Path to the target DLL
func_recorder	<b>FuncRecorder</b> object used for stack capture
limit	The number of seconds a program can run before its considered to have timed out
log	The <b>logging</b> object
model	The XML root <b>Node</b> for the DLL model
trace	The list of <b>Snapshot</b> objects to turn into a <b>Trace</b>

## 8 Package *morpher.fuzzer*

Contains the modules used for Morpher's fuzzing phase.

(GRAPH)

The overall purpose of these modules is to take the **Trace** files generated by the collection phase, modify the recorded values in the traces according to their types, then replay those function calls in a new process and monitor the process for signs of hangs or crashes. If a failure is detected, the appropriate crash information is stored along with the modified trace so it can be reproduced as needed.

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 22, 2011

### 8.1 Modules

- **fuzzer:** Contains the **Fuzzer** class for controlling Morpher fuzzing phase  
(*Section 9, p. 37*)
- **generator:** Contains the **Generator** class for building collections of fuzzed values  
(*Section 10, p. 40*)
- **harness:** Contains the **Harness** class for replaying function calls from a **Trace** object in a controlled environment.  
(*Section 11, p. 43*)
- **monitor:** Contains the **Monitor** class for launching and monitoring **Harness** tasks  
(*Section 12, p. 46*)

## 9 Module `morpher.fuzzer.fuzzer`

Contains the `Fuzzer` class for controlling Morpher fuzzing phase

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 28, 2011

### 9.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.fuzzer'</code>

### 9.2 Class `Fuzzer`

object  `morpher.fuzzer.fuzzer.Fuzzer`

Top-level class in charge of reading in stored `Traces`, fuzzing their contents, replaying them back and recording the results.

Most of this class's functionality is reading in `Trace` files from the appropriate directory, then iterating through each `Tag` for each `Trace`. An internal `Generator` object is used to get a list of fuzzed value for each `Tag`, and each fuzzed value is used to overwrite the original value in turn. Each changed version of the `Trace` is given to a `Monitor` object for playback, and after all versions have been replayed the original value is restored and the entire process is repeated for the next tag.

#### To Do:

- Possibly expand fuzzing to multiple tags at once
- Possibly generate `Trace` for functions we didn't actually collect any data for.
- Possibly look at fuzzing global variables
- Possibly fuzz ORDER of function calls, not just data
- Special fuzzing for arrays and buffers?

### 9.2.1 Methods

**`__init__(self, cfg)`**

Store the configuration object, create a **Generator** object, and set the internal trace number to 0.

**Parameters**

**cfg**: The configuration object to use  
(*type=Config object*)

Overrides: `object.__init__`

**`fuzz(self)`**

Runs the entire fuzzing process.

If fuzzing is disabled according to the configuration object, this function prints a message saying so and returns. Otherwise the data races directory is searched for **Trace** files, and each one is read into memory.

For each **Snapshot** in each **Trace**, the list of **Tags** is extracted. For each **Tag**, the original value is saved and used to create a list of fuzzed values from the **Generator**. For each fuzzed value, the fuzzed value is used to overwrite the original value, and the modified **Trace** is fed to the **Monitor** for replay. After every fuzzed version has been run, the original value is restored and fuzzing moves on to the next tag.

**Notes:**

- For any fuzzed **Trace**, only one value is changed from the original version.
- A **SectionReporter** object is instantiated and used to track the overall progress for the user.

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 9.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

### 9.2.3 Instance Variables

Name	Description
cfg	The <b>Config</b> configuration object for this <b>Fuzzer</b>
generator	The <b>Generator</b> object used for fuzzing <b>Trace</b> values
log	The <b>logging</b> object for this <b>Fuzzer</b>
monitor	The <b>Monitor</b> object used for replaying <b>Traces</b> .
tracenum	The number identifying the current <b>Trace</b>

## 10 Module *morpher.fuzzer.generator*

Contains the **Generator** class for building collections of fuzzed values

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 30, 2011

### 10.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.fuzzer'</code>

### 10.2 Class Generator

object └─ **morpher.fuzzer.generator.Generator**

Used to generate lists of values created by mutating a given value, using lists of heuristic values based on type, and values chosen at random.

This class operates by accepting a **struct** style format character and an original value. A map is used to match the format string type to the appropriate generator function - for example, unsigned integer types of all sizes are fuzzed using the `_getUints` function. The individual generator functions return the values as a set, ensuring that no value is repeated, which is turned into a list and returned to the caller. Values are generated according to methods specified in the configuration.

#### To Do:

- Use memoization to increase performance
- Examine fuzzing algorithms for possible improvement



### 10.2.1 Methods

**`__init__(self, cfg)`**

Store the configuration object, initializes instance variables using configuration data, and sets up the generator map.

**Parameters**

**cfg:** The configuration object to use  
(*type=Config object*)

Overrides: `object.__init__`

**`generate(self, fmt, orig)`**

Takes a type and a value and returns a list of fuzzed values, which is created using some or all of the methods listed:

1. Mutational: the original value is modified to return values that are similar to the original, such as by adding or subtracting small amounts (for integers)
2. Heuristic: a predetermined list of values is used, where the values are chosen based on a high likelihood of creating problems for programs that do not adequately check their inputs. For example, if a floating-point type is being fuzzed, NaN and Inf values might be used, since programs that accepts floats may not correctly handle these special and uncommon values.
3. Random: several values are chosen at random from the set of legal values for this type.

**Parameters**

**fmt:** The format string of the type we are fuzzing  
(*type=string*)

**orig:** The original value of the object we are fuzzing  
(*type=basic Python value (string, integer, etc)*)

**Return Value**

List of fuzzed values  
(*type=basic Python value (string, integer, etc) list*)

### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**10.2.2 Properties**

Name	Description
<i>Inherited from object</i> __class__	

**10.2.3 Instance Variables**

Name	Description
cfg	The <b>Config</b> configuration object for this <b>Monitor</b>
generators	Map of format strings to appropriate generator function
heuristic	Boolean indicating if heuristic values should be used
log	The <b>logging</b> object for this <b>Monitor</b>
mutaterange	Integer indicating the range of values around the original value should be produced for mutational fuzzing
mutational	Boolean indicating if mutational values should be used
randcases	Number of values chosen at random to produce
random	Boolean indicating if random values should be used

## 11 Module *morpher.fuzzer.harness*

Contains the **Harness** class for replaying function calls from a **Trace** object in a controlled environment.

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 26, 2011

### 11.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.fuzzer'</code>

### 11.2 Class **Harness**



Works as a separate process which accepts a **Trace**, loads a specified DLL, and uses the trace to replay a function call to the DLL.

A fuzzer can't replay a **Trace** in the same process because if the process crashes it will take down the fuzzer as well. Using the **Harness** allows the trace to be replayed in a separate process, and if the process crashes a debugger can observe the crash and log any debug data. The **Harness** is deliberately kept as simple as possible - it merely accepts a **Trace** from a pipe, replays each **Snapshot** in the trace and reports successful completion for each using the pipe, then exits.

Just before each **Snapshot** is replayed, the harness sends a *True* value over the pipe it was given. This allows the process that owns the other end of the pipe to keep track of the **Trace** replay's progress, so the exact **Snapshot** that triggers a crash or hang can be pinpointed.

**Note:** `_kill_output` is used to suppress any output to standard output or standard error streams by the DLL during replay.

### 11.2.1 Methods

**`__init__(self, cfg, pipe)`**

Sets up the given input/output pipes and stores the config, which needs to be serializable.

**Parameters**

**cfg:** The configuration object with target and logging info  
(*type=Config object*)

**pipe:** A pair of multiprocessing connections (input, output)  
(*type=(Connection, Connection) tuple*)

Overrides: `object.__init__`

**Warning:** This code is still in the same process as the object creator

**`run(self)`**

Sets the separate process running, waits for a **Trace**, and replays the trace for the specified DLL.

A separate logging root is set up, with logging going to a different file, so two processes won't be trying to write to the same file. The target DLL is loaded using information in the **Config**, then the **Harness** waits for a **Trace** to be received over the pipe.

After receiving the **Trace**, the standard output is disabled and the trace is replayed one call at a time, with the value *True* being sent back over the pipe before each call to the DLL. Once the replay is complete the pipes are closed and the process exits.

Overrides: `multiprocessing.process.Process.run`

***Inherited from multiprocessing.process.Process***

`__repr__()`, `is_alive()`, `join()`, `start()`, `terminate()`

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 11.2.2 Properties

Name	Description
<i>Inherited from multiprocessing.process.Process</i>	

*continued on next page*

Name	Description
authkey, daemon, exitcode, ident, name, pid	
<i>Inherited from object</i>	
__class__	

### 11.2.3 Instance Variables

Name	Description
cfg	The configuration object
inpipe	The connection used to receive a <b>Trace</b> object
outpipe	The connection used to send "pings" back to the parent

## 12 Module *morpher.fuzzer.monitor*

Contains the **Monitor** class for launching and monitoring **Harness** tasks

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 21, 2011

### 12.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.fuzzer'</code>

### 12.2 Class **Monitor**

object  **morpher.fuzzer.monitor.Monitor**

Used for running **Trace** replays using a **Harness** and monitoring the **Harness** for crashes, etc.

Acts as a controller for **Harness** objects - each time **run** is called, a new **Harness** is spawned, a debugger is attached, and the **Trace** is sent to the **Harness** for replay. If a problem is noted by the debugger, relevant crash information is assembled and dumped to a predetermined directory. Right now two types of "problems" are detected - segmentation faults (access protection violation) and hangs over a certain time limit.

## 12.2.1 Methods

---

**\_\_init\_\_**(*self*, *cfg*)

---

Takes a config object and sets up Monitor. If data/crashers doesn't exist, the directory is created, otherwise all directories inside that start with "address-" are erased. If data/hangers doesn't exist, the directory is created, otherwise all file entries that start with "trace-" and end with ".txt" or ".pkl" are erased.

**Parameters**

**cfg**: The configuration object  
*(type=Config object)*

Overrides: object.\_\_init\_\_

---

**setTraceNum**(*self*, *tracenum*)

---

Change the trace number used for naming dump files. Automatically sets the iteration number back to 0

**Parameters**

**tracenum**: The new number to use to identify this Trace batch  
*(type=integer)*

---

**run**(*self*, *trace*)

---

Takes the Trace and runs it in a Harness, monitoring for crashes.

This function spawns a new process using a Harness object connected to this process by a pair of pipes. A debugger is attached to the Harness process and handlers are attached to monitor for crashes and hangs (defined as the harness not completing by a certain time limit). The given Trace is then sent over the pipe to the Harness for replay, and the Harness is watched for completion. If a crash or hang occurs, relevant information is collected and dumped to a file for inspection and possible reproduction.

Each Trace is identified as a certain run (the iteration) of a certain batch (the trace number), and this identification is reflected by the file name if a dump occurs. The scheme is based off the common fuzzing pattern of taking one "base" trace and fuzzing the values in it to create multiple fuzzed versions - so a batch is all traces that were generated by fuzzing the same base trace.

**Parameters**

**trace**: The trace to run and monitor  
*(type=Trace object)*

**timeout**(*self*)

Sets the `timed_out` flag. This should be called with a timer after `(self.limit)` seconds

**time\_check**(*self*, *dbg*)

Checks for timeouts, in which case it logs the **Trace** as a "hanger" and terminates the process.

This function should be set up as the handler for the debugger's event loop (which is called at least every 100ms). This function checks if a timeout has occurred and if so, drops any **Snapshots** from the offending **Trace** that weren't called before the timeout occurred, and dumps the information to the "hangers" directory.

Two files are created: a text (.txt) file with the human-readable contents of the **Snapshots** that lead to the hang, and a pickle (.pkl) file with the same name that contains a pickled version of the hanging **Trace**, which can be replayed in order to reproduce the hang.

**Parameters**

**dbg**: The debug object this was called from

(*type=pydbg object*)



**crash\_handler**(*self*, *dbg*)

Handles crash events in the **Harness**, logs the information and terminates.

This function should be set up as the handler for segmentation fault events detected by the debugger. This function records the crash information using the **crash\_binning** module, drops any **Snapshots** from the offending **Trace** that weren't called before the crash occurred, and dumps the information to the "crashers" directory, under a sub-directory matching the address of the instruction the crash occurred at.

Two files are created: a text (.txt) file with the human-readable crash information and contents of the **Snapshots** that lead to the crash, and a pickle (.pkl) file with the same name that contains a pickled version of the crashing **Trace**, which can be replayed in order to reproduce the crash.

**Parameters**

**dbg**: The debug object this was called from  
(*type=pydbg object*)

**Return Value**

**pydbg**.defines **DBG\_EXCEPTION\_NOT\_HANDLED**  
(*type=integer*)

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**12.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**12.2.3 Instance Variables**

Name	Description
<code>cfg</code>	The <b>Config</b> configuration object for this <b>Monitor</b>
<code>crashpath</code>	The path to the "crashers" directory
<code>hangpath</code>	The path to the "hangers" directory
<code>iter</code>	The number of <b>Traces</b> run so far for this batch
<code>last_trace</code>	The last <b>Trace</b> object sent to a <b>Harness</b>

*continued on next page*

Name	Description
limit	Number of seconds to wait for <b>Harness</b> completion before declaring a timeout.
log	The <b>logging</b> object for this <b>Monitor</b>
tracenum	The number identifying the current batch of <b>Traces</b>

## 13 Package *morpher.misc*

Contains various modules that are shared by more than one package or do not fall neatly into the scope of other packages.

(GRAPH)

Currently contains **Config**, a class used to share configuration information between all components of a project; **log\_setup**, which contains a simple method that initializes the project-wide logging system; **StatusReporter**, which contains a class for tracking and displaying progress in the form of a status bar; and **SectionReporter**, which builds off of **StatusReporter** to report the progress of a multi-part program.

**Author:** Rob Waaser

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**Organization:** Carnegie Mellon University

**Since:** October 22, 2011

### 13.1 Modules

- **config:** Contains the **Config** class definition  
(*Section 14, p. 52*)
- **log\_setup:** Contains the **setupLogging** and **translateLevel** function definitions, used for interacting with the standard Python **logging** module  
(*Section 15, p. 55*)
- **section\_reporter:** Contains the **SectionReporter** class definition for reporting progress updates  
(*Section 16, p. 58*)
- **status\_reporter:** Contains the **StatusReporter** class definition for reporting progress updates  
(*Section 17, p. 62*)

## 14 Module *morpher.misc.config*

Contains the `Config` class definition

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

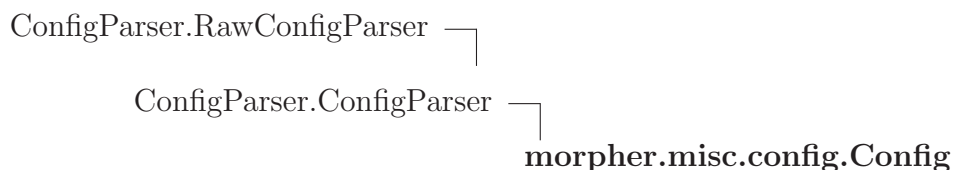
**Organization:** Carnegie Mellon University

**Since:** October 22, 2011

### 14.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.misc'</code>

### 14.2 Class Config



A wrapper for Python's `ConfigParser` class which adds some project-specific configuration and a `toString` method.

Inherits from Python's standard `ConfigParser` class, which is used to read in files in the well-known INI format and parse them for configuration information. `Config` overrides the `__init__` method with it's own version, which does some project-specific configuration, and also adds a `toString` method, which returns a pretty-printed string useful for logging the state of this `Config` object.

`Config` is designed to be used as a central registry of configuration information for a project, and after it is initialized with the contents of a configuration file, it should be passed to every object in the project that needs to access configuration information. Each object can then use their individual reference to the global `Config` object to read and write key-value pairs as necessary, which can be seen by all other objects as well.

**Note:** `Config` is naturally pickleable as long as no key-value pairs are added that contain pickleable objects - meaning it can be used to store a programs' state to a file and used to later restore that state.

**To Do:** Add additional validation of parameters read from the config file

### 14.2.1 Methods

**`__init__(self, **params)`**

Parses a configuration file and any additional keyword parameters to create and initialize a new configuration object.

The `__init__` method accepts a list of optional keyword arguments, reads in additional arguments from a configuration file, and also contains a list of default parameter values. The final value of a particular parameter is set to (in order of precedence):

1. The supplied keyword parameter, if one is given
2. The supplied value in the configuration file, if one is given
3. The built-in default value (if one exists for this parameter)

The initialization process does not use the logging system like the rest of Morpher, since the logging system is dependent on configuration information supplied here.

Refer to the documentation for **ConfigParser** for information on how config files are parsed and how key-value pairs can be read and written.

#### Parameters

- params:** Override values for optional keyword arguments  
(*type=keyword options*)
- configfile:** The path to the configuration file
- debug:** A boolean value enabling debug mode if *True*
- dll:** The path to the target dll (no default)
- listfile:** The path to the collection listfile (no default)

#### Raises

- Exception** An exception is raised if a needed parameter is not found in the params, config file, or default values.

Overrides: `ConfigParser.RawConfigParser.__init__`

**Note:** Config defines the default option "basedir" as the path to the current working directory. Entries in the config file can use this option to refer to other directories relative to the current directory, for example: `%(BASEDIR)s\data`

**toString(*self*)**

Returns a pretty-printed string suitable for displaying or logging the contents of this Config object

Returns a string similar to the following:

Configuration dump:

[TEMP]

basedir : C:\Users\Rob\workspace\ApiFuzzing

[directories]

basedir : C:\Users\Rob\workspace\ApiFuzzing

data : C:\Users\Rob\workspace\ApiFuzzing\data

tools : C:\Users\Rob\workspace\ApiFuzzing\ools

logs : C:\Users\Rob\workspace\ApiFuzzing\logs

[logging]

basedir : C:\Users\Rob\workspace\ApiFuzzing

enabled : yes

level : debug

**Return Value**

Nicely-formatted string containing contents of the Config object

(*type=string*)

***Inherited from ConfigParser.ConfigParser***

get(), items()

***Inherited from ConfigParser.RawConfigParser***

add\_section(), defaults(), getboolean(), getfloat(), getint(), has\_option(), has\_section(), options(), optionxform(), read(), readfp(), remove\_option(), remove\_section(), sections(), set(), write()

**14.2.2 Class Variables**

Name	Description
<i>Inherited from ConfigParser.RawConfigParser</i>	
OPTCRE, OPTCRE_NV, SECTCRE	

## 15 Module `morpher.misc.log_setup`

Contains the `setupLogging` and `translateLevel` function definitions, used for interacting with the standard Python `logging` module

**Author:** Rob Waaser

**Contact:** [robwaaser@gmail.com](mailto:robwaaser@gmail.com)

**Organization:** Carnegie Mellon University

**Since:** November 1, 2011

## 15.1 Functions

### **setupLogging**(*cfg*, *root*=None)

When called with a **Config** object, uses the **Config** object to extract configuration information and sets up Python's standard **logging** system for project-wide use.

Initializes the log system provided by Python's **logging** module using information in a provided **Config** object. The log system defines the top-level package in the heirarchy of this module as the root logger by default, or a supplied root can be used instead.

The following actions are performed:

- The logging->enabled option in the *cfg* object is checked and used to either enable or disable logging globally
- Sets up a handler that prints logging messages of level `logging.ERROR` or higher to standard output
- Sets up a handler that prints all other logging messages to a log file, located in the directory specified in `directories->logging`
- Stops propagation of messages above the defined root logger
- Registers an `atexit` handler that ensures the logging system is properly flushed upon program exit.

#### **Parameters**

**cfg**: A **Config** object containing logging setup information  
(*type=Config object*)

**root**: An optional string specifying the name of the root module  
(*type=string*)

#### **Requires:**

- *cfg* must specify the logging->enabled option
- If logging->enabled is *True*, *cfg* must specify:
  - the logging->level option
  - the directories->logs option



**translateLevel**(*string*)**Parameters****string:** The string to translate to a logging level*(type=string)***Return Value**A corresponding constant from the `logging` module*(type=integer)***Raises****Exception** Throw an exception if the given string is not matched**Note:** The given string is converted to lowercase and *strip()* is applied before any comparisons

## 15.2 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>'morpher.misc'</code>

## 16 Module *morpher.misc.section\_reporter*

Contains the **SectionReporter** class definition for reporting progress updates

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** November 2, 2011

### 16.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.misc'</code>

### 16.2 Class **SectionReporter**



Extends **StatusReporter** with additional functionality for multi-part status bars

**StatusReporter** requires that you know the number of events that will be tracked at the time the status bar is created. However in some cases this information is not completely known. For example, a program might be written to process ten batches of files, but the number of files in the each batch is not known until the previous batch is completed. **SectionReporter** allows the status bar to be divided into a known number of sections, but the number of events tracked in each section does not need to be known until that section is reached by the status bar. This allows the status bar to display quasi-accurate completion information and remaining time estimates even if the actual information is impossible to determine at that time.

**SectionReporter** objects can also be reused multiple times by using the **start** method, which essentially resets the counter. The usage pattern is:

```

rep = SectionReporter(2)
rep.start()
rep.startSection(1, 10)
...call rep.pulse() ten times....

```

```

rep.endSection()
rep.startSection(2, 3)
...call rep.pulse() three times
rep.endSection()

```

**Warning:** The status bar assumes that no other output is sent to the console in dynamic update mode and will not display correctly otherwise

**See Also:** `StatusReporter` is the base class for this class

### 16.2.1 Methods

**`__init__(self, numsections)`**

Initializes a new object with the underlying `StatusReporter` object using default settings

**Parameters**

**numsections:** The total number of sections tracked by the status bar

*(type=integer)*

Overrides: `object.__init__`

**`startSection(self, section, numevents)`**

Sets the current section to the given section number and sets the total number of events tracked by this section

The variable "curevents" is dynamically scaled at this time as if all previous sections had also tracked the same number of events

**Parameters**

**section:** The index of the section to start, beginning from 1.

*(type=integer)*

**numevents:** Total number of events tracked by this section.

*(type=integer)*

**pulse**(*self*, *events=1*)

Increments the number of events completed by the given amount, or 1 by default, then reprints the status bar.

**Parameters**

**events:** The number of events to increment the counter by, default is 1  
(*type=integer*)

Overrides: *morpher.misc.status\_reporter.StatusReporter.pulse*

**Note:** The status bar will not actually reflect this section as being 100 percent complete until **endSection** is called.

**endSection**(*self*)

Ends the current section, correcting the status bar to reflect exactly (*cursection/numsections*)\*100 percent completion

*Inherited from morpher.misc.status\_reporter.StatusReporter(Section 17.2)*

*correct()*, *done()*, *printBar()*, *start()*

*Inherited from object*

*\_\_delattr\_\_()*, *\_\_format\_\_()*, *\_\_getattr\_\_()*, *\_\_hash\_\_()*, *\_\_new\_\_()*, *\_\_reduce\_\_()*, *\_\_reduce\_ex\_\_()*, *\_\_repr\_\_()*, *\_\_setattr\_\_()*, *\_\_sizeof\_\_()*, *\_\_str\_\_()*, *\_\_subclasshook\_\_()*

### 16.2.2 Properties

Name	Description
<i>Inherited from object</i> <i>__class__</i>	

### 16.2.3 Instance Variables

Name	Description
<i>curevents</i>	The total number of events that have completed, across all sections - dynamically scaled when a new section is entered as if all previous sections were composed of the same number of total events
<i>cursection</i>	The current section index, starting from 1
<i>curtotal</i>	The total number of events tracked by the current section

*continued on next page*

Name	Description
numsections	The total number of sections making up the status bar
<i>Inherited from morpher.misc.status_reporter.StatusReporter (Section 17.2)</i> current, dynamic, estimate, events, maxlen, size, starttime, sym, total	

## 17 Module `morpher.misc.status_reporter`

Contains the `StatusReporter` class definition for reporting progress updates

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** November 1, 2011

### 17.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.misc'</code>

### 17.2 Class `StatusReporter`

object └─ `morpher.misc.status_reporter.StatusReporter`

**Known Subclasses:** `morpher.misc.section_reporter.SectionReporter`

Used for displaying a status bar and dynamically updating it on the command line

Tracks program progress by keeping an internal counter that can be incremented by the user, and displays an equivalent status bar and estimated completion time on the command line. When an instance is created the user specifies how many "events" must be completed before the program is considered to have finished. The user can then update the number of "events completed" frequently as the program runs, and the status bar will be dynamically updated on the command line along with an estimated completion time, calculated based on the number of events completed so far, the elapsed time, and the number of events left to complete.

`StatusReporter` objects can also be reused multiple times by using the `start` method, which essentially resets the counter.

**Warning:** The status bar assumes that no other output is sent to the console in dynamic update mode and will not display correctly otherwise

**See Also:** `SectionReporter` extends this class with additional capability

**17.2.1 Methods**


---

**`__init__(self, total=100, size=20, dynamic=True, estimate=True)`**


---

Initializes a new object with the given settings which can be reused multiple times for printing status bars.

**Parameters**

- total:** The total number of events that need to be completed, default is 100  
(*type=integer*)
- size:** The number of units in the displayed status bar, default is 20  
(*type=integer*)
- dynamic:** Enables dynamic updating of the same displayed status bar instead of reprinting on a new line, default is *True*  
(*type=boolean*)
- estimate:** Enables displaying the estimated time remaining, default is *True*  
(*type=boolean*)

Overrides: `object.__init__`

---



---

**`start(self, msg=' Status:')`**


---

Resets the internal counters, prints a message, and prints the empty status bar.

**Parameters**

- msg:** The message to print just above the status bar, default is "Status:"  
(*type=string*)

**Note:** The elapsed time is calculated from the last time this method was called for this object

---



---

**`pulse(self, events=1)`**


---

Increments the number of events completed by the given amount, or 1 by default, then reprints the status bar.

**Parameters**

- events:** The amount to increment the completed events by, default is 1  
(*type=integer*)
-

**correct**(*self*, *events*)

Sets the number of completed events to the given number

**Parameters**

**events:** The number to set the completed event counter to  
(*type=integer*)

**done**(*self*)

Triggers immediate completion for this status bar, just as if all the events had completed normally

**printBar**(*self*)

Formats and prints the status bar to stdout.

When displayed the status bar should appear similar to:

```
Status:
\ [====          ] 25% Estimated 1 min 30 sec remaining.....
```

If dynamic updating is set, the last line is erased and rewritten each time the bar is updated; otherwise it is reprinted on the next line.

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**17.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**17.2.3 Instance Variables**

Name	Description
<code>current</code>	The number of units to display in the status bar
<code>dynamic</code>	Boolean determining if the status bar should be erased and reprinted on the console instead of printed on a new line for each update

*continued on next page*



Name	Description
estimate	Boolean determining if the estimated time remaining should be displayed along with the status bar
events	The total number of events that have occurred
maxlen	The maximum length that the status bar can print on a line
size	The number of units in the displayed status bar
starttime	The time that the <code>start</code> method was called
sym	The currently displayed "spinner" symbol
total	The total number of events the statusbar is tracking

## 18 Module `morpher.morpher`

Contains the `Morpher` class for intelligently fuzzing Application Programming Interface (API) calls to third-party DLLs.

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 21, 2011

### 18.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher'</code>

### 18.2 Class `Morpher`

object └─ `morpher.morpher.Morpher`

The top-level object for the Morpher tool.

Morpher is executed in three consecutive, mostly separate phases: parsing, collecting, and fuzzing. The functionality of these three phases is performed by separate classes (the `Parser`, `Collector`, and `Fuzzer` classes respectively). The `Morpher` class doesn't actually perform a lot of functionality - it is mainly responsible for coordinating these three phases and providing a top-level object for the whole process.

**To Do:** Add an option to disable printing messages/status bar

### 18.2.1 Methods

**\_\_init\_\_**(*self*, *\*\*params*)

Sets up a **Config** object for this morpher and initializes the **logging** system. Almost all other objects that make up Morpher will share a reference to this same **Config** object.

**Parameters**

**params**: dictionary

(*type=Parameters to override the configuration with*)

Overrides: object.\_\_init\_\_

**run**(*self*)

Runs the Morpher program. The Morpher tool is implemented by instantiating a **Parser** object, a **Collector** object, and a **Fuzzer** object and running their respective main functions in order. This function is mainly just responsible for triggering the three main phases of the tool in order and displaying appropriate output to the console.

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 18.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

### 18.2.3 Instance Variables

Name	Description
<code>cfg</code>	The <b>Config</b> object
<code>log</code>	The <b>logging</b> object

## 19 Package morpher.parser

Package documentation

(GRAPH)

### 19.1 Modules

- **dllexp**: Created on Oct 25, 2011  
(*Section 20, p. 69*)
- **parser**: Created on Oct 21, 2011  
(*Section 21, p. 70*)

## 20 Module *morpher.parser.dllexp*

Created on Oct 25, 2011

**Author:** Rob

### 20.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.parser'</code>

### 20.2 Class *DllExp*

object └─ ***morpher.parser.dllexp.DllExp***

Acts as a front-end to call the DLL Explorer (*dllexp.exe*) tool

#### 20.2.1 Methods

<b><code>--init--(self, cfg)</code></b>
init documentation
Overrides: <i>object</i> . <code>--init--</code>

<b><code>getFunctions(self)</code></b>
Runs the <i>dllexp.exe</i> tool to pull the export table from the target DLL. Returns a list of (funcname, ordinal, rel_addr) tuples - (string, int, int)

#### *Inherited from object*

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`, `--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

#### 20.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

## 21 Module *morpher.parser.parser*

Created on Oct 21, 2011

**Author:** Rob

### 21.1 Variables

Name	Description
CPPPATH	<b>Value:</b> <code>'../../tools/tcc/tcc.exe'</code>
<code>--package--</code>	<b>Value:</b> <code>'morpher.parser'</code>

### 21.2 Class Parser

object └─ **morpher.parser.parser.Parser**

Parser documentation

#### 21.2.1 Methods

<code>--init--(self, cfg)</code>
init documentation
Overrides: object. <code>--init--</code>

**parse\_file(*self*)**

Parse a C file using pycparser.

**filename:**

Name of the file you want to parse.

**use\_cpp:**

Set to True if you want to execute the C pre-processor on the file prior to parsing it.

**cpp\_path:**

If use\_cpp is True, this is the path to 'cpp' on your system. If no path is provided, it attempts to just execute 'cpp', so it must be in your PATH.

**cpp\_args:**

If use\_cpp is True, set this to the command line arguments strings to cpp. Be careful with quotes - it's best to pass a raw string (r'') here.

For example:

r'-I../utils/fake\_libc\_include'

If several arguments are required, pass a list of strings.

When successful, an AST is returned. ParseError can be thrown if the file doesn't parse successfully.

Errors from cpp will be printed out.

**parseXML(*self, ast, element, name, state, printflag*)**

Fill in data!!

**parse(*self*)**

Analyzes the target DLL and header file to retrieve function prototypes. Outputs a XML file containing a model of the exported prototypes

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattribute__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 21.2.2 Properties

Name	Description
<i>Inherited from object</i> __class__	



## 22 Package morpher.ply

### 22.1 Modules

- **cpp** (*Section 23, p. 74*)
- **ctokens** (*Section 24, p. 78*)
- **lex** (*Section 25, p. 80*)
- **yacc** (*Section 26, p. 86*)

## 23 Module *morpher.ply.cpp*

### 23.1 Functions

<b>t_CPP_WS</b> ( <i>t</i> )
<code>\s+</code>

<b>CPP_INTEGER</b> ( <i>t</i> )
<code>(((((0x) (0X))[0-9a-fA-F]+) (\d+))([uU] [lL] [uU][lL] [lL][uU])?)</code>

<b>t_CPP_INTEGER</b> ( <i>t</i> )
<code>(((((0x) (0X))[0-9a-fA-F]+) (\d+))([uU] [lL] [uU][lL] [lL][uU])?)</code>

<b>t_CPP_STRING</b> ( <i>t</i> )
<code>\”([^\\"n] (\\(. \\n)))”</code>

<b>t_CPP_CHAR</b> ( <i>t</i> )
<code>(L)?\'([^\\"n] (\\(. \\n)))”</code>

<b>t_CPP_COMMENT</b> ( <i>t</i> )
<code>(/\*(. \\n)*?\\ */) (//.*?\\n)</code>

<b>t_error</b> ( <i>t</i> )
-----------------------------

<b>trigraph</b> ( <i>input</i> )
----------------------------------

### 23.2 Variables

Name	Description
tokens	<b>Value:</b> ('CPP_ID', 'CPP_INTEGER', 'CPP_FLOAT', 'CPP_STRING', 'CPP...
literals	<b>Value:</b> '+-*/% &~^<>=!?( ) [] { } . , ; : \\ \' \"'
t_CPP_POUND	<b>Value:</b> '\\ #'
t_CPP_DPOUND	<b>Value:</b> '\\ # \\ #'
t_CPP_ID	<b>Value:</b> '[A-Za-z_] [\\w_]*'
t_CPP_FLOAT	<b>Value:</b> '((\\d+)(\\.\\d+)(e(\\+ -)?(\\d+))?)   (\\d+)e(\\+ -)?(\\d+)'
__package__	<b>Value:</b> 'morpher.ply'

### 23.3 Class Macro

object └─  
          **morpher.ply.cpp.Macro**

#### 23.3.1 Methods

```
__init__(self, name, value, arglist=None, variadic=False)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

#### *Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

#### 23.3.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

## 23.4 Class Preprocessor

object —  
     **morpher.ply.cpp.Preprocessor**

### 23.4.1 Methods

**\_\_init\_\_**(*self*, *lexer*=None)

*x*.\_\_init\_\_(...) initializes *x*; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit`(inherited documentation)

**tokenize**(*self*, *text*)

**error**(*self*, *file*, *line*, *msg*)

**lexprobe**(*self*)

**add\_path**(*self*, *path*)

**group\_lines**(*self*, *input*)

**tokenstrip**(*self*, *tokens*)

**collect\_args**(*self*, *tokenlist*)

**macro\_prescan**(*self*, *macro*)

**macro\_expand\_args**(*self*, *macro*, *args*)

**expand\_macros**(*self*, *tokens*, *expanded*=None)

**evalexpr**(*self*, *tokens*)

**parsegen**(*self*, *input*, *source*=None)

**include**(*self*, *tokens*)

<b>define</b> ( <i>self</i> , <i>tokens</i> )
-----------------------------------------------

<b>undef</b> ( <i>self</i> , <i>tokens</i> )
----------------------------------------------

<b>parse</b> ( <i>self</i> , <i>input</i> , <i>source</i> =None, <i>ignore</i> ={})
-------------------------------------------------------------------------------------

<b>token</b> ( <i>self</i> )
------------------------------

### *Inherited from object*

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(),  
 \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

### 23.4.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

## 24 Module `morpher.ply.ctokens`

### 24.1 Functions

<b>t_COMMENT</b> ( <i>t</i> )
<code>/\*(. \\n)*?\*/</code>

<b>t_CPPCOMMENT</b> ( <i>t</i> )
<code>//.*\\n</code>

### 24.2 Variables

Name	Description
<code>tokens</code>	<b>Value:</b> <code>['ID', 'TYPEID', 'ICONST', 'FCONST', 'SCONST', 'CCONST', ...]</code>
<code>t_PLUS</code>	<b>Value:</b> <code>'\\+'</code>
<code>t_MINUS</code>	<b>Value:</b> <code>'-'</code>
<code>t_TIMES</code>	<b>Value:</b> <code>'\\*'</code>
<code>t_DIVIDE</code>	<b>Value:</b> <code>'/'</code>
<code>t_MODULO</code>	<b>Value:</b> <code>'%'</code>
<code>t_OR</code>	<b>Value:</b> <code>'\\ '</code>
<code>t_AND</code>	<b>Value:</b> <code>'&amp;'</code>
<code>t_NOT</code>	<b>Value:</b> <code>'~'</code>
<code>t_XOR</code>	<b>Value:</b> <code>'\\^'</code>
<code>t_LSHIFT</code>	<b>Value:</b> <code>'&lt;&lt;'</code>
<code>t_RSHIFT</code>	<b>Value:</b> <code>'&gt;&gt;'</code>
<code>t_LOR</code>	<b>Value:</b> <code>'\\ \\ '</code>
<code>t_LAND</code>	<b>Value:</b> <code>'&amp;&amp;'</code>
<code>t_LNOT</code>	<b>Value:</b> <code>'!'</code>
<code>t_LT</code>	<b>Value:</b> <code>'&lt;'</code>
<code>t_GT</code>	<b>Value:</b> <code>'&gt;'</code>
<code>t_LE</code>	<b>Value:</b> <code>'&lt;='</code>
<code>t_GE</code>	<b>Value:</b> <code>'&gt;='</code>
<code>t_EQ</code>	<b>Value:</b> <code>'=='</code>
<code>t_NE</code>	<b>Value:</b> <code>'!='</code>
<code>t_EQUALS</code>	<b>Value:</b> <code>'='</code>
<code>t_TIMESEQUAL</code>	<b>Value:</b> <code>'\\*='</code>
<code>t_DIVEQUAL</code>	<b>Value:</b> <code>'/=</code>
<code>t_MODEQUAL</code>	<b>Value:</b> <code>'%='</code>
<code>t_PLUSEQUAL</code>	<b>Value:</b> <code>'\\+='</code>
<code>t_MINUSEQUAL</code>	<b>Value:</b> <code>'-='</code>

*continued on next page*

Name	Description
t_LSHIFTEQUAL	Value: '<=<='
t_RSHIFTEQUAL	Value: '>=>='
t_ANDEQUAL	Value: '&='
t_OREQUAL	Value: '\\ =
t_XOREQUAL	Value: '^='
t_INCREMENT	Value: '\\+\\+'
t_DECREMENT	Value: '--'
t_ARROW	Value: '->'
t_TERNARY	Value: '\\?'
t_LPAREN	Value: '\\('
t_RPAREN	Value: '\\)'
t_LBRACKET	Value: '\\['
t_RBRACKET	Value: '\\]'
t_LBRACE	Value: '\\{'
t_RBRACE	Value: '\\}'
t_COMMA	Value: ','
t_PERIOD	Value: '\\.'
t_SEMI	Value: ';'
t_COLON	Value: ':'
t_ELLIPSIS	Value: '\\.\\.\\.\\.'
t_ID	Value: '[A-Za-z_][A-Za-z0-9_]*'
t_INTEGER	Value: '\\d+([uU] [lL] [uU][lL] [lL][uU])?'
t_FLOAT	Value: '((\\d+)(\\.\\d+)(e(\\+ -)?(\\d+))?)   (\\d+)e(\\+ -)?(\\d+\\.\\.\\.)'
t_STRING	Value: '\\\"([^\\"\\\\\\n] (\\\\\\\\\\.))*?\\\"'
t_CHARACTER	Value: '(L)?\\\\'([^\\"\\\\\\n] (\\\\\\\\\\.))*?\\\\''
--package--	Value: None

## 25 Module *morpher.ply.lex*

Version: 3.4

### 25.1 Functions

**func\_code**(*f*)

**get\_caller\_module\_dict**(*levels*)

**lex**(*module=None*, *object=None*, *debug=0*, *optimize=0*, *lextab='lextab'*, *reflags=0*, *nowarn=0*, *outputdir=''*, *debuglog=None*, *errorlog=None*)

**runmain**(*lexer=None*, *data=None*)

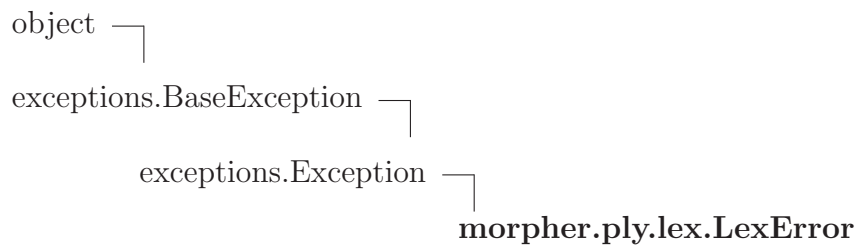
**TOKEN**(*r*)

**Token**(*r*)

### 25.2 Variables

Name	Description
<code>--tabversion--</code>	<b>Value:</b> '3.2'
<code>StringTypes</code>	<b>Value:</b> (<type 'str'>, <type 'unicode'>)
<code>--package--</code>	<b>Value:</b> 'morpher.ply'

### 25.3 Class *LexError*





### 25.3.1 Methods

**`__init__`**(*self*, *message*, *s*)

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` extit(inherited documentation)

*Inherited from `exceptions.Exception`*

`__new__`()

*Inherited from `exceptions.BaseException`*

`__delattr__`(), `__getattr__`(), `__getitem__`(), `__getslice__`(), `__reduce__`(), `__repr__`(),  
`__setattr__`(), `__setstate__`(), `__str__`(), `__unicode__`()

*Inherited from `object`*

`__format__`(), `__hash__`(), `__reduce_ex__`(), `__sizeof__`(), `__subclasshook__`()

### 25.3.2 Properties

Name	Description
<i>Inherited from <code>exceptions.BaseException</code></i>	
<code>args</code> , <code>message</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

## 25.4 Class `LexToken`

object —  
     **`morpher.ply.lex.LexToken`**

### 25.4.1 Methods

**`__str__`**(*self*)

`str(x)`

Overrides: `object.__str__` extit(inherited documentation)

```
__repr__(self)
repr(x)
Overrides: object.__repr__ extit(inherited documentation)
```

***Inherited from object***

```
__delattr__(), __format__(), __getattr__(), __hash__(), __init__(), __new__(), __reduce__(),
__reduce_ex__(), __setattr__(), __sizeof__(), __subclasshook__()
```

**25.4.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**25.5 Class `PlyLogger`**

```
object └─ morpher.ply.lex.PlyLogger
```

**25.5.1 Methods**

```
__init__(self, f)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
critical(self, msg, *args, **kwargs)
```

```
warning(self, msg, *args, **kwargs)
```

```
error(self, msg, *args, **kwargs)
```

```
info(self, msg, *args, **kwargs)
```

```
debug(self, msg, *args, **kwargs)
```

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattribute__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 25.5.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

## 25.6 Class NullLogger



### 25.6.1 Methods

<code>__getattribute__(self, name)</code>
<code>x.__getattribute__('name') &lt;==&gt; x.name</code>
Overrides: <code>object.__getattribute__</code> <code>exitit</code> (inherited documentation)

<code>__call__(self, *args, **kwargs)</code>
----------------------------------------------

### *Inherited from object*

`__delattr__()`, `__format__()`, `__hash__()`, `__init__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 25.6.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

## 25.7 Class Lexer

### 25.7.1 Methods

```
__init__(self)
```

```
clone(self, object=None)
```

```
writetab(self, tabfile, outputdir='')
```

```
readtab(self, tabfile, fdict)
```

```
input(self, s)
```

```
begin(self, state)
```

```
push_state(self, state)
```

```
pop_state(self)
```

```
current_state(self)
```

```
skip(self, n)
```

```
token(self)
```

```
__iter__(self)
```

```
next(self)
```

```
__next__(self)
```

## 25.8 Class LexerReflect

object └─  
          morpher.ply.lex.LexerReflect

**25.8.1 Methods**

**`__init__(self, ldict, log=None, reflags=0)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` `exitit`(inherited documentation)

**`get_all(self)`**

**`validate_all(self)`**

**`get_tokens(self)`**

**`validate_tokens(self)`**

**`get_literals(self)`**

**`validate_literals(self)`**

**`get_states(self)`**

**`get_rules(self)`**

**`validate_rules(self)`**

**`validate_file(self, filename)`**

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**25.8.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

## 26 Module *morpher.ply.yacc*

Version: 3.4

### 26.1 Functions

`func_code(f)`

`load_ply_lex()`

`format_result(r)`

`format_stack_entry(r)`

`rightmost_terminal(symbols, terminals)`

`digraph(X, R, FP)`

`traverse(x, N, stack, F, X, R, FP)`

`get_caller_module_dict(levels)`

`parse_grammar(doc, file, line)`

`yacc(method='LALR', debug=1, module=None, tabmodule='parsetab',  
start=None, check_recursion=1, optimize=0, write_tables=1,  
debugfile='parser.out', outputdir='', debuglog=None, errorlog=None,  
picklefile=None)`

### 26.2 Variables

Name	Description
<code>__tabversion__</code>	<b>Value:</b> '3.2'
<code>yaccdebug</code>	<b>Value:</b> 1
<code>debug_file</code>	<b>Value:</b> 'parser.out'
<code>tab_module</code>	<b>Value:</b> 'parsetab'
<code>default_lr</code>	<b>Value:</b> 'LALR'
<code>error_count</code>	<b>Value:</b> 3
<code>yaccdevel</code>	<b>Value:</b> 0

*continued on next page*

Name	Description
resultlimit	<b>Value:</b> 40
pickle_protocol	<b>Value:</b> 0
MAXINT	<b>Value:</b> 2147483647
__package__	<b>Value:</b> 'morpher.ply'

## 26.3 Class *PlyLogger*

object └─  
          **morpher.ply.yacc.PlyLogger**

### 26.3.1 Methods

**\_\_init\_\_**(*self*, *f*)

*x*.**\_\_init\_\_**(...) initializes *x*; see help(type(*x*)) for signature

Overrides: object.**\_\_init\_\_** extit(inherited documentation)

**debug**(*self*, *msg*, \**args*, \*\**kwargs*)

**info**(*self*, *msg*, \**args*, \*\**kwargs*)

**warning**(*self*, *msg*, \**args*, \*\**kwargs*)

**error**(*self*, *msg*, \**args*, \*\**kwargs*)

**critical**(*self*, *msg*, \**args*, \*\**kwargs*)

### *Inherited from object*

**\_\_delattr\_\_**(), **\_\_format\_\_**(), **\_\_getattr\_\_**(), **\_\_hash\_\_**(), **\_\_new\_\_**(), **\_\_reduce\_\_**(), **\_\_reduce\_ex\_\_**(),  
**\_\_repr\_\_**(), **\_\_setattr\_\_**(), **\_\_sizeof\_\_**(), **\_\_str\_\_**(), **\_\_subclasshook\_\_**()

### 26.3.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

## 26.4 Class NullLogger



### 26.4.1 Methods

```

__getattr__(self, name)

x.__getattr__('name') <==> x.name

Overrides: object.__getattr__ extit(inherited documentation)

```

```

__call__(self, *args, **kwargs)

```

#### *Inherited from object*

```

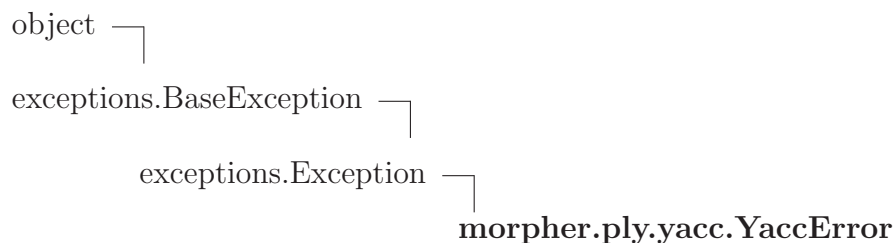
__delattr__(), __format__(), __hash__(), __init__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

```

### 26.4.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

## 26.5 Class YaccError



**Known Subclasses:** morpher.ply.yacc.GrammarError, morpher.ply.yacc.LALRError, morpher.ply.yacc.VersionError



### 26.5.1 Methods

*Inherited from exceptions.Exception*

`__init__()`, `__new__()`

*Inherited from exceptions.BaseException*

`__delattr__()`, `__getattr__()`, `__getitem__()`, `__getslice__()`, `__reduce__()`, `__repr__()`,  
`__setattr__()`, `__setstate__()`, `__str__()`, `__unicode__()`

*Inherited from object*

`__format__()`, `__hash__()`, `__reduce_ex__()`, `__sizeof__()`, `__subclasshook__()`

### 26.5.2 Properties

Name	Description
<i>Inherited from exceptions.BaseException</i>	
<code>args</code> , <code>message</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

## 26.6 Class YaccSymbol

### 26.6.1 Methods

`__str__(self)`

`__repr__(self)`

## 26.7 Class YaccProduction

### 26.7.1 Methods

`__init__(self, s, stack=None)`

`__getitem__(self, n)`

`__setitem__(self, n, v)`

```
--getslice--(self, i, j)
```

```
__len__(self)
```

```
lineno(self, n)
```

```
set_lineno(self, n, lineno)
```

```
linespan(self, n)
```

```
lexpos(self, n)
```

```
lexspan(self, n)
```

```
error(self)
```

## 26.8 Class LRParser

### 26.8.1 Methods

```
__init__(self, lrtab, errorf)
```

```
errok(self)
```

```
restart(self)
```

```
parse(self, input=None, lexer=None, debug=0, tracking=0, tokenfunc=None)
```

```
parsedebug(self, input=None, lexer=None, debug=None, tracking=0,  
tokenfunc=None)
```

```
parseopt(self, input=None, lexer=None, debug=0, tracking=0,  
tokenfunc=None)
```

```
parseopt_notrack(self, input=None, lexer=None, debug=0, tracking=0,  
tokenfunc=None)
```

## 26.9 Class Production

object └─  
           **morpher.ply.yacc.Production**

### 26.9.1 Methods

```
__init__(self, number, name, prod, precedence=('right', 0), func=None,
file='', line=0)
```

*x*.**\_\_init\_\_**(...) initializes *x*; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit`(inherited documentation)

```
__str__(self)
```

`str(x)`

Overrides: `object.__str__` `exitit`(inherited documentation)

```
__repr__(self)
```

`repr(x)`

Overrides: `object.__repr__` `exitit`(inherited documentation)

```
__len__(self)
```

```
__nonzero__(self)
```

```
__getitem__(self, index)
```

```
lr_item(self, n)
```

```
bind(self, pdict)
```

#### *Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),  

__setattr__(), __sizeof__(), __subclasshook__()
```

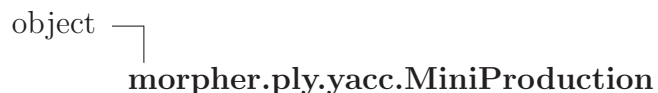
### 26.9.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

### 26.9.3 Class Variables

Name	Description
<code>reduced</code>	<b>Value:</b> 0

## 26.10 Class *MiniProduction*



### 26.10.1 Methods

**`--init--`**(*self*, *str*, *name*, *len*, *func*, *file*, *line*)  
*x*.**`--init--`**(...) initializes *x*; see `help(type(x))` for signature  
 Overrides: `object.--init--` `exitit`(inherited documentation)

**`--str--`**(*self*)  
`str(x)`  
 Overrides: `object.--str--` `exitit`(inherited documentation)

**`--repr--`**(*self*)  
`repr(x)`  
 Overrides: `object.--repr--` `exitit`(inherited documentation)

**`bind`**(*self*, *pdict*)

### *Inherited from object*

`--delattr--`(), `--format--`(), `--getattribute--`(), `--hash--`(), `--new--`(), `--reduce--`(), `--reduce_ex--`(),  
`--setattr--`(), `--sizeof--`(), `--subclasshook--`()

### 26.10.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

## 26.11 Class LRItem



### 26.11.1 Methods

**\_\_init\_\_**(*self*, *p*, *n*)  
*x*.\_\_init\_\_(...) initializes *x*; see help(type(*x*)) for signature  
 Overrides: object.\_\_init\_\_ extit(inherited documentation)

**\_\_str\_\_**(*self*)  
 str(*x*)  
 Overrides: object.\_\_str\_\_ extit(inherited documentation)

**\_\_repr\_\_**(*self*)  
 repr(*x*)  
 Overrides: object.\_\_repr\_\_ extit(inherited documentation)

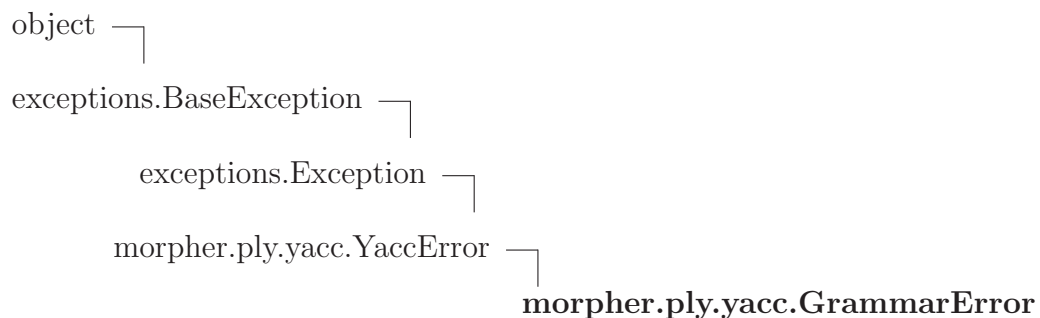
### *Inherited from object*

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(),  
 \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_subclasshook\_\_()

### 26.11.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

## 26.12 Class GrammarError



### 26.12.1 Methods

#### *Inherited from exceptions.Exception*

`__init__()`, `__new__()`

#### *Inherited from exceptions.BaseException*

`__delattr__()`, `__getattr__()`, `__getitem__()`, `__getslice__()`, `__reduce__()`, `__repr__()`,  
`__setattr__()`, `__setstate__()`, `__str__()`, `__unicode__()`

#### *Inherited from object*

`__format__()`, `__hash__()`, `__reduce_ex__()`, `__sizeof__()`, `__subclasshook__()`

### 26.12.2 Properties

Name	Description
<i>Inherited from exceptions.BaseException</i>	
args, message	
<i>Inherited from object</i>	
<code>__class__</code>	

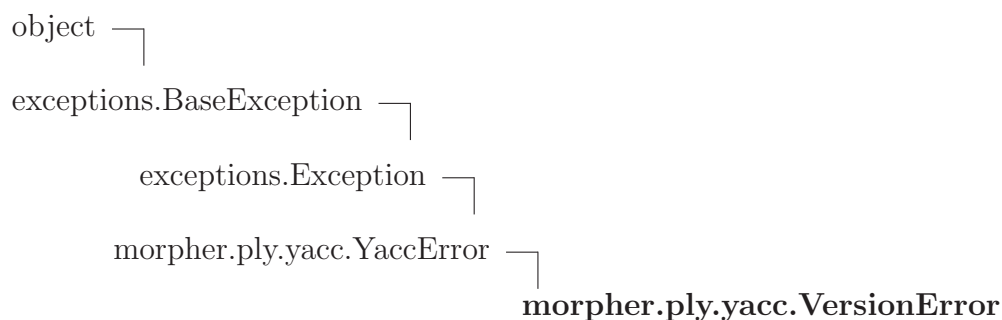
## 26.13 Class Grammar



**26.13.1 Methods**`__init__(self, terminals)``x.__init__(...)` initializes `x`; see `help(type(x))` for signatureOverrides: `object.__init__` `exitit`(inherited documentation)`__len__(self)``__getitem__(self, index)``set_precedence(self, term, assoc, level)``add_production(self, prodname, syms, func=None, file='', line=0)``set_start(self, start=None)``find_unreachable(self)``infinite_cycles(self)``undefined_symbols(self)``unused_terminals(self)``unused_rules(self)``unused_precedence(self)``compute_first(self)``compute_follow(self, start=None)``build_litems(self)`***Inherited from object***`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**26.13.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**26.14 Class `VersionError`****26.14.1 Methods*****Inherited from `exceptions.Exception`***`__init__()`, `__new__()`***Inherited from `exceptions.BaseException`***`__delattr__()`, `__getattr__()`, `__getitem__()`, `__getslice__()`, `__reduce__()`, `__repr__()`,  
`__setattr__()`, `__setstate__()`, `__str__()`, `__unicode__()`***Inherited from `object`***`__format__()`, `__hash__()`, `__reduce_ex__()`, `__sizeof__()`, `__subclasshook__()`**26.14.2 Properties**

Name	Description
<i>Inherited from <code>exceptions.BaseException</code></i>	
<code>args</code> , <code>message</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	



## 26.15 Class *LRTable*

object └─  
           **morpher.ply.yacc.LRTable**

**Known Subclasses:** *morpher.ply.yacc.LRGeneratedTable*

### 26.15.1 Methods

**`__init__(self)`**

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` extit(inherited documentation)

**`read_table(self, module)`**

**`read_pickle(self, filename)`**

**`bind_callables(self, pdict)`**

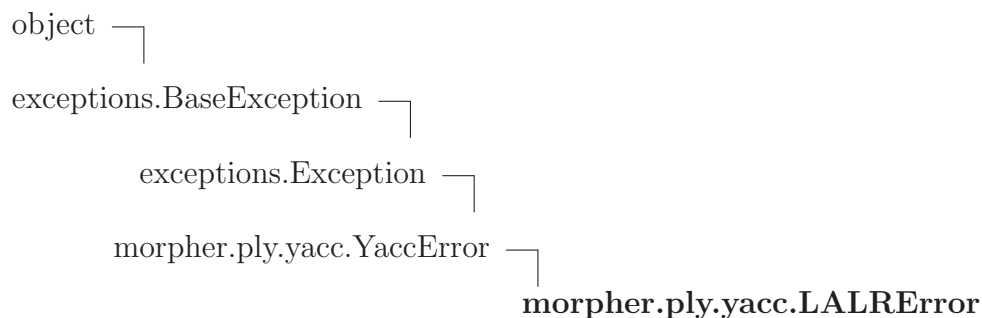
### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 26.15.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

## 26.16 Class LALRError



### 26.16.1 Methods

#### *Inherited from exceptions.Exception*

`__init__()`, `__new__()`

#### *Inherited from exceptions.BaseException*

`__delattr__()`, `__getattr__()`, `__getitem__()`, `__getslice__()`, `__reduce__()`, `__repr__()`,  
`__setattr__()`, `__setstate__()`, `__str__()`, `__unicode__()`

#### *Inherited from object*

`__format__()`, `__hash__()`, `__reduce_ex__()`, `__sizeof__()`, `__subclasshook__()`

### 26.16.2 Properties

Name	Description
<i>Inherited from exceptions.BaseException</i>	
args, message	
<i>Inherited from object</i>	
<code>__class__</code>	

## 26.17 Class LRGeneratedTable



## 26.17.1 Methods

```
__init__(self, grammar, method='LALR', log=None)
```

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit`(inherited documentation)

```
lr0_closure(self, I)
```

```
lr0_goto(self, I, x)
```

```
lr0_items(self)
```

```
compute_nullable_nonterminals(self)
```

```
find_nonterminal_transitions(self, C)
```

```
dr_relation(self, C, trans, nullable)
```

```
reads_relation(self, C, trans, empty)
```

```
compute_lookback_includes(self, C, trans, nullable)
```

```
compute_read_sets(self, C, ntrans, nullable)
```

```
compute_follow_sets(self, ntrans, readsets, inclsets)
```

```
add_lookaheads(self, lookbacks, followset)
```

```
add_lalr_lookaheads(self, C)
```

```
lr_parse_table(self)
```

```
write_table(self, modulename, outputdir='', signature='')
```

```
pickle_table(self, filename, signature='')
```

*Inherited from `morpher.ply.yacc.LRTable`(Section 26.15)*

`bind_callable()`, `read_pickle()`, `read_table()`

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**26.17.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**26.18 Class ParserReflect****26.18.1 Methods**

<code>__init__(self, pdict, log=None)</code> <code>x.__init__(...)</code> initializes x; see <code>help(type(x))</code> for signature Overrides: <code>object.__init__</code> extit(inherited documentation)
<code>get_all(self)</code>
<code>validate_all(self)</code>
<code>signature(self)</code>
<code>validate_files(self)</code>
<code>get_start(self)</code>
<code>validate_start(self)</code>
<code>get_error_func(self)</code>
<code>validate_error_func(self)</code>

<code>get_tokens(<i>self</i>)</code>
--------------------------------------

<code>validate_tokens(<i>self</i>)</code>
-------------------------------------------

<code>get_precedence(<i>self</i>)</code>
------------------------------------------

<code>validate_precedence(<i>self</i>)</code>
-----------------------------------------------

<code>get_pfunctions(<i>self</i>)</code>
------------------------------------------

<code>validate_pfunctions(<i>self</i>)</code>
-----------------------------------------------

### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 26.18.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

## 27 Package `morpher.pycparser`

Version: 2.05

### 27.1 Modules

- `_ast_gen` (*Section 28, p. 103*)
- `_build_tables` (*Section 29, p. 105*)
- `c_ast` (*Section 30, p. 106*)
- `c_lexer` (*Section 31, p. 155*)
- `c_parser` (*Section 32, p. 162*)
- `lextab` (*Section 33, p. 178*)
- `plyparser` (*Section 34, p. 179*)
- `yacctab` (*Section 35, p. 182*)

## 28 Module *morpher.pycparser.\_ast\_gen*

### 28.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>'morpher.pycparser'</code>

### 28.2 Class *ASTCodeGenerator*

object └─ *morpher.pycparser.\_ast\_gen.ASTCodeGenerator*

#### 28.2.1 Methods

<b><code>__init__(self, cfg_filename='_c_ast.cfg')</code></b>
Initialize the code generator from a configuration file. Overrides: <code>object.__init__</code>
<b><code>generate(self, file=None)</code></b>
Generates the code into file, an open file buffer.
<b><code>parse_cfgfile(self, filename)</code></b>
Parse the configuration file and yield pairs of (name, contents) for each node.

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

#### 28.2.2 Properties

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

## 28.3 Class NodeCfg



Node configuration.

name: node name contents: a list of contents - attributes and child nodes See comment at the top of the configuration file for details.

### 28.3.1 Methods

```
__init__(self, name, contents)
```

x.\_\_init\_\_(...) initializes x; see help(type(x)) for signature  
 Overrides: object.\_\_init\_\_ extit(inherited documentation)

```
generate_source(self)
```

#### *Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

### 28.3.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	



## 29 Module *morpher.pycparser.\_build\_tables*

### 29.1 Variables

Name	Description
<code>ast_gen</code>	<b>Value:</b> <code>ASTCodeGenerator('_c_ast.cfg')</code>

## 30 Module *morpher.pycparser.c\_ast*

### 30.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.pycparser'</code>

### 30.2 Class Node

object └─  
**`morpher.pycparser.c_ast.Node`**

**Known Subclasses:** `morpher.pycparser.c_ast.ArrayDecl`, `morpher.pycparser.c_ast.ArrayRef`, `morpher.pycparser.c_ast.Assignment`, `morpher.pycparser.c_ast.BinaryOp`, `morpher.pycparser.c_ast.Break`, `morpher.pycparser.c_ast.Case`, `morpher.pycparser.c_ast.Cast`, `morpher.pycparser.c_ast.Compound`, `morpher.pycparser.c_ast.CompoundLiteral`, `morpher.pycparser.c_ast.Constant`, `morpher.pycparser.c_ast.Co`, `morpher.pycparser.c_ast.Decl`, `morpher.pycparser.c_ast.DeclList`, `morpher.pycparser.c_ast.Default`, `morpher.pycparser.c_ast.DoWhile`, `morpher.pycparser.c_ast.EllipsisParam`, `morpher.pycparser.c_ast.Empty`, `morpher.pycparser.c_ast.Enum`, `morpher.pycparser.c_ast.Enumerator`, `morpher.pycparser.c_ast.Enumerator`, `morpher.pycparser.c_ast.ExprList`, `morpher.pycparser.c_ast.FileAST`, `morpher.pycparser.c_ast.For`, `morpher.pycparser.c_ast.FuncCall`, `morpher.pycparser.c_ast.FuncDecl`, `morpher.pycparser.c_ast.FuncDef`, `morpher.pycparser.c_ast.Goto`, `morpher.pycparser.c_ast.ID`, `morpher.pycparser.c_ast.IdentifierType`, `morpher.pycparser.c_ast.If`, `morpher.pycparser.c_ast.Label`, `morpher.pycparser.c_ast.NamedInitializer`, `morpher.pycparser.c_ast.ParamList`, `morpher.pycparser.c_ast.PtrDecl`, `morpher.pycparser.c_ast.Return`, `morpher.pycparser.c_ast.Struct`, `morpher.pycparser.c_ast.StructRef`, `morpher.pycparser.c_ast.Switch`, `morpher.pycparser.c_ast.TernaryOp`, `morpher.pycparser.c_ast.TypeDecl`, `morpher.pycparser.c_ast.Typedef`, `morpher.pycparser.c_ast.TypeName`, `morpher.pycparser.c_ast.UnaryOp`, `morpher.pycparser.c_ast.Union`, `morpher.pycparser.c_ast.While`

Abstract base class for AST nodes.

#### 30.2.1 Methods

<b><code>children(self)</code></b>
A sequence of all children that are Nodes

```
show(self, buf=sys.stdout, offset=0, attrnames=False, showcoord=False)
```

Pretty print the Node and all its attributes and children (recursively) to a buffer.

file:

Open IO buffer into which the Node is printed.

offset:

Initial offset (amount of leading spaces)

attrnames:

True if you want to see the attribute names in name=value pairs. False to only see the values.

showcoord:

Do you want the coordinates of each Node to be displayed.

### *Inherited from object*

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--init--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`, `--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

### 30.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

## 30.3 Class NodeVisitor

object —  
**morpher.pycparser.c\_ast.NodeVisitor**

A base NodeVisitor class for visiting c\_ast nodes. Subclass it and define your own visit\_XXX methods, where XXX is the class name you want to visit with these methods.

For example:

```
class ConstantVisitor(NodeVisitor):
    def __init__(self):
        self.values = []

    def visit_Constant(self, node):
        self.values.append(node.value)
```

Creates a list of values of all the constant nodes encountered below the given node. To use it:

```
cv = ConstantVisitor()
cv.visit(node)
```

Notes:

- \* `generic_visit()` will be called for AST nodes for which no `visit_XXX` method was defined.
- \* The children of nodes for which a `visit_XXX` was defined will not be visited - if you need this, call `generic_visit()` on the node.  
You can use:  
    `NodeVisitor.generic_visit(self, node)`
- \* Modeled after Python's own AST visiting facilities (the `ast` module of Python 3.0)

### 30.3.1 Methods

<b>visit</b> ( <i>self</i> , <i>node</i> )
Visit a node.

<b>generic_visit</b> ( <i>self</i> , <i>node</i> )
Called if no explicit visitor function exists for a node. Implements preorder visiting of the node.

#### *Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __init__(), __new__(), __reduce__(),
__reduce_ex__(), __repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

### 30.3.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

## 30.4 Class ArrayDecl



### 30.4.1 Methods

**`--init--`**(*self*, *type*, *dim*, *coord*=None)  
*x*.**`--init--`**(...) initializes *x*; see `help(type(x))` for signature  
 Overrides: `object.__init__` `extit`(inherited documentation)

**`children`**(*self*)  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` `extit`(inherited documentation)

*Inherited from morpher.pycparser.c\_ast.Node*(Section 30.2)

`show()`

*Inherited from object*

`--delattr--()`, `--format--()`, `--getattr__()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`,  
`--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

### 30.4.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

### 30.4.3 Class Variables

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

## 30.5 Class ArrayRef



### 30.5.1 Methods

**`__init__(self, name, subscript, coord=None)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` `exitit` (inherited documentation)

**`children(self)`**  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` `exitit` (inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

`show()`

*Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 30.5.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

### 30.5.3 Class Variables

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

## 30.6 Class Assignment



### 30.6.1 Methods

**`__init__`**(*self*, *op*, *lvalue*, *rvalue*, *coord*=None)  
*x*.**`__init__`**(...) initializes *x*; see `help(type(x))` for signature  
 Overrides: `object.__init__` `exitit` (inherited documentation)

**`children`**(*self*)  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` `exitit` (inherited documentation)

*Inherited from morpher.pycparser.c\_ast.Node (Section 30.2)*

`show()`

*Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 30.6.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

### 30.6.3 Class Variables

Name	Description
attr_names	Value: ('op')

## 30.7 Class BinaryOp



### 30.7.1 Methods

**\_\_init\_\_**(*self*, *op*, *left*, *right*, *coord*=None)  
*x*.\_\_init\_\_(...) initializes *x*; see help(type(*x*)) for signature  
 Overrides: object.\_\_init\_\_ extit(inherited documentation)

**children**(*self*)  
 A sequence of all children that are Nodes  
 Overrides: morpher.pycparser.c\_ast.Node.children extit(inherited documentation)

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

show()

*Inherited from object*

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(),  
 \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

### 30.7.2 Properties

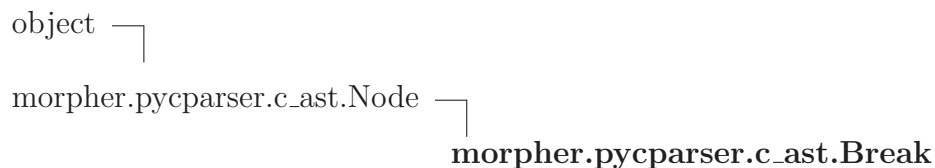
Name	Description
<i>Inherited from object</i>	
__class__	



### 30.7.3 Class Variables

Name	Description
<code>attr_names</code>	<b>Value:</b> ('op')

## 30.8 Class Break



### 30.8.1 Methods

```
__init__(self, coord=None)
```

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit`(inherited documentation)

```
children(self)
```

A sequence of all children that are Nodes

Overrides: `morpher.pycparser.c_ast.Node.children` `exitit`(inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

```
show()
```

*Inherited from `object`*

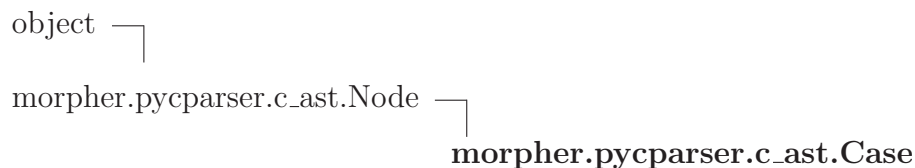
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

### 30.8.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

**30.8.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.9 Class Case****30.9.1 Methods**

```
__init__(self, expr, stmt, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

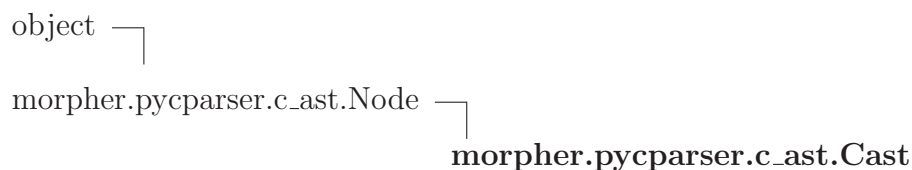
**30.9.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

### 30.9.3 Class Variables

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

## 30.10 Class Cast



### 30.10.1 Methods

**`__init__(self, to_type, expr, coord=None)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` extit(inherited documentation)

**`children(self)`**  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` extit(inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

`show()`

*Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 30.10.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

**30.10.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.11 Class Compound****30.11.1 Methods**

```
__init__(self, block_items, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

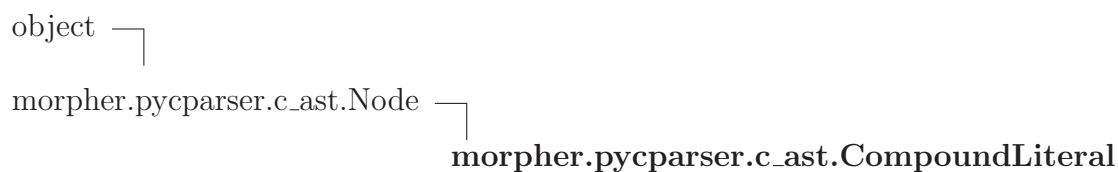
**30.11.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

### 30.11.3 Class Variables

Name	Description
attr_names	Value: ()

## 30.12 Class CompoundLiteral



### 30.12.1 Methods

**\_\_init\_\_**(*self*, *type*, *init*, *coord*=None)

*x*.\_\_init\_\_(...) initializes *x*; see help(type(*x*)) for signature

Overrides: object.\_\_init\_\_ extit(inherited documentation)

**children**(*self*)

A sequence of all children that are Nodes

Overrides: morpher.pycparser.c\_ast.Node.children extit(inherited documentation)

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

show()

*Inherited from object*

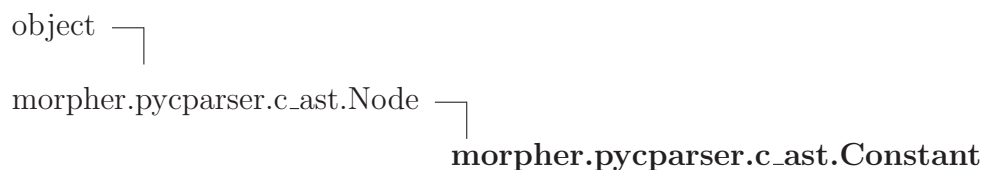
\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(),  
\_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

### 30.12.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

**30.12.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.13 Class Constant****30.13.1 Methods**

```
__init__(self, type, value, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

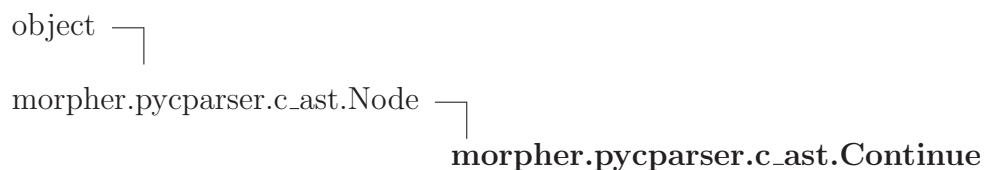
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.13.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.13.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('type', 'value')

**30.14 Class Continue****30.14.1 Methods**

```
__init__(self, coord=None)
```

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` extit(inherited documentation)

```
children(self)
```

A sequence of all children that are Nodes

Overrides: `morpher.pycparser.c_ast.Node.children` extit(inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

```
show()
```

*Inherited from `object`*

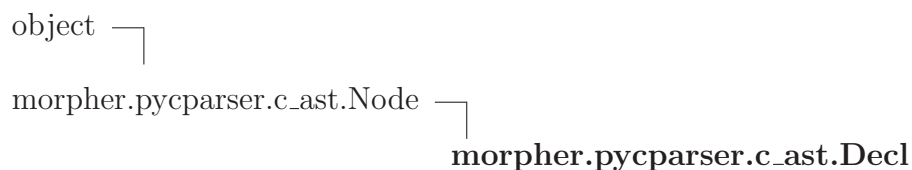
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.14.2 Properties**

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

**30.14.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.15 Class Decl****30.15.1 Methods**

```
__init__(self, name, quals, storage, funcspec, type, init, bitsize, coord=None)
```

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` extit(inherited documentation)

```
children(self)
```

A sequence of all children that are Nodes

Overrides: `morpher.pycparser.c_ast.Node.children` extit(inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

```
show()
```

*Inherited from `object`*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.15.2 Properties**

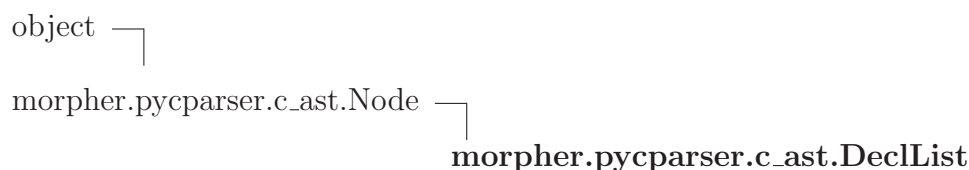
Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	



### 30.15.3 Class Variables

Name	Description
attr_names	<b>Value:</b> ('name', 'quals', 'storage', 'funccspec')

## 30.16 Class DeclList



### 30.16.1 Methods

**\_\_init\_\_(self, decls, coord=None)**  
 x.\_\_init\_\_(...) initializes x; see help(type(x)) for signature  
 Overrides: object.\_\_init\_\_ extit(inherited documentation)

**children(self)**  
 A sequence of all children that are Nodes  
 Overrides: morpher.pycparser.c\_ast.Node.children extit(inherited documentation)

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

show()

*Inherited from object*

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(),  
 \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

### 30.16.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

**30.16.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.17 Class Default****30.17.1 Methods**

```
__init__(self, stmt, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

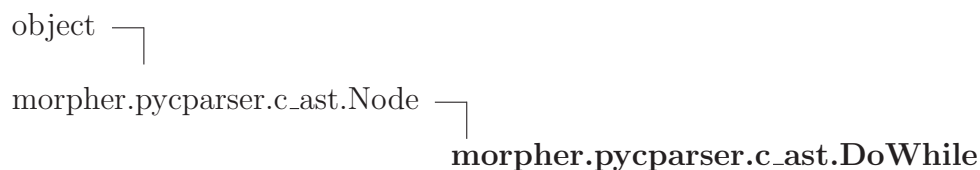
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.17.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.17.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.18 Class DoWhile****30.18.1 Methods**

**`__init__(self, cond, stmt, coord=None)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` extit(inherited documentation)

**`children(self)`**  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` extit(inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

`show()`

*Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattribute__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**30.18.2 Properties**

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

**30.18.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.19 Class *EllipsisParam*****30.19.1 Methods**

```
__init__(self, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.19.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.19.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.20 Class *EmptyStatement***

object └

`morpher.pycparser.c_ast.Node` └ **`morpher.pycparser.c_ast.EmptyStatement`**

**30.20.1 Methods**

**`__init__(self, coord=None)`**

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit` (inherited documentation)

**`children(self)`**

A sequence of all children that are Nodes

Overrides: `morpher.pycparser.c_ast.Node.children` `exitit` (inherited documentation)

***Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)***

`show()`

***Inherited from `object`***

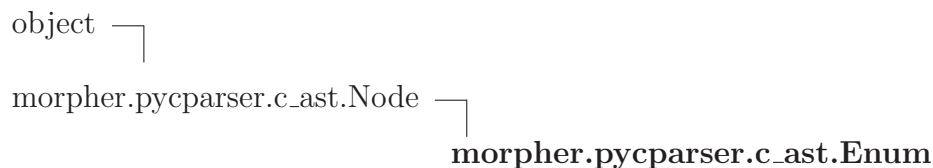
`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**30.20.2 Properties**

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

**30.20.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.21 Class Enum****30.21.1 Methods**

```
__init__(self, name, values, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.21.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.21.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('name')

**30.22 Class Enumerator****30.22.1 Methods**

```
__init__(self, name, value, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node (Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.22.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.22.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('name')

**30.23 Class EnumeratorList****30.23.1 Methods**

```
__init__(self, enumerators, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

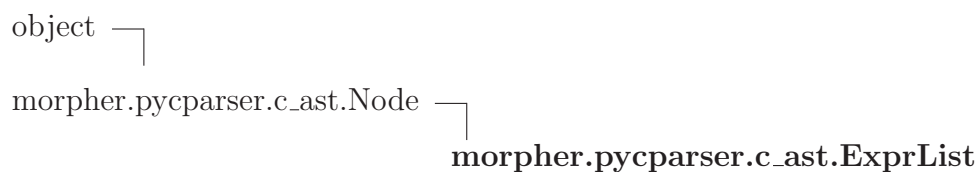
**30.23.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	



**30.23.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.24 Class ExprList****30.24.1 Methods**

**`__init__(self, exprs, coord=None)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` `exitit` (inherited documentation)

**`children(self)`**  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` `exitit` (inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

`show()`

*Inherited from `object`*

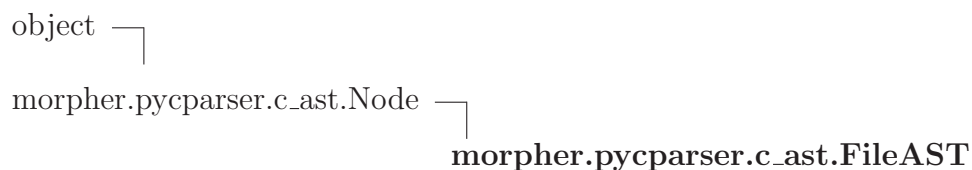
`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**30.24.2 Properties**

Name	Description
<i>Inherited from <code>object</code></i> <code>__class__</code>	

**30.24.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.25 Class FileAST****30.25.1 Methods**

```
__init__(self, ext, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

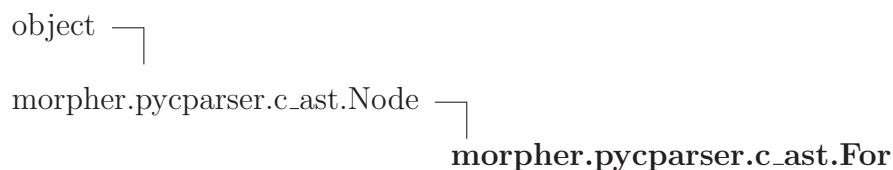
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.25.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.25.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.26 Class For****30.26.1 Methods**

```
__init__(self, init, cond, next, stmt, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

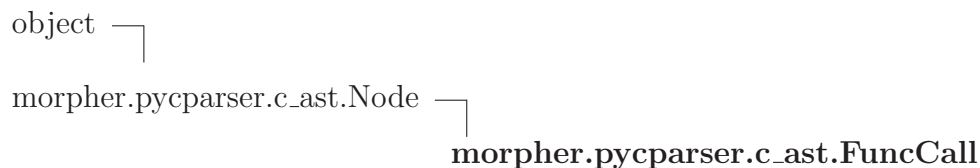
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.26.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.26.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.27 Class FuncCall****30.27.1 Methods**

```
__init__(self, name, args, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.27.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.27.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.28 Class FuncDecl****30.28.1 Methods**

```
__init__(self, args, type, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

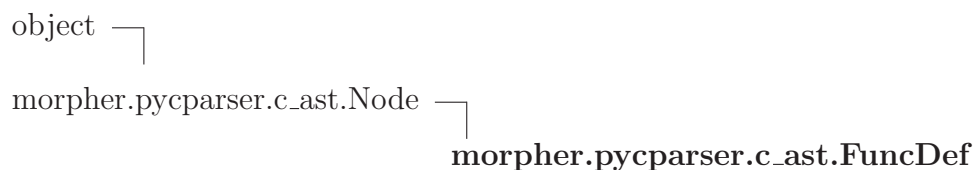
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.28.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.28.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.29 Class FuncDef****30.29.1 Methods**

```
__init__(self, decl, param_decls, body, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

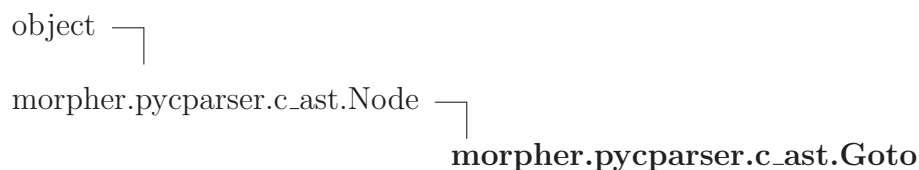
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.29.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.29.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.30 Class Goto****30.30.1 Methods**

```
__init__(self, name, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

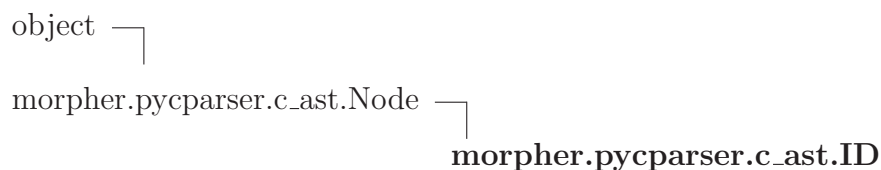
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.30.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.30.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('name')

**30.31 Class ID****30.31.1 Methods**

```
__init__(self, name, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.31.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	



**30.31.3 Class Variables**

Name	Description
attr_names	<b>Value:</b> ('name')

**30.32 Class IdentifierType****30.32.1 Methods**

**\_\_init\_\_**(*self*, *names*, *coord*=None)

*x*.\_\_init\_\_(...) initializes *x*; see help(type(*x*)) for signature

Overrides: object.\_\_init\_\_ extit(inherited documentation)

**children**(*self*)

A sequence of all children that are Nodes

Overrides: morpher.pycparser.c\_ast.Node.children extit(inherited documentation)

**Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)**

show()

**Inherited from object**

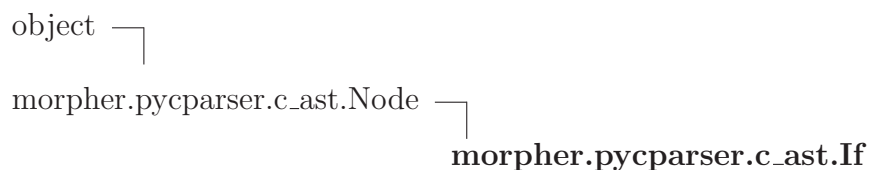
\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(),  
\_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

**30.32.2 Properties**

Name	Description
<i>Inherited from object</i>	
__class__	

**30.32.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('names')

**30.33 Class If****30.33.1 Methods**

```
__init__(self, cond, iftrue, iffalse, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

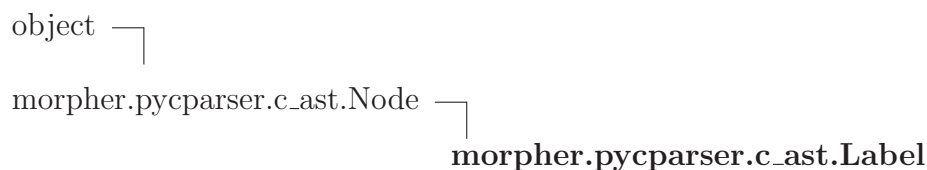
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.33.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.33.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.34 Class Label****30.34.1 Methods**

**`__init__(self, name, stmt, coord=None)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` extit(inherited documentation)

**`children(self)`**  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` extit(inherited documentation)

*Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)*

`show()`

*Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**30.34.2 Properties**

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

**30.34.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('name')

**30.35 Class NamedInitializer****30.35.1 Methods**

```
__init__(self, name, expr, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node (Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.35.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.35.3 Class Variables**

Name	Description
attr_names	Value: ()

**30.36 Class ParamList****30.36.1 Methods**

```
__init__(self, params, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

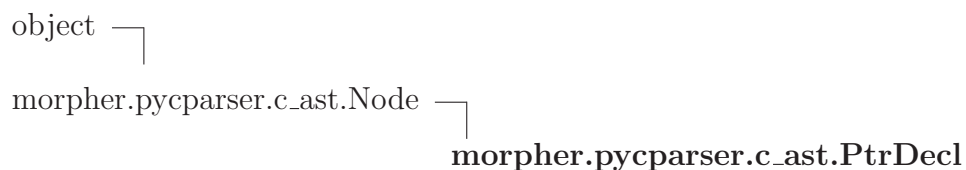
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.36.2 Properties**

Name	Description
<i>Inherited from object</i>	
__class__	

**30.36.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.37 Class PtrDecl****30.37.1 Methods**

```
__init__(self, quals, type, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.37.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.37.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('quals')

**30.38 Class Return**

object └

morpher.pycparser.c\_ast.Node └  
**morpher.pycparser.c\_ast.Return**

**30.38.1 Methods**

**`__init__(self, expr, coord=None)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` extit(inherited documentation)

**`children(self)`**  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` extit(inherited documentation)

*Inherited from morpher.pycparser.c\_ast.Node (Section 30.2)*

`show()`

*Inherited from object*

`__delattr__()`, `__format__()`, `__getattribute__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**30.38.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.38.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> <code>()</code>

**30.39 Class Struct****30.39.1 Methods**

```
__init__(self, name, decls, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.39.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	



**30.39.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('name')

**30.40 Class StructRef****30.40.1 Methods**

```
__init__(self, name, type, field, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

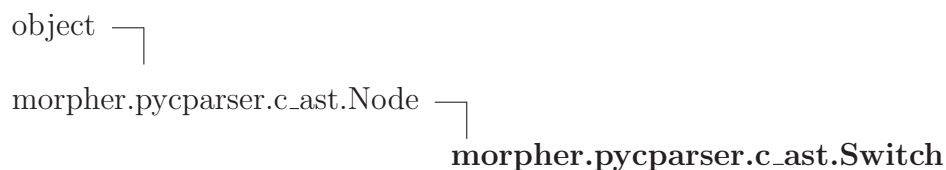
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.40.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**30.40.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('type')

**30.41 Class Switch****30.41.1 Methods**

```
__init__(self, cond, stmt, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.41.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

### 30.41.3 Class Variables

Name	Description
attr_names	Value: ()

## 30.42 Class TernaryOp



### 30.42.1 Methods

**\_\_init\_\_**(*self*, *cond*, *iftrue*, *iffalse*, *coord*=None)

*x*.\_\_init\_\_(...) initializes *x*; see help(type(*x*)) for signature

Overrides: object.\_\_init\_\_ extit(inherited documentation)

**children**(*self*)

A sequence of all children that are Nodes

Overrides: morpher.pycparser.c\_ast.Node.children extit(inherited documentation)

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

show()

*Inherited from object*

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(),  
\_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

### 30.42.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

**30.42.3 Class Variables**

Name	Description
attr_names	<b>Value:</b> ()

**30.43 Class TypeDecl****30.43.1 Methods**

```
__init__(self, declname, quals, type, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

**Inherited from *morpher.pycparser.c\_ast.Node*(Section 30.2)**

```
show()
```

**Inherited from *object***

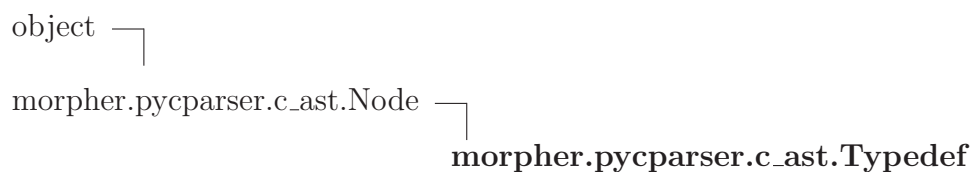
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.43.2 Properties**

Name	Description
<i>Inherited from object</i> <b>__class__</b>	

**30.43.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('declname', 'quals')

**30.44 Class Typedef****30.44.1 Methods**

```
__init__(self, name, quals, storage, type, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

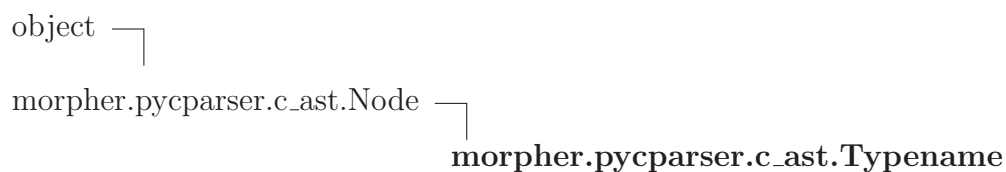
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.44.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.44.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('name', 'quals', 'storage')

**30.45 Class Typename****30.45.1 Methods**

```
__init__(self, quals, type, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

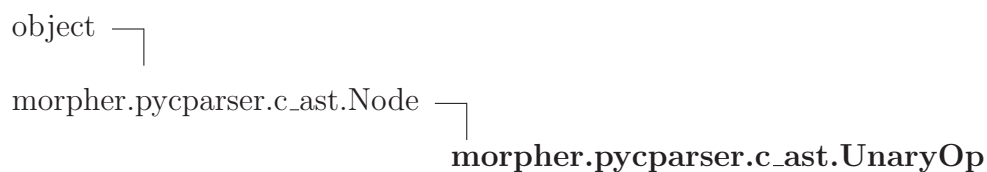
```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.45.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.45.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('quals')

**30.46 Class *UnaryOp*****30.46.1 Methods**

**`__init__(self, op, expr, coord=None)`**  
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature  
 Overrides: `object.__init__` extit(inherited documentation)

**`children(self)`**  
 A sequence of all children that are Nodes  
 Overrides: `morpher.pycparser.c_ast.Node.children` extit(inherited documentation)

***Inherited from `morpher.pycparser.c_ast.Node` (Section 30.2)***

`show()`

***Inherited from `object`***

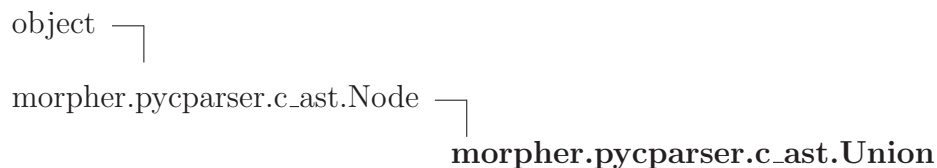
`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,  
`__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**30.46.2 Properties**

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

**30.46.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('op')

**30.47 Class Union****30.47.1 Methods**

```
__init__(self, name, decls, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

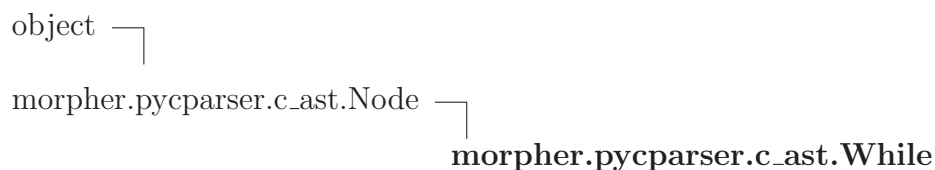
**30.47.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	



**30.47.3 Class Variables**

Name	Description
<code>attr_names</code>	<b>Value:</b> ('name')

**30.48 Class While****30.48.1 Methods**

```
__init__(self, cond, stmt, coord=None)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)
```

```
children(self)
A sequence of all children that are Nodes
Overrides: morpher.pycparser.c_ast.Node.children extit(inherited
documentation)
```

*Inherited from morpher.pycparser.c\_ast.Node(Section 30.2)*

```
show()
```

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

**30.48.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**30.48.3 Class Variables**

Name	Description
attr_names	<b>Value:</b> ()

## 31 Module *morpher.pycparser.c\_lexer*

### 31.1 Variables

Name	Description
<code>__package__</code>	Value: <code>'morpher.pycparser'</code>

### 31.2 Class C Lexer

object └─ **`morpher.pycparser.c_lexer.CLexer`**

A lexer for the C language. After building it, set the input text with `input()`, and call `token()` to get new tokens.

The public attribute `filename` can be set to an initial filename, but the lexer will update it upon `#line` directives.

#### 31.2.1 Methods

```
__init__(self, error_func, type_lookup_func)
```

Create a new Lexer.

**`error_func:`**

An error function. Will be called with an error message, line and column as arguments, in case of an error during lexing.

**`type_lookup_func:`**

A type lookup function. Given a string, it must return True IFF this string is a name of a type that was defined with a typedef earlier.

Overrides: `object.__init__`

**build**(*self*, \*\**kwargs*)

Builds the lexer from the specification. Must be called after the lexer object is created.

This method exists separately, because the PLY manual warns against calling `lex.lex` inside `__init__`.

**reset\_lineno**(*self*)

Resets the internal line number counter of the lexer.

**input**(*self*, *text*)

**token**(*self*)

**t\_PPHASH**(*self*, *t*)

[ \t]\*\#

**t\_ppline\_FILENAME**(*self*, *t*)

”([^\n]|(\\((([a-zA-Z.\_~!=&^\\-\\?"])|([0-7]{1,3})|(x[0-9a-fA-F]+)))))\*”

**t\_ppline\_LINE\_NUMBER**(*self*, *t*)

(0(u?ll|U?LL|([uU][lL])|([lL][uU])|([uU][lL])?|([1-9][0-9])\*(u?ll|U?LL|([uU][lL])|([lL][uU])|([uU][lL])?))

**t\_ppline\_NEWLINE**(*self*, *t*)

\n

**t\_ppline\_PPLINE**(*self*, *t*)

line

**t\_ppline\_error**(*self*, *t*)

**t\_NEWLINE**(*self*, *t*)

\n+

**t\_FLOAT\_CONST**(*self*, *t*)

(((((([0-9]\*\.[0-9]+)|([0-9]+\.[0-9]\*)([eE][-+]?[0-9]+)?)|([0-9]+([eE][-+]?[0-9]+)))))[FfLl]?)

**t\_INT\_CONST\_HEX**(*self*, *t*)

0[xX][0-9a-fA-F]+(u?ll|U?LL|([uU][lL])|([lL][uU])|[uU][lL])?

**t\_BAD\_CONST\_OCT**(*self*, *t*)

0[0-7]\*[89]

**t\_INT\_CONST\_OCT**(*self*, *t*)

0[0-7]\*(u?ll|U?LL|([uU][lL])|([lL][uU])|[uU][lL])?

**t\_INT\_CONST\_DEC**(*self*, *t*)

(0(u?ll|U?LL|([uU][lL])|([lL][uU])|[uU][lL])?|([1-9][0-9]\*(u?ll|U?LL|([uU][lL])|([lL][uU])|[uU][lL])?))

**t\_CHAR\_CONST**(*self*, *t*)

'([\^'\\n]|(\\((([a-zA-Z.\_~!=&^\\-\\?"])|([0-7]{1,3})|(x[0-9a-fA-F]+))))'

**t\_WCHAR\_CONST**(*self*, *t*)

L'([\^'\\n]|(\\((([a-zA-Z.\_~!=&^\\-\\?"])|([0-7]{1,3})|(x[0-9a-fA-F]+))))'

*Inherited from object*

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__repr__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

## 31.2.3 Class Variables

Name	Description
keywords	<b>Value:</b> ('AUTO', '_BOOL', 'BREAK', 'CASE', 'CHAR', 'CONST', 'CONT...
keyword_map	<b>Value:</b> {'_Bool': '_BOOL', 'auto': 'AUTO', 'break': 'BREAK', 'cas...
tokens	<b>Value:</b> ('AUTO', '_BOOL', 'BREAK', 'CASE', 'CHAR', 'CONST', 'CONT...
identifier	<b>Value:</b> '[a-zA-Z_][0-9a-zA-Z_]*'
integer_suffix_opt	<b>Value:</b> '(u?11 U?LL ([uU][1L]) ([1L][uU]) [uU] [1L])?)?'
decimal_constant	<b>Value:</b> '(0(u?11 U?LL ([uU][1L]) ([1L][uU]) [uU] [1L])?) ([1-9][0...
octal_constant	<b>Value:</b> '0[0-7]*(u?11 U?LL ([uU][1L]) ([1L][uU]) [uU] [1L])?)'
hex_constant	<b>Value:</b> '0[xX][0-9a-fA-F]+(u?11 U?LL ([uU][1L]) ([1L][uU]) [uU] ...
bad_octal_constant	<b>Value:</b> '0[0-7]*[89]'
simple_escape	<b>Value:</b> '([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"])'
octal_escape	<b>Value:</b> '([0-7]{1,3})'
hex_escape	<b>Value:</b> '(x[0-9a-fA-F]+)'
bad_escape	<b>Value:</b> '([\\\\\\\\][^a-zA-Z._~!=&\\^\\-\\\\\\?\\'x0-7])'
escape_sequence	<b>Value:</b> '([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([0-7]{1,3}) (x[0-9...
cconst_char	<b>Value:</b> '([^\\'\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([0-7...
char_const	<b>Value:</b> '\\'([^\\'\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([0...
wchar_const	<b>Value:</b> 'L\\'([^\\'\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([...
unmatched_quote	<b>Value:</b> '\\'([^\\'\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([...
bad_char_const	<b>Value:</b> '\\'([^\\'\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([...
string_char	<b>Value:</b> '([^"\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([0-7]...
string_literal	<b>Value:</b> '"([^"\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([0-7...
wstring_literal	<b>Value:</b> 'L"([^"\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([0-...
bad_string_literal	<b>Value:</b> '"([^"\\\\\\\\\\\\\\\\n] ([\\\\\\\\]([a-zA-Z._~!=&\\^\\-\\\\\\?\\'"]) ([0-7...

continued on next page

Name	Description
exponent_part	Value: '([eE] [-+]?[0-9]+)'
fractional_constant	Value: '([0-9]*\\.[0-9]+) ([0-9]+\\.)'
floating_constant	Value: '((((([0-9]*\\.[0-9]+) ([0-9]+\\.))([eE] [-+]?[0-9]+)?) ([. .
states	Value: (('ppline', 'exclusive'))
t_ppline_ignore	Value: ' \t'
t_ignore	Value: ' \t'
t_PLUS	Value: '\\+'
t_MINUS	Value: '-'
t_TIMES	Value: '\\*'
t_DIVIDE	Value: '/'
t_MOD	Value: '%'
t_OR	Value: '\\ '
t_AND	Value: '&'
t_NOT	Value: '~'
t_XOR	Value: '\\^'
t_LSHIFT	Value: '<<'
t_RSHIFT	Value: '>>'
t_LOR	Value: '\\  '
t_LAND	Value: '&&'
t_LNOT	Value: '!'
t_LT	Value: '<'
t_GT	Value: '>'
t_LE	Value: '<='
t_GE	Value: '>='
t_EQ	Value: '=='
t_NE	Value: '!='
t_EQUALS	Value: '='
t_TIMESEQUAL	Value: '\\*='
t_DIVEQUAL	Value: '/='
t_MODEQUAL	Value: '%='
t_PLUSEQUAL	Value: '\\+='
t_MINUSEQUAL	Value: '-='
t_LSHIFTEQUAL	Value: '<<='
t_RSHIFTEQUAL	Value: '>>='
t_ANDEQUAL	Value: '&='
t_OREQUAL	Value: '\\ ='
t_XOREQUAL	Value: '\\^='
t_PLUSPLUS	Value: '\\++'
t_MINUSMINUS	Value: '--'
t_ARROW	Value: '->'
t_CONDOP	Value: '\\?'

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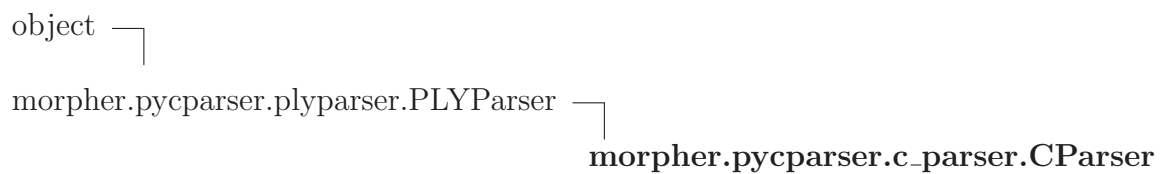
Name	Description
t_LPAREN	Value: ' \' \' ('
t_RPAREN	Value: ' \' \' )'
t_LBRACKET	Value: ' \' \' ['
t_RBRACKET	Value: ' \' \' ]'
t_LBRACE	Value: ' \' \' {'
t_RBRACE	Value: ' \' \' }'
t_COMMA	Value: ' \' , \' '
t_PERIOD	Value: ' \' \. \' '
t_SEMI	Value: ' \' ; \' '
t_COLON	Value: ' \' : \' '
t_ELLIPSIS	Value: ' \' \. \. \. \' '
t_STRING_LITERAL	Value: ' " ([^"\\\\\\\\\\\\n] (\\\\\\\\\\\\([a-zA-Z._~!=&\\\\\\\\\\\\-\\\\\\\\\\\\?\\\\\\\\\\\\\'"]) ([0-7...'
keyword	Value: 'WHILE'

## 32 Module morpher.pycparser.c\_parser

### 32.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.pycparser'</code>

### 32.2 Class CParser





### 32.2.1 Methods

```
__init__(self, lex_optimize=True, lextab='pycparser.lextab',  
yacc_optimize=True, yacctab='pycparser.yacctab', yacc_debug=False)
```

Create a new CParser.

Some arguments for controlling the debug/optimization level of the parser are provided. The defaults are tuned for release/performance mode.

The simple rules for using them are:

- \*) When tweaking CParser/CLexer, set these to False
- \*) When releasing a stable parser, set to True

**lex\_optimize:**

Set to False when you're modifying the lexer. Otherwise, changes in the lexer won't be used, if some lextab.py file exists. When releasing with a stable lexer, set to True to save the re-generation of the lexer table on each run.

**lextab:**

Points to the lex table that's used for optimized mode. Only if you're modifying the lexer and want some tests to avoid re-generating the table, make this point to a local lex table file (that's been earlier generated with lex\_optimize=True)

**yacc\_optimize:**

Set to False when you're modifying the parser. Otherwise, changes in the parser won't be used, if some parsetab.py file exists. When releasing with a stable parser, set to True to save the re-generation of the parser table on each run.

**yaacctab:**

Points to the yacc table that's used for optimized mode. Only if you're modifying the parser, make this point to a local yacc table file

**yacc\_debug:**

Generate a parser.out file that explains how yacc built the parsing table from the grammar.

Overrides: object.\_\_init\_\_

**parse**(*self*, *text*, *filename*='', *debuglevel*=0)

Parses C code and returns an AST.

**text**:

A string containing the C source code

**filename**:

Name of the file being parsed (for meaningful error messages)

**debuglevel**:

Debug level to yacc

**p\_translation\_unit\_1**(*self*, *p*)

translation\_unit : external\_declaration

**p\_translation\_unit\_2**(*self*, *p*)

translation\_unit : translation\_unit external\_declaration

**p\_external\_declaration\_1**(*self*, *p*)

external\_declaration : function\_definition

**p\_external\_declaration\_2**(*self*, *p*)

external\_declaration : declaration

**p\_external\_declaration\_3**(*self*, *p*)

external\_declaration : pp\_directive

**p\_external\_declaration\_4**(*self*, *p*)

external\_declaration : SEMI

**p\_pp\_directive**(*self*, *p*)

pp\_directive : PPHASH

**p\_function\_definition\_1**(*self*, *p*)

function\_definition : declarator declaration\_list\_opt compound\_statement

**p\_function\_definition\_2**(*self*, *p*)

function\_definition : declaration\_specifiers declarator declaration\_list\_opt  
compound\_statement

**p\_statement**(*self*, *p*)

statement : labeled\_statement | expression\_statement | compound\_statement |  
selection\_statement | iteration\_statement | jump\_statement

**p\_decl\_body**(*self*, *p*)

decl\_body : declaration\_specifiers init\_declarator\_list\_opt

**p\_declaration**(*self*, *p*)

declaration : decl\_body SEMI

**p\_declaration\_list**(*self*, *p*)

declaration\_list : declaration | declaration\_list declaration

**p\_declaration\_specifiers\_1**(*self*, *p*)

declaration\_specifiers : type\_qualifier declaration\_specifiers\_opt

**p\_declaration\_specifiers\_2**(*self*, *p*)

declaration\_specifiers : type\_specifier declaration\_specifiers\_opt

**p\_declaration\_specifiers\_3**(*self*, *p*)

declaration\_specifiers : storage\_class\_specifier declaration\_specifiers\_opt

**p\_declaration\_specifiers\_4**(*self*, *p*)

declaration\_specifiers : function\_specifier declaration\_specifiers\_opt

**p\_storage\_class\_specifier**(*self*, *p*)

storage\_class\_specifier : AUTO | REGISTER | STATIC | EXTERN |  
TYPEDEF

**p\_function\_specifier**(*self*, *p*)

function\_specifier : INLINE

**p\_type\_specifier\_1**(*self*, *p*)

type\_specifier : VOID | \_BOOL | CHAR | SHORT | INT | LONG | FLOAT |  
DOUBLE | SIGNED | UNSIGNED | typedef\_name | enum\_specifier |  
struct\_or\_union\_specifier

**p\_type\_qualifier**(*self*, *p*)

type\_qualifier : CONST | RESTRICT | VOLATILE

**p\_init\_declarator\_list**(*self*, *p*)

init\_declarator\_list : init\_declarator | init\_declarator\_list COMMA  
init\_declarator

**p\_init\_declarator**(*self*, *p*)

init\_declarator : declarator | declarator EQUALS initializer

**p\_specifier\_qualifier\_list\_1**(*self*, *p*)

specifier\_qualifier\_list : type\_qualifier specifier\_qualifier\_list\_opt

**p\_specifier\_qualifier\_list\_2**(*self*, *p*)

specifier\_qualifier\_list : type\_specifier specifier\_qualifier\_list\_opt

**p\_struct\_or\_union\_specifier\_1**(*self*, *p*)

struct\_or\_union\_specifier : struct\_or\_union ID | struct\_or\_union TYPEID

**p\_struct\_or\_union\_specifier\_2**(*self*, *p*)

struct\_or\_union\_specifier : struct\_or\_union brace\_open struct\_declaration\_list  
brace\_close

**p\_struct\_or\_union\_specifier\_3**(*self*, *p*)

struct\_or\_union\_specifier : struct\_or\_union ID brace\_open struct\_declaration\_list  
brace\_close | struct\_or\_union TYPEID brace\_open struct\_declaration\_list  
brace\_close

**p\_struct\_or\_union**(*self*, *p*)

struct\_or\_union : STRUCT | UNION

**p\_struct\_declaration\_list**(*self*, *p*)

struct\_declaration\_list : struct\_declaration | struct\_declaration\_list  
struct\_declaration

**p\_struct\_declaration\_1**(*self*, *p*)

struct\_declaration : specifier\_qualifier\_list struct\_declarator\_list\_opt SEMI

**p\_struct\_declarator\_list**(*self*, *p*)

struct\_declarator\_list : struct\_declarator | struct\_declarator\_list COMMA  
struct\_declarator

**p\_struct\_declarator\_1**(*self*, *p*)

struct\_declarator : declarator

**p\_struct\_declarator\_2**(*self*, *p*)

struct\_declarator : declarator COLON constant\_expression | COLON  
constant\_expression

**p\_enum\_specifier\_1**(*self*, *p*)

enum\_specifier : ENUM ID | ENUM TYPEID

**p\_enum\_specifier\_2**(*self*, *p*)

enum\_specifier : ENUM brace\_open enumerator\_list brace\_close

**p\_enum\_specifier\_3**(*self*, *p*)

enum\_specifier : ENUM ID brace\_open enumerator\_list brace\_close | ENUM  
TYPEID brace\_open enumerator\_list brace\_close

**p\_enumerator\_list**(*self*, *p*)

enumerator\_list : enumerator | enumerator\_list COMMA | enumerator\_list  
COMMA enumerator

**p\_enumerator**(*self*, *p*)

enumerator : ID | ID EQUALS constant\_expression

**p\_declarator\_1**(*self*, *p*)

declarator : direct\_declarator



<b>p_declarator_2</b> ( <i>self</i> , <i>p</i> )
declarator : pointer direct_declarator
<b>p_direct_declarator_1</b> ( <i>self</i> , <i>p</i> )
direct_declarator : ID
<b>p_direct_declarator_2</b> ( <i>self</i> , <i>p</i> )
direct_declarator : LPAREN declarator RPAREN
<b>p_direct_declarator_3</b> ( <i>self</i> , <i>p</i> )
direct_declarator : direct_declarator LBRACKET assignment_expression_opt RBRACKET
<b>p_direct_declarator_4</b> ( <i>self</i> , <i>p</i> )
direct_declarator : direct_declarator LBRACKET TIMES RBRACKET
<b>p_direct_declarator_5</b> ( <i>self</i> , <i>p</i> )
direct_declarator : direct_declarator LPAREN parameter_type_list RPAREN   direct_declarator LPAREN identifier_list_opt RPAREN
<b>p_pointer</b> ( <i>self</i> , <i>p</i> )
pointer : TIMES type_qualifier_list_opt   TIMES type_qualifier_list_opt pointer
<b>p_type_qualifier_list</b> ( <i>self</i> , <i>p</i> )
type_qualifier_list : type_qualifier   type_qualifier_list type_qualifier
<b>p_parameter_type_list</b> ( <i>self</i> , <i>p</i> )
parameter_type_list : parameter_list   parameter_list COMMA ELLIPSIS
<b>p_parameter_list</b> ( <i>self</i> , <i>p</i> )
parameter_list : parameter_declaration   parameter_list COMMA parameter_declaration
<b>p_parameter_declaration_1</b> ( <i>self</i> , <i>p</i> )
parameter_declaration : declaration_specifiers declarator

**p\_parameter\_declaration\_2**(*self*, *p*)

parameter\_declaration : declaration\_specifiers abstract\_declarator\_opt

**p\_identifier\_list**(*self*, *p*)

identifier\_list : identifier | identifier\_list COMMA identifier

**p\_initializer\_1**(*self*, *p*)

initializer : assignment\_expression

**p\_initializer\_2**(*self*, *p*)

initializer : brace\_open initializer\_list brace\_close | brace\_open initializer\_list  
COMMA brace\_close

**p\_initializer\_list**(*self*, *p*)

initializer\_list : designation\_opt initializer | initializer\_list COMMA  
designation\_opt initializer

**p\_designation**(*self*, *p*)

designation : designator\_list EQUALS

**p\_designator\_list**(*self*, *p*)

designator\_list : designator | designator\_list designator

**p\_designator**(*self*, *p*)

designator : LBRACKET constant\_expression RBRACKET | PERIOD  
identifier

**p\_type\_name**(*self*, *p*)

type\_name : specifier\_qualifier\_list abstract\_declarator\_opt

**p\_abstract\_declarator\_1**(*self*, *p*)

abstract\_declarator : pointer

**p\_abstract\_declarator\_2**(*self*, *p*)

abstract\_declarator : pointer direct\_abstract\_declarator

**p\_abstract\_declarator\_3**(*self*, *p*)

abstract\_declarator : direct\_abstract\_declarator

**p\_direct\_abstract\_declarator\_1**(*self*, *p*)

direct\_abstract\_declarator : LPAREN abstract\_declarator RPAREN

**p\_direct\_abstract\_declarator\_2**(*self*, *p*)

direct\_abstract\_declarator : direct\_abstract\_declarator LBRACKET  
assignment\_expression\_opt RBRACKET

**p\_direct\_abstract\_declarator\_3**(*self*, *p*)

direct\_abstract\_declarator : LBRACKET assignment\_expression\_opt  
RBRACKET

**p\_direct\_abstract\_declarator\_4**(*self*, *p*)

direct\_abstract\_declarator : direct\_abstract\_declarator LBRACKET TIMES  
RBRACKET

**p\_direct\_abstract\_declarator\_5**(*self*, *p*)

direct\_abstract\_declarator : LBRACKET TIMES RBRACKET

**p\_direct\_abstract\_declarator\_6**(*self*, *p*)

direct\_abstract\_declarator : direct\_abstract\_declarator LPAREN  
parameter\_type\_list\_opt RPAREN

**p\_direct\_abstract\_declarator\_7**(*self*, *p*)

direct\_abstract\_declarator : LPAREN parameter\_type\_list\_opt RPAREN

**p\_block\_item**(*self*, *p*)

block\_item : declaration | statement

**p\_block\_item\_list**(*self*, *p*)

block\_item\_list : block\_item | block\_item\_list block\_item

**p\_compound\_statement\_1**(*self*, *p*)

compound\_statement : brace\_open block\_item\_list\_opt brace\_close

<b>p_labeled_statement_1</b> ( <i>self</i> , <i>p</i> )
labeled_statement : ID COLON statement
<b>p_labeled_statement_2</b> ( <i>self</i> , <i>p</i> )
labeled_statement : CASE constant_expression COLON statement
<b>p_labeled_statement_3</b> ( <i>self</i> , <i>p</i> )
labeled_statement : DEFAULT COLON statement
<b>p_selection_statement_1</b> ( <i>self</i> , <i>p</i> )
selection_statement : IF LPAREN expression RPAREN statement
<b>p_selection_statement_2</b> ( <i>self</i> , <i>p</i> )
selection_statement : IF LPAREN expression RPAREN statement ELSE statement
<b>p_selection_statement_3</b> ( <i>self</i> , <i>p</i> )
selection_statement : SWITCH LPAREN expression RPAREN statement
<b>p_iteration_statement_1</b> ( <i>self</i> , <i>p</i> )
iteration_statement : WHILE LPAREN expression RPAREN statement
<b>p_iteration_statement_2</b> ( <i>self</i> , <i>p</i> )
iteration_statement : DO statement WHILE LPAREN expression RPAREN SEMI
<b>p_iteration_statement_3</b> ( <i>self</i> , <i>p</i> )
iteration_statement : FOR LPAREN expression_opt SEMI expression_opt SEMI expression_opt RPAREN statement
<b>p_iteration_statement_4</b> ( <i>self</i> , <i>p</i> )
iteration_statement : FOR LPAREN declaration expression_opt SEMI expression_opt RPAREN statement
<b>p_jump_statement_1</b> ( <i>self</i> , <i>p</i> )
jump_statement : GOTO ID SEMI

<b>p_jump_statement_2</b> ( <i>self</i> , <i>p</i> )
jump_statement : BREAK SEMI
<b>p_jump_statement_3</b> ( <i>self</i> , <i>p</i> )
jump_statement : CONTINUE SEMI
<b>p_jump_statement_4</b> ( <i>self</i> , <i>p</i> )
jump_statement : RETURN expression SEMI   RETURN SEMI
<b>p_expression_statement</b> ( <i>self</i> , <i>p</i> )
expression_statement : expression_opt SEMI
<b>p_expression</b> ( <i>self</i> , <i>p</i> )
expression : assignment_expression   expression COMMA assignment_expression
<b>p_typedef_name</b> ( <i>self</i> , <i>p</i> )
typedef_name : TYPEID
<b>p_assignment_expression</b> ( <i>self</i> , <i>p</i> )
assignment_expression : conditional_expression   unary_expression assignment_operator assignment_expression
<b>p_assignment_operator</b> ( <i>self</i> , <i>p</i> )
assignment_operator : EQUALS   XOREQUAL   TIMESEQUAL   DIVEQUAL   MODEQUAL   PLUSEQUAL   MINUSEQUAL   LSHIFTEQUAL   RSHIFTEQUAL   ANDEQUAL   OREQUAL
<b>p_constant_expression</b> ( <i>self</i> , <i>p</i> )
constant_expression : conditional_expression
<b>p_conditional_expression</b> ( <i>self</i> , <i>p</i> )
conditional_expression : binary_expression   binary_expression CONDOP expression COLON conditional_expression

**p\_binary\_expression**(*self*, *p*)

binary\_expression : cast\_expression | binary\_expression TIMES  
 binary\_expression | binary\_expression DIVIDE binary\_expression |  
 binary\_expression MOD binary\_expression | binary\_expression PLUS  
 binary\_expression | binary\_expression MINUS binary\_expression |  
 binary\_expression RSHIFT binary\_expression | binary\_expression LSHIFT  
 binary\_expression | binary\_expression LT binary\_expression | binary\_expression  
 LE binary\_expression | binary\_expression GE binary\_expression |  
 binary\_expression GT binary\_expression | binary\_expression EQ  
 binary\_expression | binary\_expression NE binary\_expression | binary\_expression  
 AND binary\_expression | binary\_expression OR binary\_expression |  
 binary\_expression XOR binary\_expression | binary\_expression LAND  
 binary\_expression | binary\_expression LOR binary\_expression

**p\_cast\_expression\_1**(*self*, *p*)

cast\_expression : unary\_expression

**p\_cast\_expression\_2**(*self*, *p*)

cast\_expression : LPAREN type\_name RPAREN cast\_expression

**p\_unary\_expression\_1**(*self*, *p*)

unary\_expression : postfix\_expression

**p\_unary\_expression\_2**(*self*, *p*)

unary\_expression : PLUSPLUS unary\_expression | MINUSMINUS  
 unary\_expression | unary\_operator cast\_expression

**p\_unary\_expression\_3**(*self*, *p*)

unary\_expression : SIZEOF unary\_expression | SIZEOF LPAREN type\_name  
 RPAREN

**p\_unary\_operator**(*self*, *p*)

unary\_operator : AND | TIMES | PLUS | MINUS | NOT | LNOT

**p\_postfix\_expression\_1**(*self*, *p*)

postfix\_expression : primary\_expression

**p\_postfix\_expression\_2**(*self*, *p*)

postfix\_expression : postfix\_expression LBRACKET expression RBRACKET

**p\_postfix\_expression\_3**(*self*, *p*)

postfix\_expression : postfix\_expression LPAREN argument\_expression\_list  
RPAREN | postfix\_expression LPAREN RPAREN

**p\_postfix\_expression\_4**(*self*, *p*)

postfix\_expression : postfix\_expression PERIOD identifier | postfix\_expression  
ARROW identifier

**p\_postfix\_expression\_5**(*self*, *p*)

postfix\_expression : postfix\_expression PLUSPLUS | postfix\_expression  
MINUSMINUS

**p\_postfix\_expression\_6**(*self*, *p*)

postfix\_expression : LPAREN type\_name RPAREN brace\_open initializer\_list  
brace\_close | LPAREN type\_name RPAREN brace\_open initializer\_list  
COMMA brace\_close

**p\_primary\_expression\_1**(*self*, *p*)

primary\_expression : identifier

**p\_primary\_expression\_2**(*self*, *p*)

primary\_expression : constant

**p\_primary\_expression\_3**(*self*, *p*)

primary\_expression : unified\_string\_literal | unified\_wstring\_literal

**p\_primary\_expression\_4**(*self*, *p*)

primary\_expression : LPAREN expression RPAREN

**p\_argument\_expression\_list**(*self*, *p*)

argument\_expression\_list : assignment\_expression | argument\_expression\_list  
COMMA assignment\_expression

<b>p_identifier</b> ( <i>self</i> , <i>p</i> )
identifier : ID
<b>p_constant_1</b> ( <i>self</i> , <i>p</i> )
constant : INT_CONST_DEC   INT_CONST_OCT   INT_CONST_HEX
<b>p_constant_2</b> ( <i>self</i> , <i>p</i> )
constant : FLOAT_CONST
<b>p_constant_3</b> ( <i>self</i> , <i>p</i> )
constant : CHAR_CONST   WCHAR_CONST
<b>p_unified_string_literal</b> ( <i>self</i> , <i>p</i> )
unified_string_literal : STRING_LITERAL   unified_string_literal STRING_LITERAL
<b>p_unified_wstring_literal</b> ( <i>self</i> , <i>p</i> )
unified_wstring_literal : WSTRING_LITERAL   unified_wstring_literal WSTRING_LITERAL
<b>p_brace_open</b> ( <i>self</i> , <i>p</i> )
brace_open : LBRACE
<b>p_brace_close</b> ( <i>self</i> , <i>p</i> )
brace_close : RBRACE
<b>p_empty</b> ( <i>self</i> , <i>p</i> )
empty :
<b>p_error</b> ( <i>self</i> , <i>p</i> )

### *Inherited from object*

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`,  
`--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

### 32.2.2 Properties



Name	Description
<i>Inherited from object</i> __class__	

### 32.2.3 Class Variables

Name	Description
precedence	<b>Value:</b> (('left', 'LOR'), ('left', 'LAND'), ('left', 'OR'), ('lef...

## 33 Module *morpher.pycparser.lextab*

### 33.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

## 34 Module morpher.pycparser.plyparser

### 34.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

### 34.2 Class Coord

object └─ **morpher.pycparser.plyparser.Coord**

Coordinates of a syntactic element. Consists of:

- File name
- Line number
- (optional) column number, for the Lexer

#### 34.2.1 Methods

```
--init--(self, file, line, column=None)
x.--init--(...) initializes x; see help(type(x)) for signature
Overrides: object.--init-- extit(inherited documentation)
```

```
--str--(self)
str(x)
Overrides: object.--str-- extit(inherited documentation)
```

#### *Inherited from object*

```
--delattr--(), --format--(), --getattr--(), --hash--(), --new--(), --reduce--(), --reduce_ex--(),
--repr--(), --setattr--(), --sizeof--(), --subclasshook--()
```

#### 34.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

### 34.3 Class `ParseError`



#### 34.3.1 Methods

##### *Inherited from exceptions.Exception*

`--init--()`, `--new--()`

##### *Inherited from exceptions.BaseException*

`--delattr--()`, `--getattribute--()`, `--getitem--()`, `--getslice--()`, `--reduce--()`, `--repr--()`,  
`--setattr--()`, `--setstate--()`, `--str--()`, `--unicode--()`

##### *Inherited from object*

`--format--()`, `--hash--()`, `--reduce_ex--()`, `--sizeof--()`, `--subclasshook--()`

#### 34.3.2 Properties

Name	Description
<i>Inherited from exceptions.BaseException</i>	
args, message	
<i>Inherited from object</i>	
<code>--class--</code>	

### 34.4 Class `PLYParser`



**Known Subclasses:** `morpher.pycparser.c_parser.CParser`

### 34.4.1 Methods

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__init__()`, `__new__()`, `__reduce__()`,  
`__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 34.4.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

## 35 Module *morpher.pycparser.yacctab*

### 35.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

## 36 Package *morpher.pydbg*

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**License:** GNU General Public License 2.0 or later

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**Organization:** [www.openrce.org](http://www.openrce.org)

### 36.1 Modules

- **breakpoint** (*Section 37, p. 184*)
- **defines** (*Section 38, p. 186*)
- **hardware\_breakpoint** (*Section 39, p. 197*)
- **memory\_breakpoint** (*Section 40, p. 199*)
- **memory\_snapshot\_block** (*Section 41, p. 201*)
- **memory\_snapshot\_context** (*Section 42, p. 202*)
- **my\_ctypes** (*Section 43, p. 203*)
- **pdx** (*Section 44, p. 204*)
- **pydasm** (*Section 45, p. 209*)
- **pydbg** (*Section 46, p. 216*)
- **pydbg\_client** (*Section 47, p. 259*)
- **system\_dll** (*Section 48, p. 266*)
- **windows\_h** (*Section 49, p. 271*)

## 37 Module *morpher.pydbg.breakpoint*

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** pedram.amini@gmail.com

**Organization:** www.openrce.org

### 37.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

### 37.2 Class breakpoint

Soft breakpoint object.

#### 37.2.1 Methods

```
--init__(self, address=None, original_byte=None, description='',
restore=True, handler=None)
```

##### Parameters

<b>address:</b>	Address of breakpoint ( <i>type=DWORD</i> )
<b>original_byte:</b>	Original byte stored at breakpoint address ( <i>type=Byte</i> )
<b>description:</b>	(Optional) Description of breakpoint ( <i>type=String</i> )
<b>restore:</b>	(Optional, def=True) Flag controlling whether or not to restore the breakpoint ( <i>type=Boolean</i> )
<b>handler:</b>	(Optional, def=None) Optional handler to call for this bp instead of the default handler ( <i>type=Function Pointer</i> )



### 37.2.2 Class Variables

Name	Description
address	<b>Value:</b> None
original_byte	<b>Value:</b> None
description	<b>Value:</b> None
restore	<b>Value:</b> None
handler	<b>Value:</b> None

## 38 Module *morpher.pydbg.defines*

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** pedram.amini@gmail.com

**Organization:** www.openrce.org

### 38.1 Variables

Name	Description
TH32CS_SNAPHEAPLIST	<b>Value:</b> 1
TH32CS_SNAPPROCESS	<b>Value:</b> 2
TH32CS_SNAPTHREAD	<b>Value:</b> 4
TH32CS_SNAPMODULE	<b>Value:</b> 8
TH32CS_INHERIT	<b>Value:</b> 2147483648
TH32CS_SNAPALL	<b>Value:</b> 15
EXCEPTION_DEBUG_EVENT	<b>Value:</b> 1
CREATE_THREAD_DEBUG_EVENT	<b>Value:</b> 2
CREATE_PROCESS_DEBUG_EVENT	<b>Value:</b> 3
EXIT_THREAD_DEBUG_EVENT	<b>Value:</b> 4
EXIT_PROCESS_DEBUG_EVENT	<b>Value:</b> 5
LOAD_DLL_DEBUG_EVENT	<b>Value:</b> 6
UNLOAD_DLL_DEBUG_EVENT	<b>Value:</b> 7
OUTPUT_DEBUG_STRING_EVENT	<b>Value:</b> 8
RIP_EVENT	<b>Value:</b> 9
USER_CALLBACK_DEBUG_EVENT	<b>Value:</b> 3735928559
EXCEPTION_ACCESS_VIOLATION	<b>Value:</b> 3221225477
EXCEPTION_BREAKPOINT	<b>Value:</b> 2147483651

*continued on next page*

Name	Description
EXCEPTION_GUARD_PAGE	Value: 2147483649
EXCEPTION_SINGLE_STEP	Value: 2147483652
HW_ACCESS	Value: 3
HW_EXECUTE	Value: 0
HW_WRITE	Value: 1
CONTEXT_CONTROL	Value: 65537
CONTEXT_FULL	Value: 65543
CONTEXT_DEBUG_REGISTERS	Value: 65552
CREATE_NEW_CONSOLE	Value: 16
DBG_CONTINUE	Value: 65538
DBG_EXCEPTION_NOT_HANDLED	Value: 2147549185
DBG_EXCEPTION_HANDLED	Value: 65537
DEBUG_PROCESS	Value: 1
DEBUG_ONLY_THIS_PROCESS	Value: 2
EFLAGS_RF	Value: 65536
EFLAGS_TRAP	Value: 256
ERROR_NO_MORE_FILES	Value: 18
FILE_MAP_READ	Value: 4
FORMAT_MESSAGE_ALLOCATE_BUFFER	Value: 256
FORMAT_MESSAGE_FROM_SYSTEM	Value: 4096
INVALID_HANDLE_VALUE	Value: 4294967295
MEM_COMMIT	Value: 4096
MEM_DECOMMIT	Value: 16384
MEM_IMAGE	Value: 16777216
MEM_RELEASE	Value: 32768
PAGE_NOACCESS	Value: 1
PAGE_READONLY	Value: 2
PAGE_READWRITE	Value: 4
PAGE_WRITECOPY	Value: 8
PAGE_EXECUTE	Value: 16
PAGE_EXECUTE_READ	Value: 32

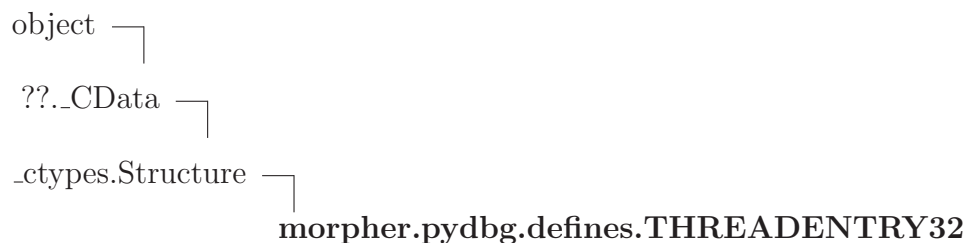
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Name	Description
PAGE_EXECUTE_READWRITE	Value: 64
PAGE_EXECUTE_WRITECOPY	Value: 128
PAGE_GUARD	Value: 256
PAGE_NOCACHE	Value: 512
PAGE_WRITECOMBINE	Value: 1024
PROCESS_ALL_ACCESS	Value: 2035711
SE_PRIVILEGE_ENABLED	Value: 2
SW_SHOW	Value: 5
THREAD_ALL_ACCESS	Value: 2032639
TOKEN_ADJUST_PRIVILEGES	Value: 32
UDP_TABLE_OWNER_PID	Value: 1
VIRTUAL_MEM	Value: 12288
SysDbgReadMsr	Value: 16
SysDbgWriteMsr	Value: 17
AF_INET	Value: 2
AF_INET6	Value: 23
MIB_TCP_STATE_LISTEN	Value: 2
TCP_TABLE_OWNER_PID_ALL	Value: 5
DEFAULT_MODE	Value: 0
GetLastError	Value: <_FuncPtr object at 0x0253AA08>
RTLD_GLOBAL	Value: 0
RTLD_LOCAL	Value: 0
__package__	Value: 'morpher.pydbg'
c_types	Value: (<type '_ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
cdll	Value: <ctypes.LibraryLoader object at 0x0249FB90>
memmove	Value: <CFunctionType object at 0x0253AA80>
memset	Value: <CFunctionType object at 0x0253AAF8>
oledll	Value: <ctypes.LibraryLoader object at 0x0249FC30>
pydll	Value: <ctypes.LibraryLoader object at 0x0249FBB0>

*continued on next page*

Name	Description
<code>pythonapi</code>	<b>Value:</b> <PyDLL 'python dll', handle 1e000000 at 249fbd0>
<code>windll</code>	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBF0>

## 38.2 Class `THREADENTRY32`



### 38.2.1 Methods

*Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

*Inherited from `??.CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

*Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattribute__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 38.2.2 Properties

Name	Description
<i>Inherited from <code>??.CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

### 38.2.3 Class Variables

Name	Description
_fields_	<b>Value:</b> [('dwSize', <class 'ctypes.c_ulong'>), ('cntUsage', <clas...
cntUsage	<b>Value:</b> <Field type=c_ulong, ofs=4, size=4>
dwFlags	<b>Value:</b> <Field type=c_ulong, ofs=24, size=4>
dwSize	<b>Value:</b> <Field type=c_ulong, ofs=0, size=4>
th32OwnerProcessID	<b>Value:</b> <Field type=c_ulong, ofs=12, size=4>
th32ThreadID	<b>Value:</b> <Field type=c_ulong, ofs=8, size=4>
tpBasePri	<b>Value:</b> <Field type=c_ulong, ofs=16, size=4>
tpDeltaPri	<b>Value:</b> <Field type=c_ulong, ofs=20, size=4>

### 38.3 Class PROCESSENTRY32

```

object └─
  ??._CData └─
    _ctypes.Structure └─
      morpher.pydbg.defines.PROCESSENTRY32

```

#### 38.3.1 Methods

*Inherited from \_ctypes.Structure*

`__init__()`, `__new__()`

*Inherited from ??.\_CData*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

*Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

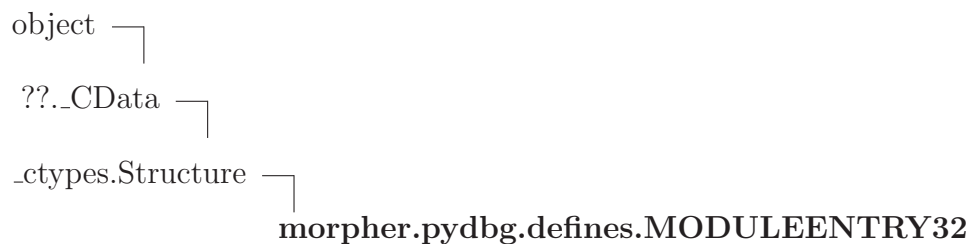
## 38.3.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

## 38.3.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwSize', &lt;class 'ctypes.c_ulong'&gt;), ('cntUsage', &lt;clas...</code>
<code>cntThreads</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=20, size=4&gt;</code>
<code>cntUsage</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=4, size=4&gt;</code>
<code>dwFlags</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=32, size=4&gt;</code>
<code>dwSize</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>pcPriClassBase</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=28, size=4&gt;</code>
<code>szExeFile</code>	<b>Value:</b> <code>&lt;Field type=c_char Array 260, ofs=36, size=260&gt;</code>
<code>th32DefaultHeapID</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=12, size=4&gt;</code>
<code>th32ModuleID</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=16, size=4&gt;</code>
<code>th32ParentProcessID</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=24, size=4&gt;</code>
<code>th32ProcessID</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=8, size=4&gt;</code>

## 38.4 Class MODULEENTRY32



### 38.4.1 Methods

#### *Inherited from \_ctypes.Structure*

`--init--()`, `--new--()`

#### *Inherited from ??.CData*

`--ctypes_from_outparam--()`, `--hash--()`, `--reduce--()`, `--setstate--()`

#### *Inherited from object*

`--delattr--()`, `--format--()`, `--getattribute--()`, `--reduce_ex--()`, `--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

### 38.4.2 Properties

Name	Description
<i>Inherited from ??.CData</i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>--class--</code>	

### 38.4.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> [('dwSize', <class 'ctypes.c_ulong'>), ('th32ModuleID', <...>)
<code>GblcntUsage</code>	<b>Value:</b> <Field type=c_ulong, ofs=12, size=4>
<code>ProccntUsage</code>	<b>Value:</b> <Field type=c_ulong, ofs=16, size=4>

*continued on next page*



Name	Description
dwSize	Value: <Field type=c_ulong, ofs=0, size=4>
hModule	Value: <Field type=c_ulong, ofs=28, size=4>
modBaseAddr	Value: <Field type=c_ulong, ofs=20, size=4>
modBaseSize	Value: <Field type=c_ulong, ofs=24, size=4>
szExePath	Value: <Field type=c_char Array 260, ofs=288, size=260>
szModule	Value: <Field type=c_char Array 256, ofs=32, size=256>
th32ModuleID	Value: <Field type=c_ulong, ofs=4, size=4>
th32ProcessID	Value: <Field type=c_ulong, ofs=8, size=4>

### 38.5 Class MIB\_TCPTABLE\_OWNER\_PID

```

object └─
  ??._CData └─
    _ctypes.Structure └─
      morpher.pydbg.defines.MIB_TCPTABLE_OWNER_PID

```

#### 38.5.1 Methods

##### *Inherited from \_ctypes.Structure*

`__init__()`, `__new__()`

##### *Inherited from ??.\_CData*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

##### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 38.5.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

### 38.5.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwNumEntries', &lt;class 'ctypes.c_ulong'&gt;), ('table', &lt;c...</code>
<code>dwNumEntries</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>table</code>	<b>Value:</b> <code>&lt;Field type=MIB_TCPROW_OWNER_PID_Array_512, ofs=4, size=...</code>

## 38.6 Class MIB\_UDPTABLE\_OWNER\_PID



### 38.6.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

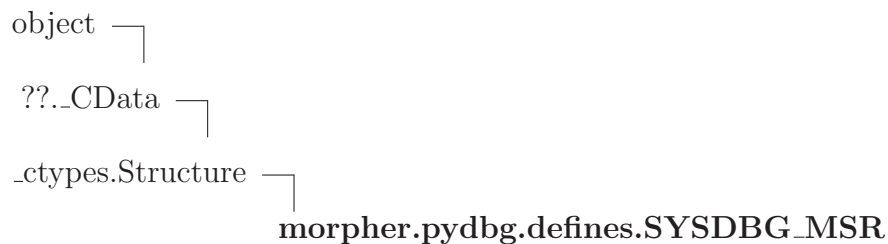
### 38.6.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

### 38.6.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwNumEntries', &lt;class 'ctypes.c_ulong'&gt;), ('table', &lt;c...</code>
<code>dwNumEntries</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>table</code>	<b>Value:</b> <code>&lt;Field type=_MIB_UDPROW_OWNER_PID_Array_512, ofs=4, size=...</code>

## 38.7 Class `SYSDBG_MSR`



### 38.7.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**38.7.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**38.7.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('Address', &lt;class 'ctypes.c_ulong'&gt;), ('Data', &lt;class '...'&gt;)]</code>
<code>Address</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>Data</code>	<b>Value:</b> <code>&lt;Field type=c_ulonglong, ofs=8, size=8&gt;</code>

## 39 Module `morpher.pydbg.hardware_breakpoint`

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** `pedram.amini@gmail.com`

**Organization:** `www.openrce.org`

### 39.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

### 39.2 Class `hardware_breakpoint`

Hardware breakpoint object.

### 39.2.1 Methods

```
__init__(self, address=None, length=0, condition='', description='',
restore=True, slot=None, handler=None)
```

#### Parameters

**address:** Address to set hardware breakpoint at  
(*type=DWORD*)

**length:** Size of hardware breakpoint (byte, word or dword)  
(*type=Integer (1, 2 or 4)*)

**condition:** Condition to set the hardware breakpoint to activate on  
(*type=Integer (HW\_ACCESS, HW\_WRITE, HW\_EXECUTE)*)

**description:** (Optional) Description of breakpoint  
(*type=String*)

**restore:** (Optional, def=True) Flag controlling whether or not to restore the breakpoint  
(*type=Boolean*)

**slot:** (Optional, Def=None) Debug register slot this hardware breakpoint sits in.  
(*type=Integer (0-3)*)

**handler:** (Optional, def=None) Optional handler to call for this bp instead of the default handler  
(*type=Function Pointer*)

### 39.2.2 Class Variables

Name	Description
address	<b>Value:</b> None
length	<b>Value:</b> None
condition	<b>Value:</b> None
description	<b>Value:</b> None
restore	<b>Value:</b> None
slot	<b>Value:</b> None
handler	<b>Value:</b> None

## 40 Module `morpher.pydbg.memory_breakpoint`

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** `pedram.amini@gmail.com`

**Organization:** `www.openrce.org`

### 40.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>'morpher.pydbg'</code>

### 40.2 Class `memory_breakpoint`

Memory breakpoint object.

#### 40.2.1 Methods

```
__init__(self, address=None, size=None, mbi=None, description='',
handler=None)
```

##### Parameters

<b>address:</b>	Address of breakpoint ( <i>type=DWORD</i> )
<b>size:</b>	Size of buffer we want to break on ( <i>type=Integer</i> )
<b>mbi:</b>	MEMORY_BASIC_INFORMATION of page containing buffer we want to break on ( <i>type=MEMORY_BASIC_INFORMATION</i> )
<b>description:</b>	(Optional) Description of breakpoint ( <i>type=String</i> )
<b>handler:</b>	(Optional, def=None) Optional handler to call for this bp instead of the default handler ( <i>type=Function Pointer</i> )

#### 40.2.2 Class Variables

Name	Description
<code>address</code>	<b>Value:</b> None
<code>size</code>	<b>Value:</b> None
<code>mbi</code>	<b>Value:</b> None
<code>description</code>	<b>Value:</b> None
<code>handler</code>	<b>Value:</b> None
<code>read_count</code>	<b>Value:</b> 0
<code>split_count</code>	<b>Value:</b> 0
<code>copy_depth</code>	<b>Value:</b> 0
<code>id</code>	<b>Value:</b> 0
<code>on_stack</code>	<b>Value:</b> False



## 41 Module `morpher.pydbg.memory_snapshot_block`

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** `pedram.amini@gmail.com`

**Organization:** `www.openrce.org`

### 41.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>None</code>

### 41.2 Class `memory_snapshot_block`

Memory block object, used in memory snapshots.

#### 41.2.1 Methods

<code>__init__(self, mbi=None, data=None)</code>
<b>Parameters</b>
<b>mbi:</b> <code>MEMORY_BASIC_INFORMATION</code> of memory block <i>(type=MEMORY_BASIC_INFORMATION)</i>
<b>data:</b> Raw bytes stored in memory block at time of snapshot <i>(type=Raw Bytes)</i>

#### 41.2.2 Class Variables

Name	Description
<code>mbi</code>	<b>Value:</b> <code>None</code>
<code>data</code>	<b>Value:</b> <code>None</code>

## 42 Module `morpher.pydbg.memory_snapshot_context`

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** `pedram.amini@gmail.com`

**Organization:** `www.openrce.org`

### 42.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>None</code>

### 42.2 Class `memory_snapshot_context`

Thread context object, used in memory snapshots.

#### 42.2.1 Methods

<code>__init__(self, thread_id=None, context=None)</code>
<b>Parameters</b>
<code>thread_id</code> : Thread ID ( <i>type=Integer</i> )
<code>context</code> : Context of thread specified by ID at time of snapshot ( <i>type=CONTEXT</i> )

#### 42.2.2 Class Variables

Name	Description
<code>thread_id</code>	<b>Value:</b> <code>None</code>
<code>context</code>	<b>Value:</b> <code>None</code>

## 43 Module *morpher.pydbg.my\_ctypes*

**Author:** Pedram Amini

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**Contact:** [pedram.amini@gmail.com](mailto:pedram.amini@gmail.com)

**Organization:** [www.openrce.org](http://www.openrce.org)

### 43.1 Variables

Name	Description
<code>c_types</code>	<b>Value:</b> ( <code>&lt;type '_ctypes.Structure'&gt;</code> , <code>&lt;class 'ctypes.c_char'&gt;</code> , <code>&lt;cl...</code>
<code>--package--</code>	<b>Value:</b> <code>'morpher.pydbg'</code>

## 44 Module *morpher.pydbg.pdx*

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** pedram.amini@gmail.com

**Organization:** www.openrce.org

### 44.1 Variables

Name	Description
kernel32	<b>Value:</b> <WinDLL 'kernel32', handle 76a70000 at 249fc70>
AF_INET	<b>Value:</b> 2
AF_INET6	<b>Value:</b> 23
CONTEXT_CONTROL	<b>Value:</b> 65537
CONTEXT_DEBUG_REGISTERS	<b>Value:</b> 65552
CONTEXT_FULL	<b>Value:</b> 65543
CREATE_NEW_CONSOLE	<b>Value:</b> 16
CREATE_PROCESS_DEBUG_EVENT	<b>Value:</b> 3
CREATE_THREAD_DEBUG_EVENT	<b>Value:</b> 2
DBG_CONTINUE	<b>Value:</b> 65538
DBG_EXCEPTION_HANDLED	<b>Value:</b> 65537
DBG_EXCEPTION_NOT_HANDLED	<b>Value:</b> 2147549185
DEBUG_ONLY_THIS_PROCESS	<b>Value:</b> 2
DEBUG_PROCESS	<b>Value:</b> 1
DEFAULT_MODE	<b>Value:</b> 0
EFLAGS_RF	<b>Value:</b> 65536
EFLAGS_TRAP	<b>Value:</b> 256
ERROR_NO_MORE_FILES	<b>Value:</b> 18
EXCEPTION_ACCESS_VIOLATION	<b>Value:</b> 3221225477
EXCEPTION_BREAKPOINT	<b>Value:</b> 2147483651

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Name	Description
EXCEPTION_DEBUG_EVENT	Value: 1
EXCEPTION_GUARD_PAGE	Value: 2147483649
EXCEPTION_SINGLE_STEP	Value: 2147483652
EXIT_PROCESS_DEBUG_EVENT	Value: 5
EXIT_THREAD_DEBUG_EVENT	Value: 4
FILE_MAP_READ	Value: 4
FORMAT_MESSAGE_ALLOCATE_BUFFER	Value: 256
FORMAT_MESSAGE_FROM_SYSTEM	Value: 4096
GetLastError	Value: <_FuncPtr object at 0x0253AA08>
HW_ACCESS	Value: 3
HW_EXECUTE	Value: 0
HW_WRITE	Value: 1
INVALID_HANDLE_VALUE	Value: 4294967295
LOAD_DLL_DEBUG_EVENT	Value: 6
MEM_COMMIT	Value: 4096
MEM_DECOMMIT	Value: 16384
MEM_IMAGE	Value: 16777216
MEM_RELEASE	Value: 32768
MIB_TCP_STATE_LISTEN	Value: 2
OUTPUT_DEBUG_STRING_EVENT	Value: 8
PAGE_EXECUTE	Value: 16
PAGE_EXECUTE_READ	Value: 32
PAGE_EXECUTE_READWRITE	Value: 64
PAGE_EXECUTE_WRITECOPY	Value: 128
PAGE_GUARD	Value: 256
PAGE_NOACCESS	Value: 1
PAGE_NOCACHE	Value: 512
PAGE_READONLY	Value: 2
PAGE_READWRITE	Value: 4

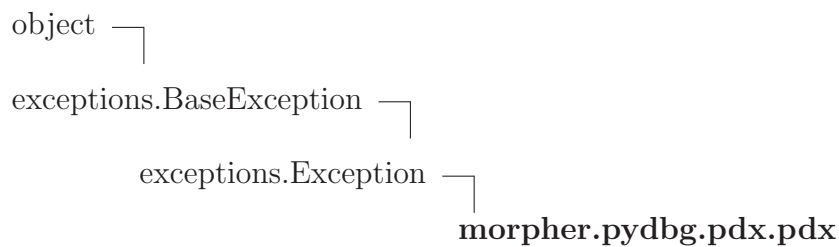
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Name	Description
PAGE_WRITECOMBINE	Value: 1024
PAGE_WRITECOPY	Value: 8
PROCESS_ALL_ACCESS	Value: 2035711
RIP_EVENT	Value: 9
RTLD_GLOBAL	Value: 0
RTLD_LOCAL	Value: 0
SE_PRIVILEGE_ENABLED	Value: 2
SW_SHOW	Value: 5
SysDbgReadMsr	Value: 16
SysDbgWriteMsr	Value: 17
TCP_TABLE_OWNER_PID_ALL	Value: 5
TH32CS_INHERIT	Value: 2147483648
TH32CS_SNAPALL	Value: 15
TH32CS_SNAPHEAPLIST	Value: 1
TH32CS_SNAPMODULE	Value: 8
TH32CS_SNAPPROCESS	Value: 2
TH32CS_SNAPTHREAD	Value: 4
THREAD_ALL_ACCESS	Value: 2032639
TOKEN_ADJUST_PRIVILEGES	Value: 32
UDP_TABLE_OWNER_PID	Value: 1
UNLOAD_DLL_DEBUG_EVENT	Value: 7
USER_CALLBACK_DEBUG_EVENT	Value: 3735928559
VIRTUAL_MEM	Value: 12288
--package--	Value: 'morpher.pydbg'
c.types	Value: (<type '_ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
cdll	Value: <ctypes.LibraryLoader object at 0x0249FB90>
memmove	Value: <CFunctionType object at 0x0253AA80>
memset	Value: <CFunctionType object at 0x0253AAF8>
oledll	Value: <ctypes.LibraryLoader object at 0x0249FC30>

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Name	Description
pydll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBB0>
pythonapi	<b>Value:</b> <PyDLL 'python dll', handle 1e000000 at 249fbd0>
windll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBB0>

## 44.2 Class *pdx*



This class is used internally for raising custom exceptions and includes support for automated Windows error message resolution and formatting. For example, to raise a generic error you can use:

```
raise pdx("Badness occurred.")
```

To raise a Windows API error you can use:

```
raise pdx("SomeWindowsApi()", True)
```

### 44.2.1 Methods

```
__init__(self, message, win32_exception=False)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__
```

```
__str__(self)
str(x)
Overrides: object.__str__ extit(inherited documentation)
```

**Inherited from *exceptions.Exception***

```
_new__()
```

***Inherited from exceptions.BaseException***

`__delattr__()`, `__getattr__()`, `__getitem__()`, `__getslice__()`, `__reduce__()`, `__repr__()`,  
`__setattr__()`, `__setstate__()`, `__unicode__()`

***Inherited from object***

`__format__()`, `__hash__()`, `__reduce_ex__()`, `__sizeof__()`, `__subclasshook__()`

**44.2.2 Properties**

Name	Description
<i>Inherited from exceptions.BaseException</i>	
args	
<i>Inherited from object</i>	
__class__	

**44.2.3 Class Variables**

Name	Description
message	<b>Value:</b> None
error_code	<b>Value:</b> None



## 45 Module *morpher.pydbg.pydasm*

### 45.1 Functions

#### **get\_instruction(...)**

Decode an instruction from the given buffer.

Takes in a string containing the data to disassemble and the mode, either `MODE_16` or `MODE_32`. Returns an `Instruction` object or `None` if the instruction can't be disassembled.

#### **get\_instruction\_string(...)**

Transform an instruction object into its string representation.

The function takes an `Instruction` object; its format, either `FORMAT_INTEL` or `FORMAT_ATT` and finally an offset (refer to `libdasm` for meaning). Returns a string representation of the disassembled instruction.

#### **get\_mnemonic\_string(...)**

Transform an instruction object's mnemonic into its string representation.

The function takes an `Instruction` object and its format, either `FORMAT_INTEL` or `FORMAT_ATT`. Returns a string representation of the mnemonic.

#### **get\_operand\_string(...)**

Transform an instruction object's operand into its string representation.

The function takes an `Instruction` object; the operand index (0,1,2); its format, either `FORMAT_INTEL` or `FORMAT_ATT` and finally an offset (refer to `libdasm` for meaning). Returns a string representation of the disassembled operand.

#### **get\_register\_type(...)**

Get the type of the register used by the operand.

The function takes an `Operand` object and returns a `Long` representing the type of the register.

### 45.2 Variables

Name	Description
FORMAT_ATT	Value: 0
FORMAT_INTEL	Value: 1
INSTRUCTION_TYPE_A-DC	Value: 6
INSTRUCTION_TYPE_A-DD	Value: 4
INSTRUCTION_TYPE_A-ND	Value: 33
INSTRUCTION_TYPE_A-SC	Value: 0
INSTRUCTION_TYPE_B-SF	Value: 50
INSTRUCTION_TYPE_B-SR	Value: 51
INSTRUCTION_TYPE_B-SWAP	Value: 52
INSTRUCTION_TYPE_B-T	Value: 46
INSTRUCTION_TYPE_B-TC	Value: 49
INSTRUCTION_TYPE_B-TR	Value: 48
INSTRUCTION_TYPE_B-TS	Value: 47
INSTRUCTION_TYPE_C-ALL	Value: 42
INSTRUCTION_TYPE_C-LD	Value: 57
INSTRUCTION_TYPE_C-MP	Value: 30
INSTRUCTION_TYPE_C-MPS	Value: 21
INSTRUCTION_TYPE_D-CL	Value: 1
INSTRUCTION_TYPE_D-EC	Value: 10
INSTRUCTION_TYPE_D-IV	Value: 11
INSTRUCTION_TYPE_E-IMUL	Value: 26
INSTRUCTION_TYPE_E-ENTER	Value: 44

*continued on next page*

Name	Description
INSTRUCTION_TYPE_F-ADD	Value: 61
INSTRUCTION_TYPE_F-ADDP	Value: 62
INSTRUCTION_TYPE_F-CMOVC	Value: 60
INSTRUCTION_TYPE_F-COM	Value: 79
INSTRUCTION_TYPE_F-COMI	Value: 82
INSTRUCTION_TYPE_F-COMIP	Value: 83
INSTRUCTION_TYPE_F-COMP	Value: 80
INSTRUCTION_TYPE_F-COMPP	Value: 81
INSTRUCTION_TYPE_F-DIV	Value: 73
INSTRUCTION_TYPE_F-DIVP	Value: 74
INSTRUCTION_TYPE_F-DIVR	Value: 75
INSTRUCTION_TYPE_F-DIVRP	Value: 76
INSTRUCTION_TYPE_F-FREE	Value: 98
INSTRUCTION_TYPE_F-FREEP	Value: 99
INSTRUCTION_TYPE_F-IADD	Value: 63
INSTRUCTION_TYPE_F-ICOM	Value: 96
INSTRUCTION_TYPE_F-ICOMP	Value: 97
INSTRUCTION_TYPE_F-IDIV	Value: 77
INSTRUCTION_TYPE_F-IDIVR	Value: 78
INSTRUCTION_TYPE_F-ILD	Value: 95
INSTRUCTION_TYPE_F-IMUL	Value: 72

*continued on next page*

Name	Description
INSTRUCTION_TYPE_F-IST	Value: 91
INSTRUCTION_TYPE_F-ISTP	Value: 92
INSTRUCTION_TYPE_F-ISTTP	Value: 93
INSTRUCTION_TYPE_F-ISUB	Value: 66
INSTRUCTION_TYPE_F-ISUBR	Value: 69
INSTRUCTION_TYPE_F-LD	Value: 94
INSTRUCTION_TYPE_F-MUL	Value: 70
INSTRUCTION_TYPE_F-MULP	Value: 71
INSTRUCTION_TYPE_F-PU	Value: 103
INSTRUCTION_TYPE_F-PU_CTRL	Value: 102
INSTRUCTION_TYPE_F-ST	Value: 89
INSTRUCTION_TYPE_F-STP	Value: 90
INSTRUCTION_TYPE_F-SUB	Value: 64
INSTRUCTION_TYPE_F-SUBP	Value: 65
INSTRUCTION_TYPE_F-SUBR	Value: 67
INSTRUCTION_TYPE_F-SUBRP	Value: 68
INSTRUCTION_TYPE_F-UCOM	Value: 84
INSTRUCTION_TYPE_F-UCOMI	Value: 87
INSTRUCTION_TYPE_F-UCOMIP	Value: 88
INSTRUCTION_TYPE_F-UCOMP	Value: 85
INSTRUCTION_TYPE_F-UCOMPP	Value: 86

*continued on next page*

Name	Description
INSTRUCTION_TYPE_FXCH	Value: 100
INSTRUCTION_TYPE_IDIV	Value: 12
INSTRUCTION_TYPE_IMUL	Value: 25
INSTRUCTION_TYPE_INCB	Value: 9
INSTRUCTION_TYPE_INT	Value: 45
INSTRUCTION_TYPE_JECXZ	Value: 38
INSTRUCTION_TYPE_JMP	Value: 36
INSTRUCTION_TYPE_JMPC	Value: 37
INSTRUCTION_TYPE_LEA	Value: 28
INSTRUCTION_TYPE_LFP	Value: 56
INSTRUCTION_TYPE_LODS	Value: 16
INSTRUCTION_TYPE_LOOP	Value: 41
INSTRUCTION_TYPE_MMX	Value: 104
INSTRUCTION_TYPE_MOV	Value: 2
INSTRUCTION_TYPE_MOVC	Value: 40
INSTRUCTION_TYPE_MOVS	Value: 18
INSTRUCTION_TYPE_MOVSR	Value: 3
INSTRUCTION_TYPE_MOVSX	Value: 19
INSTRUCTION_TYPE_MOVZX	Value: 20
INSTRUCTION_TYPE_MUL	Value: 24
INSTRUCTION_TYPE_NEG	Value: 14

*continued on next page*

Name	Description
INSTRUCTION_TYPE_NOT	Value: 13
INSTRUCTION_TYPE_OR	Value: 34
INSTRUCTION_TYPE_OTHER	Value: 106
INSTRUCTION_TYPE_POP	Value: 35
INSTRUCTION_TYPE_PRIV	Value: 107
INSTRUCTION_TYPE_PUSH	Value: 32
INSTRUCTION_TYPE_RET	Value: 43
INSTRUCTION_TYPE_ROX	Value: 23
INSTRUCTION_TYPE_SBB	Value: 8
INSTRUCTION_TYPE_SCAS	Value: 17
INSTRUCTION_TYPE_SETC	Value: 39
INSTRUCTION_TYPE_SGDT	Value: 53
INSTRUCTION_TYPE_SHX	Value: 22
INSTRUCTION_TYPE_SIDT	Value: 54
INSTRUCTION_TYPE_SLDT	Value: 55
INSTRUCTION_TYPE_SSE	Value: 105
INSTRUCTION_TYPE_STD	Value: 58
INSTRUCTION_TYPE_STOS	Value: 15
INSTRUCTION_TYPE_SUB	Value: 7
INSTRUCTION_TYPE_SYSENTER	Value: 101
INSTRUCTION_TYPE_TEST	Value: 31

*continued on next page*

Name	Description
INSTRUCTION_TYPE_X-ADD	Value: 5
INSTRUCTION_TYPE_X-CHG	Value: 29
INSTRUCTION_TYPE_X-LAT	Value: 59
INSTRUCTION_TYPE_X-OR	Value: 27
MODE_16	Value: 1
MODE_32	Value: 0
OPERAND_TYPE_IMMEDIATE	Value: 3
OPERAND_TYPE_MEMORY	Value: 1
OPERAND_TYPE_NONE	Value: 0
OPERAND_TYPE_REGISTER	Value: 2
REGISTER_EAX	Value: 0
REGISTER_EBP	Value: 5
REGISTER_EBX	Value: 3
REGISTER_ECX	Value: 1
REGISTER_EDI	Value: 7
REGISTER_EDX	Value: 2
REGISTER_ESI	Value: 6
REGISTER_ESP	Value: 4
REGISTER_NOP	Value: 8
REGISTER_TYPE_CONTROL	Value: 4
REGISTER_TYPE_DEBUG	Value: 3
REGISTER_TYPE_FPU	Value: 8
REGISTER_TYPE_GEN	Value: 1
REGISTER_TYPE_MMX	Value: 7
REGISTER_TYPE_SEGMENT	Value: 2
REGISTER_TYPE_TEST	Value: 5
REGISTER_TYPE_XMM	Value: 6
--package--	Value: None

## 46 Module morpher.pydbg.pydbg

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**License:** GNU General Public License 2.0 or later

**Contact:** pedram.amini@gmail.com

**Organization:** www.openrce.org

### 46.1 Variables

Name	Description
ntdll	<b>Value:</b> <WinDLL 'ntdll', handle 77a40000 at 23d6e50>
iphlpapi	<b>Value:</b> <WinDLL 'iphlpapi', handle 73820000 at 23dbbb0>
kernel32	<b>Value:</b> <WinDLL 'kernel32', handle 76a70000 at 249fc70>
advapi32	<b>Value:</b> <WinDLL 'advapi32', handle 77460000 at 23d6570>
AF_INET	<b>Value:</b> 2
AF_INET6	<b>Value:</b> 23
CONTEXT_CONTROL	<b>Value:</b> 65537
CONTEXT_DEBUG_REGISTERS	<b>Value:</b> 65552
CONTEXT_FULL	<b>Value:</b> 65543
CREATE_NEW_CONSOLE	<b>Value:</b> 16
CREATE_PROCESS_DEBUG_EVENT	<b>Value:</b> 3
CREATE_THREAD_DEBUG_EVENT	<b>Value:</b> 2
DBG_CONTINUE	<b>Value:</b> 65538
DBG_EXCEPTION_HANDLED	<b>Value:</b> 65537
DBG_EXCEPTION_NOT_HANDLED	<b>Value:</b> 2147549185
DEBUG_ONLY_THIS_PROCESS	<b>Value:</b> 2
DEBUG_PROCESS	<b>Value:</b> 1
DEFAULT_MODE	<b>Value:</b> 0
EFLAGS_RF	<b>Value:</b> 65536
EFLAGS_TRAP	<b>Value:</b> 256

*continued on next page*



Name	Description
ERROR_NO_MORE_FILES	Value: 18
EXCEPTION_ACCESS_VIOLATION	Value: 3221225477
EXCEPTION_BREAKPOINT	Value: 2147483651
EXCEPTION_DEBUG_EVENT	Value: 1
EXCEPTION_GUARD_PAGE	Value: 2147483649
EXCEPTION_SINGLE_STEP	Value: 2147483652
EXIT_PROCESS_DEBUG_EVENT	Value: 5
EXIT_THREAD_DEBUG_EVENT	Value: 4
FILE_MAP_READ	Value: 4
FORMAT_MESSAGE_ALLOCATE_BUFFER	Value: 256
FORMAT_MESSAGE_FROM_SYSTEM	Value: 4096
GetLastError	Value: <_FuncPtr object at 0x0253AA08>
HW_ACCESS	Value: 3
HW_EXECUTE	Value: 0
HW_WRITE	Value: 1
INVALID_HANDLE_VALUE	Value: 4294967295
LOAD_DLL_DEBUG_EVENT	Value: 6
MEM_COMMIT	Value: 4096
MEM_DECOMMIT	Value: 16384
MEM_IMAGE	Value: 16777216
MEM_RELEASE	Value: 32768
MIB_TCP_STATE_LISTEN	Value: 2
OUTPUT_DEBUG_STRING_EVENT	Value: 8
PAGE_EXECUTE	Value: 16
PAGE_EXECUTE_READ	Value: 32
PAGE_EXECUTE_READWRITE	Value: 64

*continued on next page*

Name	Description
PAGE_EXECUTE_WRITECOPY	Value: 128
PAGE_GUARD	Value: 256
PAGE_NOACCESS	Value: 1
PAGE_NOCACHE	Value: 512
PAGE_READONLY	Value: 2
PAGE_READWRITE	Value: 4
PAGE_WRITECOMBINE	Value: 1024
PAGE_WRITECOPY	Value: 8
PROCESS_ALL_ACCESS	Value: 2035711
RIP_EVENT	Value: 9
RTLD_GLOBAL	Value: 0
RTLD_LOCAL	Value: 0
SE_PRIVILEGE_ENABLED	Value: 2
SW_SHOW	Value: 5
SysDbgReadMsr	Value: 16
SysDbgWriteMsr	Value: 17
TCP_TABLE_OWNER_PID_ALL	Value: 5
TH32CS_INHERIT	Value: 2147483648
TH32CS_SNAPALL	Value: 15
TH32CS_SNAPHEAPLIST	Value: 1
TH32CS_SNAPMODULE	Value: 8
TH32CS_SNAPPROCESS	Value: 2
TH32CS_SNAPTHREAD	Value: 4
THREAD_ALL_ACCESS	Value: 2032639
TOKEN_ADJUST_PRIVILEGES	Value: 32
UDP_TABLE_OWNER_PID	Value: 1
UNLOAD_DLL_DEBUG_EVENT	Value: 7
USER_CALLBACK_DEBUG_EVENT	Value: 3735928559
VIRTUAL_MEM	Value: 12288
--package--	Value: 'morpher.pydbg'
c.types	Value: (<type '_ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
cdll	Value: <ctypes.LibraryLoader object at 0x0249FB90>

continued on next page

Name	Description
memmove	<b>Value:</b> <CFunctionType object at 0x0253AA80>
memset	<b>Value:</b> <CFunctionType object at 0x0253AAF8>
oledll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FC30>
psapi	<b>Value:</b> <WinDLL 'psapi', handle 76cb0000 at 23ed450>
pydll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBB0>
pythonapi	<b>Value:</b> <PyDLL 'python dll', handle 1e000000 at 249fbd0>
windll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBF0>

## 46.2 Class pydbg

This class implements standard low level functionality including:

- The load() / attach() routines.
- The main debug event loop.
- Convenience wrappers for commonly used Windows API.
- Single step toggling routine.
- Win32 error handler wrapped around PDX.
- Base exception / event handler routines which are meant to be overridden.

Higher level functionality is also implemented including:

- Register manipulation.
- Soft (INT 3) breakpoints.
- Memory breakpoints (page permissions).
- Hardware breakpoints.
- Exception / event handling call backs.
- Pydasm (libdasm) disassembly wrapper.
- Process memory snapshotting and restoring.
- Endian manipulation routines.
- Debugger hiding.
- Function resolution.
- "Intelligent" memory derefencing.

- Stack/SEH unwinding.
- Etc...

#### 46.2.1 Methods

**`__init__(self, ff=True, cs=False)`**

Set the default attributes. See the source if you want to modify the default creation values.

**Parameters**

**ff**: (Optional, Def=True) Flag controlling whether or not pydbg attaches to forked processes  
(*type=Boolean*)

**cs**: (Optional, Def=False) Flag controlling whether or not pydbg is in client/server (socket) mode  
(*type=Boolean*)

**`addr_to_dll(self, address)`**

Return the system DLL that contains the address specified.

**Parameters**

**address**: Address to search system DLL ranges for  
(*type=DWORD*)

**Return Value**

System DLL that contains the address specified or None if not found.  
(*type=system\_dll*)

**`addr_to_module(self, address)`**

Return the MODULEENTRY32 structure for the module that contains the address specified.

**Parameters**

**address**: Address to search loaded module ranges for  
(*type=DWORD*)

**Return Value**

MODULEENTRY32 strucutre that contains the address specified or None if not found.  
(*type=MODULEENTRY32*)

**attach**(*self*, *pid*)

Attach to the specified process by PID. Saves a process handle in `self.h_process` and prevents debuggee from exiting on debugger quit.

**Parameters**

**pid:** Process ID to attach to

(*type=Integer*)

**Return Value**

Self

(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**bp\_del**(*self*, *address*)

Removes the breakpoint from target address.

**Parameters**

**address:** Address or list of addresses to remove breakpoint from

(*type=DWORD or List*)

**Return Value**

Self

(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** `bp_set()`, `bp_del_all()`, `bp_is_ours()`

**bp\_del\_all**(*self*)

Removes all breakpoints from the debuggee.

**Return Value**

Self

(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** `bp_set()`, `bp_del()`, `bp_is_ours()`

---

**bp\_del\_hw**(*self*, *address*=None, *slot*=None)

Removes the hardware breakpoint from the specified address or slot. Either an address or a slot must be specified, but not both.

**Parameters**

**address:** (Optional) Address to remove hardware breakpoint from.  
(*type*=*DWORD*)

**slot:** (Optional)  
(*type*=*Integer* (0 through 3))

**Return Value**

Self  
(*type*=*pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** bp\_set\_hw(), bp\_del\_hw\_all()

---

**bp\_del\_hw\_all**(*self*)

Removes all hardware breakpoints from the debuggee.

**Return Value**

Self  
(*type*=*pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** bp\_set\_hw(), bp\_del\_hw()

**bp\_del\_mem**(*self*, *address*)

Removes the memory breakpoint from target address.

**Parameters**

**address:** Address or list of addresses to remove memory breakpoint from  
(*type*=*DWORD*)

**Return Value**

Self  
(*type*=*pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** bp\_del\_mem\_all(), bp\_set\_mem(), bp\_is\_ours\_mem()

**bp\_del\_mem\_all**(*self*)

Removes all memory breakpoints from the debuggee.

**Return Value**

Self  
(*type*=*pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** bp\_del\_mem(), bp\_set\_mem(), bp\_is\_ours\_mem()

**bp\_is\_ours**(*self*, *address\_to\_check*)

Determine if a breakpoint address belongs to us.

**Parameters**

**address\_to\_check:** Address to check if we have set a breakpoint at  
(*type*=*DWORD*)

**Return Value**

True if breakpoint in question is ours, False otherwise  
(*type*=*Bool*)

**See Also:** bp\_set(), bp\_del(), bp\_del\_all()

**bp\_is\_ours\_mem**(*self*, *address\_to\_check*)

Determines if the specified address falls within the range of one of our memory breakpoints. When handling potential memory breakpoint exceptions it is mandatory to check the offending address with this routine as memory breakpoints are implemented by changing page permissions and the referenced address may very well exist within the same page as a memory breakpoint but not within the actual range of the buffer we wish to break on.

**Parameters**

**address\_to\_check:** Address to check if we have set a breakpoint on  
(*type=DWORD*)

**Return Value**

The starting address of the buffer our breakpoint triggered on or  
False if address falls outside range.

(*type=Mixed*)

**See Also:** bp\_set\_mem(), bp\_del\_mem(), bp\_del\_mem\_all()



---

**bp\_set**(*self*, *address*, *description*='', *restore*=True, *handler*=None)

---

Sets a breakpoint at the designated address. Register an EXCEPTION\_BREAKPOINT callback handler to catch breakpoint events. If a list of addresses is submitted to this routine then the entire list of new breakpoints get the same description and restore. The optional "handler" parameter can be used to identify a function to specifically handle the specified bp, as opposed to the generic bp callback handler. The prototype of the callback routines is:

```
func (pydbg)
    return DBG_CONTINUE      # or other continue status
```

#### Parameters

**address:** Address or list of addresses to set breakpoint at  
(*type*=DWORD or List)

**description:** (Optional) Description to associate with this breakpoint  
(*type*=String)

**restore:** (Optional, def=True) Flag controlling whether or not to restore the breakpoint  
(*type*=Bool)

**handler:** (Optional, def=None) Optional handler to call for this bp instead of the default handler  
(*type*=Function Pointer)

#### Return Value

Self  
(*type*=pydbg)

#### Raises

pdx An exception is raised on failure.

**See Also:** bp\_is\_ours(), bp\_del(), bp\_del\_all()

---

```
bp_set_hw(self, address, length, condition, description='', restore=True,
handler=None)
```

Sets a hardware breakpoint at the designated address. Register an EXCEPTION\_SINGLE\_STEP callback handler to catch hardware breakpoint events. Setting hardware breakpoints requires the internal h.thread handle be set. This means that you can not set one outside the context of a debug event handler. If you want to set a hardware breakpoint as soon as you attach to or load a process, do so in the first chance breakpoint handler.

For more information regarding the Intel x86 debug registers and hardware breakpoints see:

<http://pdos.csail.mit.edu/6.828/2005/readings/ia32/IA32-3.pdf>  
Section 15.2

Alternatively, you can register a custom handler to handle hits on the specific hw breakpoint slot.

\*Warning: Setting hardware breakpoints during the first system breakpoint will be removed upon process continue. A better approach is to set a software breakpoint that when hit will set your hardware breakpoints.

#### Parameters

<b>address:</b>	Address to set hardware breakpoint at ( <i>type=DWORD</i> )
<b>length:</b>	Size of hardware breakpoint in bytes (byte, word or dword) ( <i>type=Integer (1, 2 or 4)</i> )
<b>condition:</b>	Condition to set the hardware breakpoint to activate on ( <i>type=Integer (HW_ACCESS, HW_WRITE, HW_EXECUTE)</i> )
<b>description:</b>	(Optional) Description of breakpoint ( <i>type=String</i> )
<b>restore:</b>	(Optional, def=True) Flag controlling whether or not to restore the breakpoint ( <i>type=Boolean</i> )
<b>handler:</b>	(Optional, def=None) Optional handler to call for this bp instead of the default handler ( <i>type=Function Pointer</i> )

#### Return Value

Self  
(*type=pydbg*)

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#### Raises

**pdx** An exception is raised on failure.

**Note:** Hardware breakpoints are handled globally throughout the entire

---

**bp\_set\_mem**(*self*, *address*, *size*, *description*='', *handler*=None)

---

Sets a memory breakpoint at the target address. This is implemented by changing the permissions of the page containing the address to PAGE\_GUARD. To catch memory breakpoints you have to register the EXCEPTION\_GUARD\_PAGE callback. Within the callback handler check the internal pydbg variable `self.memory_breakpoint_hit` to determine if the violation was a result of a direct memory breakpoint hit or some unrelated event. Alternatively, you can register a custom handler to handle the memory breakpoint. Memory breakpoints are automatically restored via the internal single step handler. To remove a memory breakpoint, you must explicitly call `bp_del_mem()`.

**Parameters**

**address:** Starting address of the buffer to break on  
(*type*=*DWORD*)

**size:** Size of the buffer to break on  
(*type*=*Integer*)

**description:** (Optional) Description to associate with this breakpoint  
(*type*=*String*)

**handler:** (Optional, def=None) Optional handler to call for this bp instead of the default handler  
(*type*=*Function Pointer*)

**Return Value**

Self  
(*type*=*pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** `bp_is_ours_mem()`, `bp_del_mem()`, `bp_del_mem_all()`

---

**close\_handle**(*self*, *handle*)

---

Convenience wrapper around `kernel32.CloseHandle()`

**Parameters**

**handle:** Handle to close  
(*type*=*Handle*)

**Return Value**

Return value from `CloseHandle()`.  
(*type*=*Bool*)

---

**dbg\_print\_all\_debug\_registers(*self*)**

\*\*\* DEBUG ROUTINE \*\*\*

This is a debugging routine that was used when debugging hardware breakpoints. It was too useful to be removed from the release code.

**dbg\_print\_all\_guarded\_pages(*self*)**

\*\*\* DEBUG ROUTINE \*\*\*

This is a debugging routine that was used when debugging memory breakpoints. It was too useful to be removed from the release code.

**debug\_active\_process(*self*, *pid*)**

Convenience wrapper around GetLastError() and FormatMessage(). Returns the error code and formatted message associated with the last error. You probably do not want to call this directly, rather look at attach().

**Parameters**

*pid*: Process ID to attach to  
(*type=Integer*)

**Raises**

*pdx* An exception is raised on failure.

**debug\_event\_iteration(*self*)**

Check for and process a debug event.

**debug\_event\_loop(*self*)**

Enter the infinite debug event handling loop. This is the main loop of the debugger and is responsible for catching debug events and exceptions and dispatching them appropriately. This routine will check for and call the USER\_CALLBACK\_DEBUG\_EVENT callback on each loop iteration. run() is an alias for this routine.

**Raises**

*pdx* An exception is raised on any exceptional conditions, such as debugger being interrupted or debuggee quitting.

**See Also:** run()

**debug\_set\_process\_kill\_on\_exit**(*self*, *kill\_on\_exit*)

Convenience wrapper around DebugSetProcessKillOnExit().

**Parameters**

**kill\_on\_exit:** True to kill the process on debugger exit, False to let debuggee continue running.  
(*type=Bool*)

**Raises**

**pdx** An exception is raised on failure.

**detach**(*self*)

Detach from debuggee.

**Return Value**

Self  
(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**disasm**(*self*, *address*)

Pydasm disassemble utility function wrapper. Stores the pydasm decoded instruction in self.instruction.

**Parameters**

**address:** Address to disassemble at  
(*type=DWORD*)

**Return Value**

Disassembled string.  
(*type=String*)

**disasm\_around**(*self*, *address*, *num\_inst*=5)

Given a specified address this routine will return the list of 5 instructions before and after the instruction at address (including the instruction at address, so 11 instructions in total). This is accomplished by grabbing a larger chunk of data around the address than what is predicted as necessary and then disassembling forward. If during the forward disassembly the requested address lines up with the start of an instruction, then the assumption is made that the forward disassembly self corrected itself and the instruction set is returned. If we are unable to align with the original address, then we modify our data slice and try again until we do.

**Parameters**

**address:** Address to disassemble around  
(*type*=*DWORD*)

**num\_inst:** (Optional, Def=5) Number of instructions to disassemble up/down from address  
(*type*=*Integer*)

**Return Value**

List of tuples (address, disassembly) of instructions around the specified address.  
(*type*=*List*)

**dump\_context**(*self*, *context=None*, *stack\_depth=5*, *print\_dots=True*)

Return an informational block of text describing the CPU context of the current thread. Information includes:

- Disassembly at current EIP
- Register values in hex, decimal and "smart" dereferenced
- ESP, ESP+4, ESP+8 ... values in hex, decimal and "smart" dereferenced

**Parameters**

- context:** (Optional) Current thread context to examine  
(*type=Context*)
- stack\_depth:** (Optional, def:5) Number of dwords to dereference off of the stack (not including ESP)  
(*type=Integer*)
- print\_dots:** (Optional, def:True) Controls suppression of dot in place of non-printable  
(*type=Bool*)

**Return Value**

Information about current thread context.  
(*type=String*)

**See Also:** dump\_context\_list()

---

**dump\_context\_list**(*self*, *context*=None, *stack\_depth*=5, *print\_dots*=True, *hex\_dump*=False)

---

Return an informational list of items describing the CPU context of the current thread. Information includes:

- Disassembly at current EIP
- Register values in hex, decimal and "smart" dereferenced
- ESP, ESP+4, ESP+8 ... values in hex, decimal and "smart" dereferenced

**Parameters**

- context:** (Optional) Current thread context to examine  
(*type*=Context)
- stack\_depth:** (Optional, def:5) Number of dwords to dereference off of the stack (not including ESP)  
(*type*=Integer)
- print\_dots:** (Optional, def:True) Controls suppression of dot in place of non-printable  
(*type*=Bool)
- hex\_dump:** (Optional, def=False) Return a hex dump in the absense of string detection  
(*type*=Bool)

**Return Value**

Dictionary of information about current thread context.  
(*type*=Dictionary)

**See Also:** dump\_context()

---

**enumerate\_modules**(*self*)

---

Using the CreateToolhelp32Snapshot() API enumerate and return the list of module name / base address tuples that belong to the debuggee

**Return Value**

List of module name / base address tuples.  
(*type*=List)

**See Also:** iterate\_modules()



**enumerate\_processes(*self*)**

Using the CreateToolhelp32Snapshot() API enumerate all system processes returning a list of pid / process name tuples.

**Return Value**

List of pid / process name tuples.

Example:

```
for (pid, name) in pydbg.enumerate_processes():
    if name == "test.exe":
        break
```

```
pydbg.attach(pid)
```

(*type=List*)

**See Also:** iterate\_processes()

**enumerate\_threads(*self*)**

Using the CreateToolhelp32Snapshot() API enumerate all system threads returning a list of thread IDs that belong to the debuggee.

**Return Value**

List of thread IDs belonging to the debuggee.

Example:

```
for thread_id in self.enumerate_threads():
    context = self.get_thread_context(None, thread_id)
```

(*type=List*)

**See Also:** iterate\_threads()

**event\_handler\_create\_process(*self*)**

This is the default CREATE\_PROCESS\_DEBUG\_EVENT handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**event\_handler\_create\_thread(*self*)**

This is the default CREATE\_THREAD\_DEBUG\_EVENT handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**event\_handler\_exit\_process(*self*)**

This is the default EXIT\_PROCESS\_DEBUG\_EVENT handler.

**Raises**

**pdx** An exception is raised to denote process exit.

**event\_handler\_exit\_thread(*self*)**

This is the default EXIT\_THREAD\_DEBUG\_EVENT handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**event\_handler\_load\_dll(*self*)**

This is the default LOAD\_DLL\_DEBUG\_EVENT handler. You can access the last loaded dll in your callback handler with the following example code:

```
last_dll = pydbg.get_system_dll(-1)
print "loading:%s from %s into:%08x size:%d" % (last_dll.name, last_dll.path, las
```

The get\_system\_dll() routine is preferred over directly accessing the internal data structure for proper and transparent client/server support.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**event\_handler\_unload\_dll(*self*)**

This is the default UNLOAD\_DLL\_DEBUG\_EVENT handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**exception\_handler\_access\_violation**(*self*)

This is the default EXCEPTION\_ACCESS\_VIOLATION handler. Responsible for handling the access violation and passing control to the registered user callback handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**Attention:** If you catch an access violaton and wish to terminate the process, you *\*must\** still return DBG\_CONTINUE to avoid a deadlock.

**exception\_handler\_breakpoint**(*self*)

This is the default EXCEPTION\_BREAKPOINT handler, responsible for transparently restoring soft breakpoints and passing control to the registered user callback handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**exception\_handler\_guard\_page**(*self*)

This is the default EXCEPTION\_GUARD\_PAGE handler, responsible for transparently restoring memory breakpoints passing control to the registered user callback handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**exception\_handler\_single\_step**(*self*)

This is the default EXCEPTION\_SINGLE\_STEP handler, responsible for transparently restoring breakpoints and passing control to the registered user callback handler.

**Return Value**

Debug event continue status.

(*type=DWORD*)

**func\_resolve**(*self*, *dll*, *function*)

Utility function that resolves the address of a given module / function name pair under the context of the debugger.

**Parameters**

**dll:** Name of the DLL (case-insensitive)  
(*type=String*)

**function:** Name of the function to resolve (case-sensitive)  
(*type=String*)

**Return Value**

Address  
(*type=DWORD*)

**See Also:** func\_resolve\_debuggee()

**func\_resolve\_debuggee**(*self*, *dll\_name*, *func\_name*)

Utility function that resolves the address of a given module / function name pair under the context of the debuggee. Note: Be weary of calling this function from within a LOAD\_DLL handler as the module is not yet fully loaded and therefore the snapshot will not include it.

**Parameters**

**dll\_name:** Name of the DLL (case-insensitive, ex:ws2\_32.dll)  
(*type=String*)

**func\_name:** Name of the function to resolve (case-sensitive)  
(*type=String*)

**Return Value**

Address of the symbol in the target process address space if it can be resolved, None otherwise  
(*type=DWORD*)

**Author:** Otto Ebeling

**See Also:** func\_resolve()

**To Do:** Add support for followed imports.

**get\_ascii\_string**(*self*, *data*)

Retrieve the ASCII string, if any, from data. Ensure that the string is valid by checking against the minimum length requirement defined in `self.STRING_EXPLORATION_MIN_LENGTH`.

**Parameters**

**data:** Data to explore for printable ascii string  
(*type=Raw*)

**Return Value**

False on failure, ascii string on discovered string.  
(*type=String*)

**get\_arg**(*self*, *index*, *context=None*)

Given a thread context, this convenience routine will retrieve the function argument at the specified index. The return address of the function can be retrieved by specifying an index of 0. This routine should be called from breakpoint handlers at the top of a function.

**Parameters**

**index:** Data to explore for printable ascii string  
(*type=Integer*)

**context:** (Optional) Current thread context to examine  
(*type=Context*)

**Return Value**

Value of specified argument.  
(*type=DWORD*)

**get\_attr**(*self*, *attribute*)

Return the value for the specified class attribute. This routine should be used over directly accessing class member variables for transparent support across local vs. client/server debugger clients.

**Parameters**

**attribute:** Name of attribute to return.  
(*type=String*)

**Return Value**

Requested attribute or None if not found.  
(*type=Mixed*)

**See Also:** `set_attr()`

**get\_debug\_privileges(*self*)**

Obtain necessary privileges for debugging.

**Raises**

**pdx** An exception is raised on failure.

**get\_instruction(*self*, *address*)**

Pydasm disassemble utility function wrapper. Returns the pydasm decoded instruction in self.instruction.

**Parameters**

**address:** Address to disassemble at  
(*type=DWORD*)

**Return Value**

pydasm instruction  
(*type=pydasm instruction*)

**get\_printable\_string(*self*, *data*, *print\_dots=True*)**

description

**Parameters**

**data:** Data to explore for printable ascii string  
(*type=Raw*)

**print\_dots:** (Optional, def:True) Controls suppression of dot in place of non-printable  
(*type=Bool*)

**Return Value**

False on failure, discovered printable chars in string otherwise.  
(*type=String*)

**get\_register**(*self*, *register*)

Get the value of a register in the debuggee within the context of the *self.h\_thread*.

**Parameters**

**register:** One of EAX, EBX, ECX, EDX, ESI, EDI, ESP, EBP, EIP  
(*type=Register*)

**Return Value**

Value of specified register.  
(*type=DWORD*)

**Raises**

**pdx** An exception is raised on failure.

**get\_system\_dll**(*self*, *idx*)

Return the system DLL at the specified index. If the debugger is in client / server mode, remove the PE structure (we do not want to send that mammoth over the wire).

**Parameters**

**idx:** Index into *self.system\_dlls*[] to retrieve DLL from.  
(*type=Integer*)

**Return Value**

Requested attribute or None if not found.  
(*type=Mixed*)

---

**get\_thread\_context**(*self*, *thread\_handle*=None, *thread\_id*=0)

Convenience wrapper around GetThreadContext(). Can obtain a thread context via a handle or thread id.

**Parameters**

**thread\_handle:** (Optional) Handle of thread to get context of  
(*type*=HANDLE)  
**thread\_id:** (Optional) ID of thread to get context of  
(*type*=Integer)

**Return Value**

Thread CONTEXT on success.  
(*type*=CONTEXT)

**Raises**

pdx An exception is raised on failure.

---

**get\_unicode\_string**(*self*, *data*)

description

**Parameters**

**data:** Data to explore for printable unicode string  
(*type*=Raw)

**Return Value**

False on failure, ascii-converted unicode string on discovered string.  
(*type*=String)

---

**hex\_dump**(*self*, *data*, *addr*=0, *prefix*='')

Utility function that converts data into hex dump format.

**Parameters**

**data:** Raw bytes to view in hex dump  
(*type*=Raw Bytes)  
**addr:** (Optional, def=0) Address to start hex offset display from  
(*type*=DWORD)  
**prefix:** String to prefix each line of hex dump with.  
(*type*=String (Optional, def=""))

**Return Value**

Hex dump of data.  
(*type*=String)



**hide\_debugger**(*self*)

Hide the presence of the debugger. This routine requires an active context and therefore can not be called immediately after a load() for example. Call it from the first chance breakpoint handler. This routine hides the debugger in the following ways:

- Modifies the PEB flag that IsDebuggerPresent() checks for.

**Raises**

**pdx** An exception is raised if we are unable to hide the debugger for various reasons.

**is\_address\_on\_stack**(*self*, *address*, *context*=None)

Utility function to determine if the specified address exists on the current thread stack or not.

**Parameters**

**address:** Address to check

(*type*=*DWORD*)

**context:** (Optional) Current thread context to examine

(*type*=*Context*)

**Return Value**

True if address lies in current threads stack range, False otherwise.

(*type*=*Bool*)

**iterate\_modules**(*self*)

A simple iterator function that can be used to iterate through all modules the target process has mapped in its address space. Yielded objects are of type MODULEENTRY32.

**Return Value**

Iterated module entries.

(*type*=*MODULEENTRY32*)

**Author:** Otto Ebeling

**See Also:** enumerate\_modules()

**Warning:** break-ing out of loops over this routine will cause a handle leak.

**iterate\_processes(*self*)**

A simple iterator function that can be used to iterate through all running processes. Yielded objects are of type PROCESSENTRY32.

**Return Value**

Iterated process entries.

(*type=PROCESSENTRY32*)

**See Also:** enumerate\_processes()

**Warning:** break-ing out of loops over this routine will cause a handle leak.

**iterate\_threads(*self*)**

A simple iterator function that can be used to iterate through all running processes. Yielded objects are of type THREADENTRY32.

**Return Value**

Iterated process entries.

(*type=THREADENTRY32*)

**See Also:** enumerate\_threads()

**Warning:** break-ing out of loops over this routine will cause a handle leak.

**flip\_endian(*self*, *dword*)**

Utility function to flip the endianness a given DWORD into raw bytes.

**Parameters**

**dword:** DWORD whose endianness to flip

(*type=DWORD*)

**Return Value**

Converted DWORD in raw bytes.

(*type=Raw Bytes*)

**flip\_endian\_dword**(*self*, *bytes*)

Utility function to flip the endianness of a given set of raw bytes into a DWORD.

**Parameters**

**bytes:** Raw bytes whose endianness to flip  
(*type=Raw Bytes*)

**Return Value**

Converted DWORD.  
(*type=DWORD*)

**load**(*self*, *path\_to\_file*, *command\_line=None*, *create\_new\_console=False*, *show\_window=True*)

Load the specified executable and optional command line arguments into the debugger.

**Parameters**

**path\_to\_file:** Full path to executable to load in debugger  
(*type=String*)

**command\_line:** (Optional, def=None) Command line arguments to pass to debuggee  
(*type=String*)

**create\_new\_console:** (Optional, def=False) Create a new console for the debuggee.  
(*type=Boolean*)

**show\_window:** (Optional, def=True) Show / hide the debuggee window.  
(*type=Boolean*)

**Raises**

**pdx** An exception is raised if we are unable to load the specified executable in the debugger.

**To Do:** This routines needs to be further tested ... I nomally just attach.

**open\_process(*self*, *pid*)**

Convenience wrapper around `OpenProcess()`.

**Parameters**

**pid:** Process ID to attach to  
(*type=Integer*)

**Raises**

**pdx** An exception is raised on failure.

**open\_thread(*self*, *thread\_id*)**

Convenience wrapper around `OpenThread()`.

**Parameters**

**thread\_id:** ID of thread to obtain handle to  
(*type=Integer*)

**Raises**

**pdx** An exception is raised on failure.

**page\_guard\_clear(*self*)**

Clear all debugger-set PAGE\_GUARDS from memory. This is useful for suspending memory breakpoints to single step past a REP instruction.

**Return Value**

Self  
(*type=pydbg*)

**See Also:** `page_guard_restore()`

**page\_guard\_restore(*self*)**

Restore all previously cleared debugger-set PAGE\_GUARDS from memory. This is useful for suspending memory breakpoints to single step past a REP instruction.

**Return Value**

Self  
(*type=pydbg*)

**See Also:** `page_guard_clear()`

**pid\_to\_port**(*self*, *pid*)

A helper function that enumerates the IPv4 endpoints for a given process ID.

**Parameters**

**pid:** Process ID to find port information on.

(*type=Integer*)

**Return Value**

A list of the protocol, bound address and listening port

(*type=A list of tuples*)

**Raises**

**pdx** An exception is raised on failure

**Author:** Justin Seitz

**process\_restore**(*self*)

Restore memory / context snapshot of the debuggee. All threads must be suspended before calling this routine.

**Return Value**

Self

(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**process\_snapshot**(*self*, *mem\_only=False*)

Take memory / context snapshot of the debuggee. All threads must be suspended before calling this routine.

**Return Value**

Self

(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**read**(*self*, *address*, *length*)

Alias to read\_process\_memory().

**See Also:** read\_process\_memory

**read\_msr**(*self*, *address*)

Read data from the specified MSR address.

**Parameters**

**address:** MSR address to read from.  
(*type=DWORD*)

**Return Value**

(read status, msr structure)  
(*type=tuple*)

**See Also:** write\_msr

**read\_process\_memory**(*self*, *address*, *length*)

Read from the debuggee process space.

**Parameters**

**address:** Address to read from.  
(*type=DWORD*)

**length:** Length, in bytes, of data to read.  
(*type=Integer*)

**Return Value**

Read data.  
(*type=Raw*)

**Raises**

**pdx** An exception is raised on failure.

**resume\_all\_threads**(*self*)

Resume all process threads.

**Return Value**

Self  
(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** suspend\_all\_threads()

---

**resume\_thread**(*self*, *thread\_id*)

---

Resume the specified thread.

**Parameters**

**thread\_id:** ID of thread to resume.  
(*type=DWORD*)

**Return Value**

Self  
(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

---

**ret\_self**(*self*)

---

This convenience routine exists for internal functions to call and transparently return the correct version of self. Specifically, an object in normal mode and a moniker when in client/server mode.

**Return Value**

Client / server safe version of self

---

**run**(*self*)

---

Alias for debug\_event\_loop().

**See Also:** debug\_event\_loop()

---

**seh\_unwind**(*self*, *context=None*)

---

Unwind the the Structured Exception Handler (SEH) chain of the current or specified thread to the best of our abilities. The SEH chain is a simple singly linked list, the head of which is pointed to by fs:0. In cases where the SEH chain is corrupted and the handler address points to invalid memory, it will be returned as 0xFFFFFFFF.

**Parameters**

**context:** (Optional) Current thread context to examine  
(*type=Context*)

**Return Value**

Naturally ordered list of SEH addresses and handlers.  
(*type=List of Tuples*)

---

**set\_attr**(*self*, *attribute*, *value*)

---

Return the value for the specified class attribute. This routine should be used over directly accessing class member variables for transparent support across local vs. client/server debugger clients.

**Parameters**

**attribute:** Name of attribute to return.

(*type=String*)

**value:** Value to set attribute to.

(*type=Mixed*)

**See Also:** set\_attr()

---

**set\_callback**(*self*, *exception\_code*, *callback\_func*)

---

Set a callback for the specified exception (or debug event) code. The prototype of the callback routines is:

```
func (pydbg):
    return DBG_CONTINUE      # or other continue status
```

You can register callbacks for any exception code or debug event. Look in the source for all `event_handler_???` and `exception_handler_???` routines to see which ones have internal processing (internal handlers will still pass control to your callback). You can also register a user specified callback that is called on each loop iteration from within `debug_event_loop()`. The callback code is `USER_CALLBACK_DEBUG_EVENT` and the function prototype is:

```
func (pydbg)
    return DBG_CONTINUE      # or other continue status
```

User callbacks do not / should not access debugger or contextual information.

**Parameters**

**exception\_code:** Exception code to establish a callback for

(*type=Long*)

**callback\_func:** Function to call when specified exception code is caught.

(*type=Function*)



**set\_debugger\_active**(*self*, *enable*)

Enable or disable the control flag for the main debug event loop. This is a convenience shortcut over `set_attr`.

**Parameters**

**enable:** Flag controlling the main debug event loop.  
(*type=Boolean*)

**set\_register**(*self*, *register*, *value*)

Set the value of a register in the debuggee within the context of the `self.h.thread`.

**Parameters**

**register:** One of EAX, EBX, ECX, EDX, ESI, EDI, ESP, EBP, EIP  
(*type=Register*)

**value:** Value to set register to  
(*type=DWORD*)

**Return Value**

Self  
(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

---

**set\_thread\_context**(*self*, *context*, *thread\_handle*=None, *thread\_id*=0)

Convenience wrapper around SetThreadContext(). Can set a thread context via a handle or thread id.

**Parameters**

**thread\_handle:** (Optional) Handle of thread to get context of  
(*type*=HANDLE)

**context:** Context to apply to specified thread  
(*type*=CONTEXT)

**thread\_id:** (Optional, Def=0) ID of thread to get context of  
(*type*=Integer)

**Return Value**

Self  
(*type*=pydbg)

**Raises**

pdx An exception is raised on failure.

---

**sigint\_handler**(*self*, *signal\_number*, *stack\_frame*)

Interrupt signal handler. We override the default handler to disable the run flag and exit the main debug event loop.

**Parameters**

**signal\_number:** (*type*=)

**stack\_frame:** (*type*=)

**single\_step**(*self*, *enable*, *thread\_handle*=None)

Enable or disable single stepping in the specified thread or self.h\_thread if a thread handle is not specified.

**Parameters**

**enable:** True to enable single stepping, False to disable  
(*type*=*Bool*)

**thread\_handle:** (Optional, Def=None) Handle of thread to put into single step mode  
(*type*=*Handle*)

**Return Value**

Self  
(*type*=*pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**smart\_dereference**(*self*, *address*, *print\_dots*=True, *hex\_dump*=False)

"Intelligently" discover data behind an address. The address is dereferenced and explored in search of an ASCII or Unicode string. In the absense of a string the printable characters are returned with non-printables represented as dots (.). The location of the discovered data is returned as well as either "heap", "stack" or the name of the module it lies in (global data).

**Parameters**

**address:** Address to smart dereference  
(*type*=*DWORD*)

**print\_dots:** (Optional, def:True) Controls suppression of dot in place of non-printable  
(*type*=*Bool*)

**hex\_dump:** (Optional, def=False) Return a hex dump in the absense of string detection  
(*type*=*Bool*)

**Return Value**

String of data discovered behind dereference.  
(*type*=*String*)

---

**stack\_range**(*self*, *context*=None)

Determine the stack range (top and bottom) of the current or specified thread. The desired information is located at offsets 4 and 8 from the Thread Environment Block (TEB), which in turn is pointed to by fs:0.

**Parameters**

**context:** (Optional) Current thread context to examine  
(*type*=*Context*)

**Return Value**

List containing (stack\_top, stack\_bottom) on success, False otherwise.  
(*type*=*Mixed*)

---

**stack\_unwind**(*self*, *context*=None)

Unwind the stack to the best of our ability. This function is really only useful if called when EBP is actually used as a frame pointer. If it is otherwise being used as a general purpose register then stack unwinding will fail immediately.

**Parameters**

**context:** (Optional) Current thread context to examine  
(*type*=*Context*)

**Return Value**

The current call stack ordered from most recent call backwards.  
(*type*=*List*)

---

**suspend\_all\_threads**(*self*)

Suspend all process threads.

**Return Value**

Self  
(*type*=*pydbg*)

**Raises**

**pdx** An exception is raised on failure.

**See Also:** `resume_all_threads()`

---

**suspend\_thread**(*self*, *thread\_id*)

Suspend the specified thread.

**Parameters**

**thread\_id:** ID of thread to suspend  
(*type=DWORD*)

**Return Value**

Self  
(*type=pydbg*)

**Raises**

**pdx** An exception is raised on failure.

---

**terminate\_process**(*self*, *exit\_code*=0, *method*='terminateprocess')

Terminate the debuggee using the specified method.

"terminateprocess": Terminate the debuggee by calling TerminateProcess(debuggee\_handle). "exitprocess": Terminate the debuggee by setting its current EIP to ExitProcess().

**Parameters**

**exit\_code:** (Optional, def=0) Exit code  
(*type=Integer*)

**method:** (Optional, def="terminateprocess") Termination method. See `__doc__` for more info.  
(*type=String*)

**Raises**

**pdx** An exception is raised on failure.

---

**to\_binary**(*self*, *number*, *bit\_count*=32)

Convert a number into a binary string. This is an ugly one liner that I ripped off of some site.

**Parameters**

**number:** Number to convert to binary string.  
(*type*=Integer)

**bit\_count:** (Optional, Def=32) Number of bits to include in output string.  
(*type*=Integer)

**Return Value**

Specified integer as a binary string  
(*type*=String)

**See Also:** to\_decimal()

---

**to\_decimal**(*self*, *binary*)

Convert a binary string into a decimal number.

**Parameters**

**binary:** Binary string to convert to decimal  
(*type*=String)

**Return Value**

Specified binary string as an integer  
(*type*=Integer)

**See Also:** to\_binary()

**virtual\_alloc**(*self, address, size, alloc\_type, protection*)

Convenience wrapper around VirtualAllocEx()

**Parameters**

- address:** Desired starting address of region to allocate, can be None  
(*type=DWORD*)
- size:** Size of memory region to allocate, in bytes  
(*type=Integer*)
- alloc\_type:** The type of memory allocation (most often MEM\_COMMIT)  
(*type=DWORD*)
- protection:** Memory protection to apply to the specified region  
(*type=DWORD*)

**Return Value**

Base address of the allocated region of pages.  
(*type=DWORD*)

**Raises**

**pdx** An exception is raised on failure.

**virtual\_free**(*self, address, size, free\_type*)

Convenience wrapper around VirtualFreeEx()

**Parameters**

- address:** Pointer to the starting address of the region of memory to be freed  
(*type=DWORD*)
- size:** Size of memory region to free, in bytes  
(*type=Integer*)
- free\_type:** The type of free operation  
(*type=DWORD*)

**Raises**

**pdx** An exception is raised on failure.

**virtual\_protect**(*self*, *base\_address*, *size*, *protection*)

Convenience wrapper around VirtualProtectEx()

**Parameters**

- base\_address:** Base address of region of pages whose access protection attributes are to be changed  
(*type*=*DWORD*)
- size:** Size of the region whose access protection attributes are to be changed  
(*type*=*Integer*)
- protection:** Memory protection to apply to the specified region  
(*type*=*DWORD*)

**Return Value**

Previous access protection.  
(*type*=*DWORD*)

**Raises**

**pdx** An exception is raised on failure.

**virtual\_query**(*self*, *address*)

Convenience wrapper around VirtualQueryEx().

**Parameters**

- address:** Address to query  
(*type*=*DWORD*)

**Return Value**

MEMORY\_BASIC\_INFORMATION  
(*type*=*MEMORY\_BASIC\_INFORMATION*)

**Raises**

**pdx** An exception is raised on failure.

**win32\_error**(*self*, *prefix*=None)

Convenience wrapper around GetLastError() and FormatMessage(). Raises an exception with the relevant error code and formatted message.

**Parameters**

- prefix:** (Optional) String to prefix error message with.  
(*type*=*String*)

**Raises**

**pdx** An exception is always raised by this routine.



**write**(*self*, *address*, *data*, *length*=0)

Alias to write\_process\_memory().

**See Also:** write\_process\_memory

**write\_msr**(*self*, *address*, *data*)

Write data to the specified MSR address.

**Parameters**

**address:** MSR address to write to.

(*type*=*DWORD*)

**data:** Data to write to MSR address.

(*type*=*QWORD*)

**Return Value**

(read status, msr structure)

(*type*=*tuple*)

**See Also:** read\_msr

**write\_process\_memory**(*self*, *address*, *data*, *length*=0)

Write to the debuggee process space. Convenience wrapper around WriteProcessMemory(). This routine will continuously attempt to write the data requested until it is complete.

**Parameters**

**address:** Address to write to

(*type*=*DWORD*)

**data:** Data to write

(*type*=*Raw Bytes*)

**length:** (Optional, Def:len(data)) Length of data, in bytes, to write

(*type*=*DWORD*)

**Raises**

**pdx** An exception is raised on failure.

#### 46.2.2 Class Variables

Name	Description
STRING_EXPLORATION_BUF_SIZE	<b>Value:</b> 256

*continued on next page*

Name	Description
STRING_EXPLORATION_MIN_LENGTH	<b>Value:</b> 2

## 47 Module *morpher.pydbg.pydbg\_client*

**Author:** Pedram Amini

**Contact:** pedram.amini@gmail.com

**Organization:** www.openrce.org

### 47.1 Variables

Name	Description
AF_INET	Value: 2
AF_INET6	Value: 23
CONTEXT_CONTROL	Value: 65537
CONTEXT_DEBUG_REGISTERS	Value: 65552
CONTEXT_FULL	Value: 65543
CREATE_NEW_CONSOLE	Value: 16
CREATE_PROCESS_DEBUG_EVENT	Value: 3
CREATE_THREAD_DEBUG_EVENT	Value: 2
DBG_CONTINUE	Value: 65538
DBG_EXCEPTION_HANDLED	Value: 65537
DBG_EXCEPTION_NOT_HANDLED	Value: 2147549185
DEBUG_ONLY_THIS_PROCESS	Value: 2
DEBUG_PROCESS	Value: 1
DEFAULT_MODE	Value: 0
EFLAGS_RF	Value: 65536
EFLAGS_TRAP	Value: 256
ERROR_NO_MORE_FILES	Value: 18
EXCEPTION_ACCESS_VIOLATION	Value: 3221225477
EXCEPTION_BREAKPOINT	Value: 2147483651
EXCEPTION_DEBUG_EVENT	Value: 1
EXCEPTION_GUARD_PAGE	Value: 2147483649

*continued on next page*

Name	Description
EXCEPTION_SINGLE_STEP	Value: 2147483652
EXIT_PROCESS_DEBUG_EVENT	Value: 5
EXIT_THREAD_DEBUG_EVENT	Value: 4
FILE_MAP_READ	Value: 4
FORMAT_MESSAGE_ALLOCATE_BUFFER	Value: 256
FORMAT_MESSAGE_FROM_SYSTEM	Value: 4096
GetLastError	Value: <_FuncPtr object at 0x0253AA08>
HW_ACCESS	Value: 3
HW_EXECUTE	Value: 0
HW_WRITE	Value: 1
INVALID_HANDLE_VALUE	Value: 4294967295
LOAD_DLL_DEBUG_EVENT	Value: 6
MEM_COMMIT	Value: 4096
MEM_DECOMMIT	Value: 16384
MEM_IMAGE	Value: 16777216
MEM_RELEASE	Value: 32768
MIB_TCP_STATE_LISTEN	Value: 2
OUTPUT_DEBUG_STRING_EVENT	Value: 8
PAGE_EXECUTE	Value: 16
PAGE_EXECUTE_READ	Value: 32
PAGE_EXECUTE_READWRITE	Value: 64
PAGE_EXECUTE_WRITECOPY	Value: 128
PAGE_GUARD	Value: 256
PAGE_NOACCESS	Value: 1
PAGE_NOCACHE	Value: 512
PAGE_READONLY	Value: 2
PAGE_READWRITE	Value: 4
PAGE_WRITECOMBINE	Value: 1024
PAGE_WRITECOPY	Value: 8
PROCESS_ALL_ACCESS	Value: 2035711

*continued on next page*

Name	Description
RIP_EVENT	Value: 9
RTLD_GLOBAL	Value: 0
RTLD_LOCAL	Value: 0
SE_PRIVILEGE_ENABLED	Value: 2
SW_SHOW	Value: 5
SysDbgReadMsr	Value: 16
SysDbgWriteMsr	Value: 17
TCP_TABLE_OWNER_PID_ALL	Value: 5
TH32CS_INHERIT	Value: 2147483648
TH32CS_SNAPALL	Value: 15
TH32CS_SNAPHEAPLIST	Value: 1
TH32CS_SNAPMODULE	Value: 8
TH32CS_SNAPPROCESS	Value: 2
TH32CS_SNAPTHREAD	Value: 4
THREAD_ALL_ACCESS	Value: 2032639
TOKEN_ADJUST_PRIVILEGES	Value: 32
UDP_TABLE_OWNER_PID	Value: 1
UNLOAD_DLL_DEBUG_EVENT	Value: 7
USER_CALLBACK_DEBUG_EVENT	Value: 3735928559
VIRTUAL_MEM	Value: 12288
__package__	Value: 'morpher.pydbg'
advapi32	Value: <WinDLL 'advapi32', handle 77460000 at 23d6570>
c_types	Value: (<type '_ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
cdll	Value: <ctypes.LibraryLoader object at 0x0249FB90>
iphlpapi	Value: <WinDLL 'iphlpapi', handle 73820000 at 23dbbb0>
kernel32	Value: <WinDLL 'kernel32', handle 76a70000 at 249fc70>
memmove	Value: <CFunctionType object at 0x0253AA80>
memset	Value: <CFunctionType object at 0x0253AAF8>

*continued on next page*

Name	Description
<code>ntdll</code>	<b>Value:</b> <WinDLL 'ntdll', handle 77a40000 at 23d6e50>
<code>oledll</code>	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FC30>
<code>psapi</code>	<b>Value:</b> <WinDLL 'psapi', handle 76cb0000 at 23ed450>
<code>pydll</code>	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBB0>
<code>pythonapi</code>	<b>Value:</b> <PyDLL 'python dll', handle 1e000000 at 249fbd0>
<code>windll</code>	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBF0>

## 47.2 Class `pydbg_client`

This class defines the client portion of the decoupled client/server PyDBG debugger. The class was designed to be completely transparent to the end user, requiring only the simple change from:

```
dbg = pydbg()
```

to:

```
dbg = pydbg_client(host, port)
```

Command line options can be used to control which instantiation is used thereby allowing for any PyDBG driver to be used locally or remotely.

### 47.2.1 Methods

**`--init--(self, host, port)`**

Set the default client attributes. The target host and port are required.

**Parameters**

**host:** Host address of PyDBG server (dotted quad IP address or hostname)

(*type=String*)

**port:** Port that the PyDBG server is listening on.

(*type=Integer*)

**Raises**

**pdx** An exception is raised if a connection to the PyDbg server can not be established.

**`--getattr--(self, method_name)`**

This routine is called by default when a requested attribute (or method) is accessed that has no definition. Unfortunately `--getattr--` only passes the requested method name and not the arguments. So we extend the functionality with a little lambda magic to the routine `method_missing()`. Which is actually how Ruby handles missing methods by default ... with arguments. Now we are just as cool as Ruby.

**Parameters**

**method\_name:** The name of the requested and undefined attribute (or method in our case).

(*type=String*)

**Return Value**

Lambda magic passing control (and in turn the arguments we want) to `self.method_missing()`.

(*type=Lambda*)

**`debug_event_loop(self)`**

Overridden debug event handling loop. A transparent mirror here with `method_missing()` would not do. Our debug event loop is reduced here to a data marshaling loop with the server. If the received type from the server is a tuple then we assume a debug or exception event has occurred and pass it to any registered callbacks. The callback is free to call arbitrary PyDbg routines. Upon return of the callback, a special token, `**DONE**`, is used to flag to the PyDbg server that we are done processing the exception and it is free to move on.

---

**method\_missing**(*self*, *method\_name*, \**args*, \*\**kwargs*)

See the notes for `__getattr__` for related notes. This method is called, in the Ruby fashion, with the method name and arguments for any requested but undefined class method. We utilize this method to transparently wrap requested PyDBG routines, transmit the method name and arguments to the server, then grab and return the methods return value. This transparency allows us to modify `pydbg.py` freely without having to add support for newly created methods to `pydbg_client.py`. Methods that require "special" attention and can not simply be mirrored are individually overridden and handled separately.

**Parameters**

**method\_name:** The name of the requested and undefined attribute (or method in our case).

(*type=String*)

**args:** Tuple of arguments. @type kwargs Dictionary

(*type=Tuple*)

**kwargs:** Dictioanry of arguments.

**Return Value**

Return value of the mirrored method.

(*type=Mixed*)

---

**pickle\_recv**(*self*)

This routine is used for marshaling arbitrary data from the PyDbg server. We can send pretty much anything here. For example a tuple containing integers, strings, arbitrary objects and structures. Our "protocol" is a simple length-value protocol where each datagram is prefixed by a 4-byte length of the data to be received.

**Return Value**

Whatever is received over the socket.

(*type=Mixed*)

**Raises**

**pdx** An exception is raised if the connection was severed.



**pickle\_send**(*self*, *data*)

This routine is used for marshaling arbitrary data to the PyDbg server. We can send pretty much anything here. For example a tuple containing integers, strings, arbitrary objects and structures. Our "protocol" is a simple length-value protocol where each datagram is prefixed by a 4-byte length of the data to be received.

**Parameters**

**data:** Data to marshal and transmit. Data can \*pretty much\* contain anything you throw at it.  
(*type=Mixed*)

**Raises**

**pdx** An exception is raised if the connection was severed.

**run**(*self*)

Alias for `debug_event_loop()`.

**See Also:** `debug_event_loop()`

**set\_callback**(*self*, *exception\_code*, *callback\_func*)

Overridden callback setting routing. A transparent mirror here with `method_missing()` would not do. We save the requested callback address / exception code pair and then tell the PyDbg server about it. For more information see the documentation of `pydbg.set_callback()`.

**Parameters**

**exception\_code:** Exception code to establish a callback for  
(*type=Long*)

**callback\_func:** Function to call when specified exception code is caught.  
(*type=Function*)

**47.2.2 Class Variables**

Name	Description
host	<b>Value:</b> None
port	<b>Value:</b> None
callbacks	<b>Value:</b> {}
pydbg	<b>Value:</b> None

## 48 Module morpher.pydbg.system\_dll

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** pedram.amini@gmail.com

**Organization:** www.openrce.org

### 48.1 Variables

Name	Description
kernel32	<b>Value:</b> <WinDLL 'kernel32', handle 76a70000 at 249fc70>
psapi	<b>Value:</b> <WinDLL 'psapi', handle 76cb0000 at 23ed450>
AF_INET	<b>Value:</b> 2
AF_INET6	<b>Value:</b> 23
CONTEXT_CONTROL	<b>Value:</b> 65537
CONTEXT_DEBUG_REGISTERS	<b>Value:</b> 65552
CONTEXT_FULL	<b>Value:</b> 65543
CREATE_NEW_CONSOLE	<b>Value:</b> 16
CREATE_PROCESS_DEBUG_EVENT	<b>Value:</b> 3
CREATE_THREAD_DEBUG_EVENT	<b>Value:</b> 2
DBG_CONTINUE	<b>Value:</b> 65538
DBG_EXCEPTION_HANDLED	<b>Value:</b> 65537
DBG_EXCEPTION_NOT_HANDLED	<b>Value:</b> 2147549185
DEBUG_ONLY_THIS_PROCESS	<b>Value:</b> 2
DEBUG_PROCESS	<b>Value:</b> 1
DEFAULT_MODE	<b>Value:</b> 0
EFLAGS_RF	<b>Value:</b> 65536
EFLAGS_TRAP	<b>Value:</b> 256
ERROR_NO_MORE_FILES	<b>Value:</b> 18
EXCEPTION_ACCESS_VIOLATION	<b>Value:</b> 3221225477

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Name	Description
EXCEPTION_BREAKPOINT	Value: 2147483651
EXCEPTION_DEBUG_EVENT	Value: 1
EXCEPTION_GUARD_PAGE	Value: 2147483649
EXCEPTION_SINGLE_STEP	Value: 2147483652
EXIT_PROCESS_DEBUG_EVENT	Value: 5
EXIT_THREAD_DEBUG_EVENT	Value: 4
FILE_MAP_READ	Value: 4
FORMAT_MESSAGE_ALLOCATE_BUFFER	Value: 256
FORMAT_MESSAGE_FROM_SYSTEM	Value: 4096
GetLastError	Value: <_FuncPtr object at 0x0253AA08>
HW_ACCESS	Value: 3
HW_EXECUTE	Value: 0
HW_WRITE	Value: 1
INVALID_HANDLE_VALUE	Value: 4294967295
LOAD_DLL_DEBUG_EVENT	Value: 6
MEM_COMMIT	Value: 4096
MEM_DECOMMIT	Value: 16384
MEM_IMAGE	Value: 16777216
MEM_RELEASE	Value: 32768
MIB_TCP_STATE_LISTEN	Value: 2
OUTPUT_DEBUG_STRING_EVENT	Value: 8
PAGE_EXECUTE	Value: 16
PAGE_EXECUTE_READ	Value: 32
PAGE_EXECUTE_READWRITE	Value: 64
PAGE_EXECUTE_WRITECOPY	Value: 128
PAGE_GUARD	Value: 256
PAGE_NOACCESS	Value: 1
PAGE_NOCACHE	Value: 512

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Name	Description
PAGE_READONLY	Value: 2
PAGE_READWRITE	Value: 4
PAGE_WRITECOMBINE	Value: 1024
PAGE_WRITECOPY	Value: 8
PROCESS_ALL_ACCESS	Value: 2035711
RIP_EVENT	Value: 9
RTLD_GLOBAL	Value: 0
RTLD_LOCAL	Value: 0
SE_PRIVILEGE_ENABLED	Value: 2
SW_SHOW	Value: 5
SysDbgReadMsr	Value: 16
SysDbgWriteMsr	Value: 17
TCP_TABLE_OWNER_PID_ALL	Value: 5
TH32CS_INHERIT	Value: 2147483648
TH32CS_SNAPALL	Value: 15
TH32CS_SNAPHEAPLIST	Value: 1
TH32CS_SNAPMODULE	Value: 8
TH32CS_SNAPPROCESS	Value: 2
TH32CS_SNAPTHREAD	Value: 4
THREAD_ALL_ACCESS	Value: 2032639
TOKEN_ADJUST_PRIVILEGES	Value: 32
UDP_TABLE_OWNER_PID	Value: 1
UNLOAD_DLL_DEBUG_EVENT	Value: 7
USER_CALLBACK_DEBUG_EVENT	Value: 3735928559
VIRTUAL_MEM	Value: 12288
__package__	Value: 'morpher.pydbg'
c.types	Value: (<type '_ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
cdll	Value: <ctypes.LibraryLoader object at 0x0249FB90>
memmove	Value: <CFunctionType object at 0x0253AA80>
memset	Value: <CFunctionType object at 0x0253AAF8>

*continued on next page*

Name	Description
oledll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FC30>
pydll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBB0>
pythonapi	<b>Value:</b> <PyDLL 'python dll', handle 1e000000 at 249fbd0>
windll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBF0>

## 48.2 Class `system_dll`

System DLL descriptor object, used to keep track of loaded system DLLs and locations.

**To Do:** Add PE parsing support.

### 48.2.1 Methods

<b><code>__init__(self, handle, base)</code></b>
Given a handle and base address of the loaded DLL, determine the DLL name and size to fully initialize the system DLL object.
<b>Parameters</b>
<b>handle:</b> Handle to the loaded DLL ( <i>type=HANDLE</i> )
<b>base:</b> Loaded address of DLL ( <i>type=DWORD</i> )
<b>Raises</b>
<b>pdx</b> An exception is raised on failure.
<b><code>__del__(self)</code></b>
Close the handle.

### 48.2.2 Class Variables

Name	Description
handle	<b>Value:</b> None
base	<b>Value:</b> None
name	<b>Value:</b> None

*continued on next page*

Name	Description
path	<b>Value:</b> None
pe	<b>Value:</b> None
size	<b>Value:</b> 0

## 49 Module `morpher.pydbg.windows_h`

### 49.1 Variables

Name	Description
<code>DEFAULT_MODE</code>	Value: 0
<code>GetLastError</code>	Value: <_FuncPtr object at 0x0253AA08>
<code>RTL_D_GLOBAL</code>	Value: 0
<code>RTL_D_LOCAL</code>	Value: 0
<code>--package--</code>	Value: 'morpher.pydbg'
<code>c_types</code>	Value: (<type 'ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
<code>cdll</code>	Value: <ctypes.LibraryLoader object at 0x0249FB90>
<code>memmove</code>	Value: <CFunctionType object at 0x0253AA80>
<code>memset</code>	Value: <CFunctionType object at 0x0253AAF8>
<code>oledll</code>	Value: <ctypes.LibraryLoader object at 0x0249FC30>
<code>pydll</code>	Value: <ctypes.LibraryLoader object at 0x0249FBB0>
<code>pythonapi</code>	Value: <PyDLL 'python dll', handle 1e000000 at 249fbd0>
<code>windll</code>	Value: <ctypes.LibraryLoader object at 0x0249FBF0>

### 49.2 Class `_TOKEN_PRIVILEGES`



#### 49.2.1 Methods

*Inherited from `_ctypes.Structure`*

`--init--()`, `--new--()`

***Inherited from `??._CData`***

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**49.2.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.2.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('PrivilegeCount', &lt;class 'ctypes.c_ulong'&gt;), ('Privileg...</code>
<code>PrivilegeCount</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>Privileges</code>	<b>Value:</b> <code>&lt;Field type=_LUID_AND_ATTRIBUTES_Array_1, ofs=4, size=12&gt;</code>

**49.3 Class `_STARTUPINFOA`****49.3.1 Methods*****Inherited from `_ctypes.Structure`***



`__init__()`, `__new__()`

### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

#### 49.3.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

#### 49.3.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('cb', &lt;class 'ctypes.c_ulong'&gt;), ('lpReserved', &lt;class ...</code>
<code>cb</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>cbReserved2</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=50, size=2&gt;</code>
<code>dwFillAttribute</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=40, size=4&gt;</code>
<code>dwFlags</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=44, size=4&gt;</code>
<code>dwX</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=16, size=4&gt;</code>
<code>dwXCountChars</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=32, size=4&gt;</code>
<code>dwXSize</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=24, size=4&gt;</code>
<code>dwY</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=20, size=4&gt;</code>
<code>dwYCountChars</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=36, size=4&gt;</code>

*continued on next page*

Name	Description
<code>dwYSize</code>	<b>Value:</b> <Field type= <code>c_ulong</code> , ofs=28, size=4>
<code>hStdError</code>	<b>Value:</b> <Field type= <code>c_void_p</code> , ofs=64, size=4>
<code>hStdInput</code>	<b>Value:</b> <Field type= <code>c_void_p</code> , ofs=56, size=4>
<code>hStdOutput</code>	<b>Value:</b> <Field type= <code>c_void_p</code> , ofs=60, size=4>
<code>lpDesktop</code>	<b>Value:</b> <Field type= <code>LP_c_char</code> , ofs=8, size=4>
<code>lpReserved</code>	<b>Value:</b> <Field type= <code>LP_c_char</code> , ofs=4, size=4>
<code>lpReserved2</code>	<b>Value:</b> <Field type= <code>LP_c_ubyte</code> , ofs=52, size=4>
<code>lpTitle</code>	<b>Value:</b> <Field type= <code>LP_c_char</code> , ofs=12, size=4>
<code>wShowWindow</code>	<b>Value:</b> <Field type= <code>c_ushort</code> , ofs=48, size=2>

#### 49.4 Class `_STARTUPINFOA`



##### 49.4.1 Methods

###### *Inherited from `_ctypes.Structure`*

`--init--()`, `--new--()`

###### *Inherited from `??._CData`*

`--ctypes_from_outparam--()`, `--hash--()`, `--reduce--()`, `--setstate--()`

###### *Inherited from `object`*

`--delattr--()`, `--format--()`, `--getattribute--()`, `--reduce.ex--()`, `--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

## 49.4.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

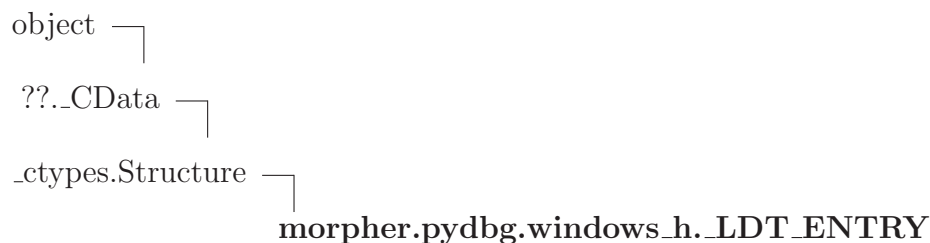
## 49.4.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('cb', &lt;class 'ctypes.c_ulong'&gt;), ('lpReserved', &lt;class ...</code>
<code>cb</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>cbReserved2</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=50, size=2&gt;</code>
<code>dwFillAttribute</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=40, size=4&gt;</code>
<code>dwFlags</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=44, size=4&gt;</code>
<code>dwX</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=16, size=4&gt;</code>
<code>dwXCountChars</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=32, size=4&gt;</code>
<code>dwXSize</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=24, size=4&gt;</code>
<code>dwY</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=20, size=4&gt;</code>
<code>dwYCountChars</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=36, size=4&gt;</code>
<code>dwYSize</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=28, size=4&gt;</code>
<code>hStdError</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=64, size=4&gt;</code>
<code>hStdInput</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=56, size=4&gt;</code>
<code>hStdOutput</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=60, size=4&gt;</code>
<code>lpDesktop</code>	<b>Value:</b> <code>&lt;Field type=LP_c_char, ofs=8, size=4&gt;</code>

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Name	Description
<code>lpReserved</code>	<b>Value:</b> <Field type= <code>LP_c_char</code> , ofs=4, size=4>
<code>lpReserved2</code>	<b>Value:</b> <Field type= <code>LP_c_ubyte</code> , ofs=52, size=4>
<code>lpTitle</code>	<b>Value:</b> <Field type= <code>LP_c_char</code> , ofs=12, size=4>
<code>wShowWindow</code>	<b>Value:</b> <Field type= <code>c_ushort</code> , ofs=48, size=2>

## 49.5 Class `_LDT_ENTRY`



### 49.5.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattribute__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

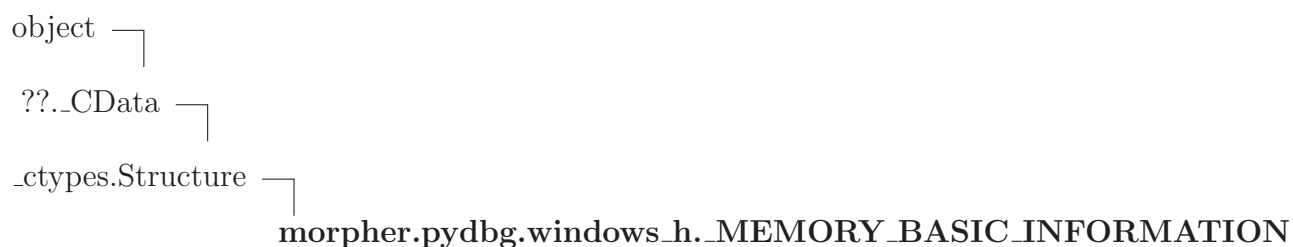
### 49.5.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

### 49.5.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('LimitLow', &lt;class 'ctypes.c_ushort'&gt;), ('BaseLow', &lt;cl...</code>
<code>BaseLow</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=2, size=2&gt;</code>
<code>HighWord</code>	<b>Value:</b> <code>&lt;Field type=N10_LDT_ENTRY3DOLLAR_4E, ofs=4, size=4&gt;</code>
<code>LimitLow</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=0, size=2&gt;</code>

## 49.6 Class `_MEMORY_BASIC_INFORMATION`



### 49.6.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattribute__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 49.6.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	

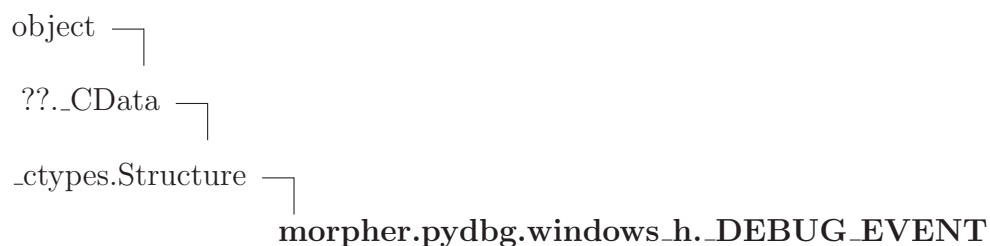
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Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

### 49.6.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('BaseAddress', &lt;class 'ctypes.c_void_p'&gt;), ('Allocation...</code>
<code>AllocationBase</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=4, size=4&gt;</code>
<code>AllocationProtect</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=8, size=4&gt;</code>
<code>BaseAddress</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=0, size=4&gt;</code>
<code>Protect</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=20, size=4&gt;</code>
<code>RegionSize</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=12, size=4&gt;</code>
<code>State</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=16, size=4&gt;</code>
<code>Type</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=24, size=4&gt;</code>

## 49.7 Class `_DEBUG_EVENT`



### 49.7.1 Methods

*Inherited from `_ctypes.Structure`*

`--init--()`, `--new--()`

*Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

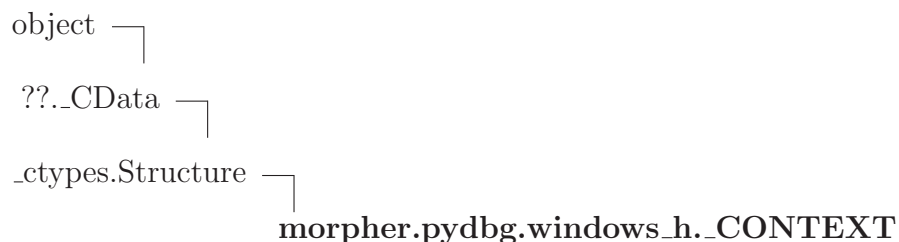
#### 49.7.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

#### 49.7.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwDebugEventCode', &lt;class 'ctypes.c_ulong'&gt;), ('dwProc...</code>
<code>dwDebugEventCode</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>dwProcessId</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=4, size=4&gt;</code>
<code>dwThreadId</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=8, size=4&gt;</code>
<code>u</code>	<b>Value:</b> <code>&lt;Field type=N12_DEBUG_EVENT4DOLLAR_39E, ofs=12, size=84&gt;</code>

## 49.8 Class `_CONTEXT`



### 49.8.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 49.8.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

### 49.8.3 Class Variables

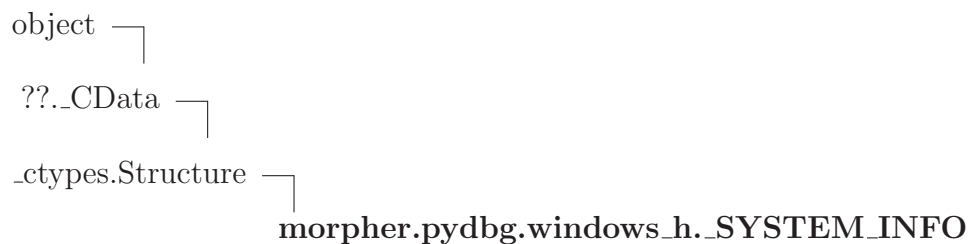
Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('ContextFlags', &lt;class 'ctypes.c_ulong'&gt;), ('Dr0', &lt;cla...</code>
<code>ContextFlags</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>Dr0</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=4, size=4&gt;</code>
<code>Dr1</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=8, size=4&gt;</code>
<code>Dr2</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=12, size=4&gt;</code>
<code>Dr3</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=16, size=4&gt;</code>
<code>Dr6</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=20, size=4&gt;</code>
<code>Dr7</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=24, size=4&gt;</code>
<code>EFlags</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=192, size=4&gt;</code>

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Name	Description
Eax	Value: <Field type=c_ulong, ofs=176, size=4>
Ebp	Value: <Field type=c_ulong, ofs=180, size=4>
Ebx	Value: <Field type=c_ulong, ofs=164, size=4>
Ecx	Value: <Field type=c_ulong, ofs=172, size=4>
Edi	Value: <Field type=c_ulong, ofs=156, size=4>
Edx	Value: <Field type=c_ulong, ofs=168, size=4>
Eip	Value: <Field type=c_ulong, ofs=184, size=4>
Esi	Value: <Field type=c_ulong, ofs=160, size=4>
Esp	Value: <Field type=c_ulong, ofs=196, size=4>
ExtendedRegisters	Value: <Field type=c_byte_Array_512, ofs=204, size=512>
FloatSave	Value: <Field type=FLOATING_SAVE_AREA, ofs=28, size=112>
SegCs	Value: <Field type=c_ulong, ofs=188, size=4>
SegDs	Value: <Field type=c_ulong, ofs=152, size=4>
SegEs	Value: <Field type=c_ulong, ofs=148, size=4>
SegFs	Value: <Field type=c_ulong, ofs=144, size=4>
SegGs	Value: <Field type=c_ulong, ofs=140, size=4>
SegSs	Value: <Field type=c_ulong, ofs=200, size=4>

## 49.9 Class `_SYSTEM_INFO`



### 49.9.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??.CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 49.9.2 Properties

Name	Description
<i>Inherited from <code>??.CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

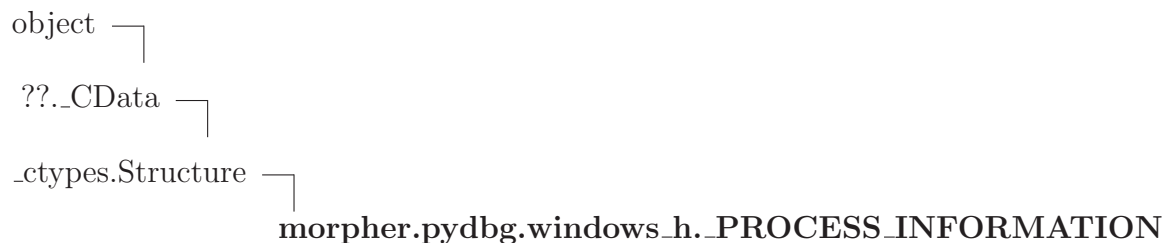
### 49.9.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('_', &lt;class 'morpher.pydbg.windows_h.N12_SYSTEM_INFO04D0...</code>
<code>-</code>	<b>Value:</b> <code>&lt;Field type=N12_SYSTEM_INFO04DOLLAR_37E, ofs=0, size=4&gt;</code>
<code>dwActiveProcessorMask</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=16, size=4&gt;</code>

*continued on next page*

Name	Description
<code>dwAllocationGranularity</code>	<b>Value:</b> <Field type= <code>c_ulong</code> , ofs=28, size=4>
<code>dwNumberOfProcessors</code>	<b>Value:</b> <Field type= <code>c_ulong</code> , ofs=20, size=4>
<code>dwPageSize</code>	<b>Value:</b> <Field type= <code>c_ulong</code> , ofs=4, size=4>
<code>dwProcessorType</code>	<b>Value:</b> <Field type= <code>c_ulong</code> , ofs=24, size=4>
<code>lpMaximumApplicationAddress</code>	<b>Value:</b> <Field type= <code>c_void_p</code> , ofs=12, size=4>
<code>lpMinimumApplicationAddress</code>	<b>Value:</b> <Field type= <code>c_void_p</code> , ofs=8, size=4>
<code>wProcessorLevel</code>	<b>Value:</b> <Field type= <code>c_ushort</code> , ofs=32, size=2>
<code>wProcessorRevision</code>	<b>Value:</b> <Field type= <code>c_ushort</code> , ofs=34, size=2>

## 49.10 Class `_PROCESS_INFORMATION`



### 49.10.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**49.10.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.10.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('hProcess', &lt;class 'ctypes.c_void_p'&gt;), ('hThread', &lt;cl...</code>
<code>dwProcessId</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=8, size=4&gt;</code>
<code>dwThreadId</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=12, size=4&gt;</code>
<code>hProcess</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=0, size=4&gt;</code>
<code>hThread</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=4, size=4&gt;</code>

**49.11 Class `_LUID`****49.11.1 Methods***Inherited from `_ctypes.Structure`*`__init__()`, `__new__()`*Inherited from `??._CData`*`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`*Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

#### 49.11.2 Properties

Name	Description
<i>Inherited from</i> <code>??._CData</code>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

#### 49.11.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('LowPart', &lt;class 'ctypes.c_ulong'&gt;), ('HighPart', &lt;cla...</code>
<code>HighPart</code>	<b>Value:</b> <code>&lt;Field type=c_long, ofs=4, size=4&gt;</code>
<code>LowPart</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>

### 49.12 Class `N10_LDT_ENTRY3DOLLAR_4E`

```

object └─
  ??._CData └─
    _ctypes.Union └─ morpher.pydbg.windows_h.N10_LDT_ENTRY3DOLLAR_4E

```

#### 49.12.1 Methods

*Inherited from* `_ctypes.Union`

`__init__()`, `__new__()`

*Inherited from* `??._CData`

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

***Inherited from object***

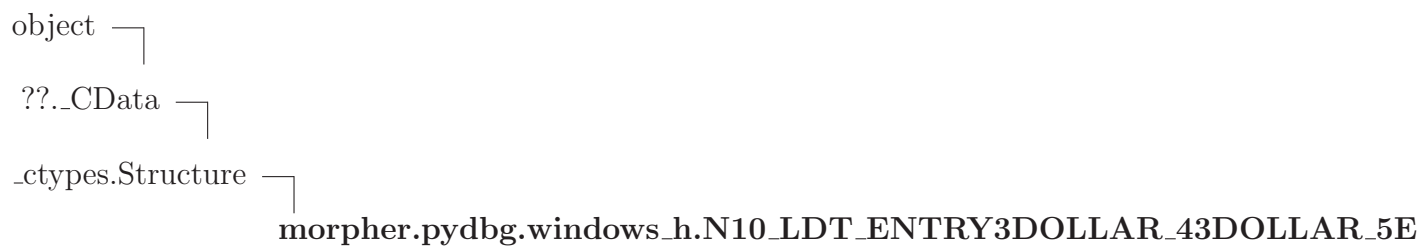
`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

**49.12.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.12.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('Bytes', &lt;class 'morpher.pydbg.windows_h.N10_LDT_ENTRY3...)</code>
<code>Bits</code>	<b>Value:</b> <code>&lt;Field type=N10_LDT_ENTRY3DOLLAR_43DOLLAR_6E, ofs=0, size=4&gt;</code>
<code>Bytes</code>	<b>Value:</b> <code>&lt;Field type=N10_LDT_ENTRY3DOLLAR_43DOLLAR_5E, ofs=0, size=4&gt;</code>

**49.13 Class `N10_LDT_ENTRY3DOLLAR_43DOLLAR_5E`****49.13.1 Methods*****Inherited from `_ctypes.Structure`***

`__init__()`, `__new__()`

***Inherited from `??._CData`***

`--ctypes_from_outparam--()`, `--hash--()`, `--reduce--()`, `--setstate--()`

### ***Inherited from object***

`--delattr--()`, `--format--()`, `--getattribute--()`, `--reduce_ex--()`, `--repr--()`, `--setattr--()`,  
`--sizeof--()`, `--str--()`, `--subclasshook--()`

#### **49.13.2 Properties**

Name	Description
<i>Inherited from <code>??_CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>--class--</code>	

#### **49.13.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('BaseMid', &lt;class 'ctypes.c_ubyte'&gt;), ('Flags1', &lt;class...</code>
<code>BaseHi</code>	<b>Value:</b> <code>&lt;Field type=c_ubyte, ofs=3, size=1&gt;</code>
<code>BaseMid</code>	<b>Value:</b> <code>&lt;Field type=c_ubyte, ofs=0, size=1&gt;</code>
<code>Flags1</code>	<b>Value:</b> <code>&lt;Field type=c_ubyte, ofs=1, size=1&gt;</code>
<code>Flags2</code>	<b>Value:</b> <code>&lt;Field type=c_ubyte, ofs=2, size=1&gt;</code>

#### **49.14 Class N10\_LDT\_ENTRY3DOLLAR\_43DOLLAR\_6E**

```

object └─
  ??_CData └─
    _ctypes.Structure └─
      morpher.pydbg.windows_h.N10_LDT_ENTRY3DOLLAR_43DOLLAR_6E

```

**49.14.1 Methods*****Inherited from ctypes.Structure***`__init__()`, `__new__()`***Inherited from ??.\_CData***`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`***Inherited from object***`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`**49.14.2 Properties**

Name	Description
<i>Inherited from ??._CData</i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.14.3 Class Variables**

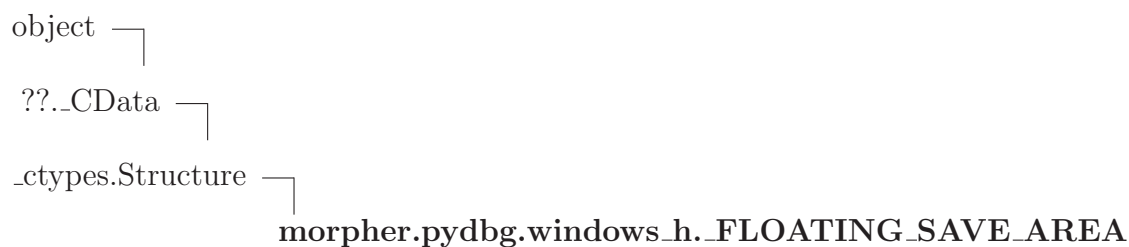
Name	Description
<code>_fields_</code>	<b>Value:</b> [('BaseMid', <class 'ctypes.c_ulong'>, 8), ('Type', <clas...
<code>BaseHi</code>	<b>Value:</b> <Field type=c_ulong, ofs=0:24, bits=8>
<code>BaseMid</code>	<b>Value:</b> <Field type=c_ulong, ofs=0:0, bits=8>
<code>Default_Big</code>	<b>Value:</b> <Field type=c_ulong, ofs=0:22, bits=1>
<code>Dpl</code>	<b>Value:</b> <Field type=c_ulong, ofs=0:13, bits=2>
<code>Granularity</code>	<b>Value:</b> <Field type=c_ulong, ofs=0:23, bits=1>
<code>LimitHi</code>	<b>Value:</b> <Field type=c_ulong, ofs=0:16, bits=4>
<code>Pres</code>	<b>Value:</b> <Field type=c_ulong, ofs=0:15, bits=1>

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Name	Description
Reserved_0	<b>Value:</b> <Field type=c_ulong, ofs=0:21, bits=1>
Sys	<b>Value:</b> <Field type=c_ulong, ofs=0:20, bits=1>
Type	<b>Value:</b> <Field type=c_ulong, ofs=0:8, bits=5>

### 49.15 Class `_FLOATING_SAVE_AREA`



#### 49.15.1 Methods

##### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

##### *Inherited from `??.CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

##### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

#### 49.15.2 Properties

Name	Description
<i>Inherited from <code>??.CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

#### 49.15.3 Class Variables

Name	Description
_fields_	Value: [('ControlWord', <class 'ctypes.c_ulong'>), ('StatusWord'...
ControlWord	Value: <Field type=c_ulong, ofs=0, size=4>
Cr0NpxState	Value: <Field type=c_ulong, ofs=108, size=4>
DataOffset	Value: <Field type=c_ulong, ofs=20, size=4>
DataSelector	Value: <Field type=c_ulong, ofs=24, size=4>
ErrorOffset	Value: <Field type=c_ulong, ofs=12, size=4>
ErrorSelector	Value: <Field type=c_ulong, ofs=16, size=4>
RegisterArea	Value: <Field type=c_byte_Array_80, ofs=28, size=80>
StatusWord	Value: <Field type=c_ulong, ofs=4, size=4>
TagWord	Value: <Field type=c_ulong, ofs=8, size=4>

## 49.16 Class N12\_SYSTEM\_INFO4DOLLAR\_37E

```

object └─
  ??._CData └─
    _ctypes.Union └─
      morpher.pydbg.windows_h.N12_SYSTEM_INFO4DOLLAR_37E

```

### 49.16.1 Methods

*Inherited from \_ctypes.Union*

`__init__()`, `__new__()`

*Inherited from ??.\_CData*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

*Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

#### 49.16.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

#### 49.16.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwOemId', &lt;class 'ctypes.c_ulong'&gt;), ('_', &lt;class 'mor...</code>
<code>-</code>	<b>Value:</b> <code>&lt;Field type=N12_SYSTEM_INFO4DOLLAR_374DOLLAR_38E, ofs=0, ...</code>
<code>dwOemId</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>

### 49.17 Class `N12_SYSTEM_INFO4DOLLAR_374DOLLAR_38E`

```

object └─
  ??._CData └─
    _ctypes.Structure └─
      morpher.pydbg.windows_h.N12_SYSTEM_INFO4DOLLAR_374DOLLAR_38E

```

#### 49.17.1 Methods

*Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

*Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

***Inherited from object***

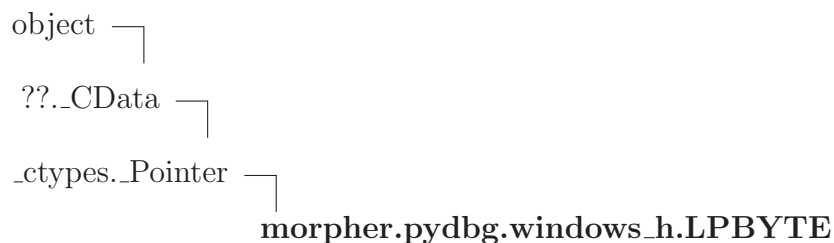
`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

**49.17.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.17.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('wProcessorArchitecture', &lt;class 'ctypes.c_ushort'&gt;), (...]</code>
<code>wProcessorArchitecture</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=0, size=2&gt;</code>
<code>wReserved</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=2, size=2&gt;</code>

**49.18 Class LPBYTE****49.18.1 Methods*****Inherited from `_ctypes._Pointer`***

`__delitem__()`, `__getitem__()`, `__getslice__()`, `__init__()`, `__new__()`, `__nonzero__()`, `__setitem__()`

***Inherited from `??._CData`***

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

**49.18.2 Properties**

Name	Description
<i>Inherited from <code>_ctypes._Pointer</code></i>	<i>contents</i>
<i>Inherited from <code>??._CData</code></i>	<i><code>_b_base_</code>, <code>_b_needsfree_</code></i>
<i>Inherited from object</i>	<i><code>__class__</code></i>

**49.19 Class N12\_DEBUG\_EVENT4DOLLAR\_39E****49.19.1 Methods*****Inherited from `_ctypes.Union`***

`__init__()`, `__new__()`

***Inherited from `??._CData`***

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

**49.19.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

### 49.19.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('Exception', &lt;class 'morpher.pydbg.windows_h._EXCEPTION...]</code>
<code>CreateProcessInfo</code>	<b>Value:</b> <code>&lt;Field type=_CREATE_PROCESS_DEBUG_INFO, ofs=0, size=40&gt;</code>
<code>CreateThread</code>	<b>Value:</b> <code>&lt;Field type=_CREATE_THREAD_DEBUG_INFO, ofs=0, size=12&gt;</code>
<code>DebugString</code>	<b>Value:</b> <code>&lt;Field type=_OUTPUT_DEBUG_STRING_INFO, ofs=0, size=8&gt;</code>
<code>Exception</code>	<b>Value:</b> <code>&lt;Field type=_EXCEPTION_DEBUG_INFO, ofs=0, size=84&gt;</code>
<code>ExitProcess</code>	<b>Value:</b> <code>&lt;Field type=_EXIT_PROCESS_DEBUG_INFO, ofs=0, size=4&gt;</code>
<code>ExitThread</code>	<b>Value:</b> <code>&lt;Field type=_EXIT_THREAD_DEBUG_INFO, ofs=0, size=4&gt;</code>
<code>LoadDll</code>	<b>Value:</b> <code>&lt;Field type=_LOAD_DLL_DEBUG_INFO, ofs=0, size=24&gt;</code>
<code>RipInfo</code>	<b>Value:</b> <code>&lt;Field type=_RIP_INFO, ofs=0, size=8&gt;</code>
<code>UnloadDll</code>	<b>Value:</b> <code>&lt;Field type=_UNLOAD_DLL_DEBUG_INFO, ofs=0, size=4&gt;</code>

## 49.20 Class `_EXCEPTION_RECORD`



### 49.20.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 49.20.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

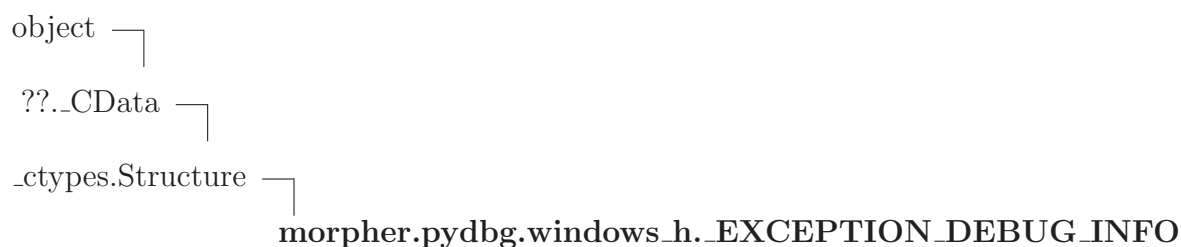
### 49.20.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('ExceptionCode', &lt;class 'ctypes.c_ulong'&gt;), ('Exception...</code>
<code>ExceptionAddress</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=12, size=4&gt;</code>
<code>ExceptionCode</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>ExceptionFlags</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=4, size=4&gt;</code>

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Name	Description
ExceptionInformation	<b>Value:</b> <Field type=c_ulong_Array_15, ofs=20, size=60>
ExceptionRecord	<b>Value:</b> <Field type=LP_EXCEPTION_RECORD, ofs=8, size=4>
NumberParameters	<b>Value:</b> <Field type=c_ulong, ofs=16, size=4>

## 49.21 Class `_EXCEPTION_DEBUG_INFO`



### 49.21.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 49.21.2 Properties

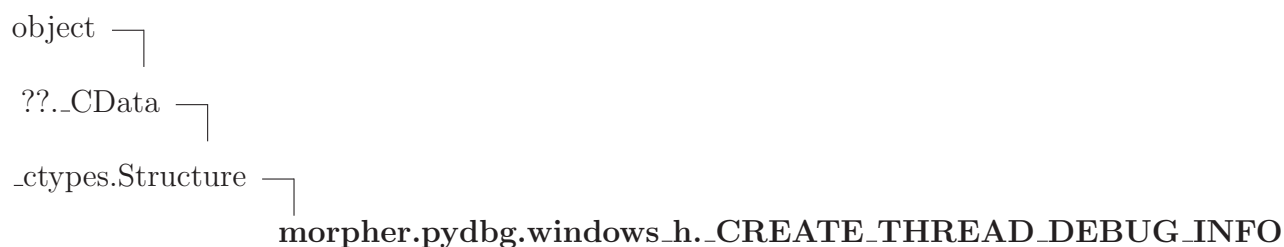
Name	Description
<i>Inherited from <code>??._CData</code></i> <code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i> <code>__class__</code>	

### 49.21.3 Class Variables



Name	Description
<code>_fields_</code>	<b>Value:</b> [( <code>'ExceptionRecord'</code> , <code>&lt;class 'morpher.pydbg.windows_h._EXC...</code>
<code>ExceptionRecord</code>	<b>Value:</b> <code>&lt;Field type=_EXCEPTION_RECORD, ofs=0, size=80&gt;</code>
<code>dwFirstChance</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=80, size=4&gt;</code>

## 49.22 Class `_CREATE_THREAD_DEBUG_INFO`



### 49.22.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

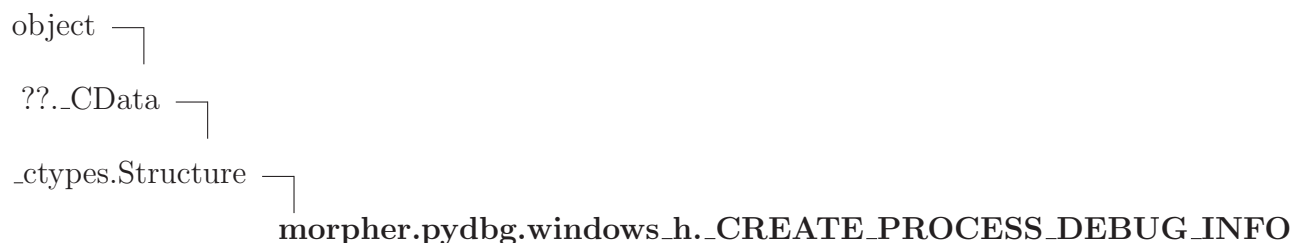
### 49.22.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

### 49.22.3 Class Variables

Name	Description
_fields_	<b>Value:</b> [('hThread', <class 'ctypes.c_void_p'>), ('lpThreadLocalB...
hThread	<b>Value:</b> <Field type=c_void_p, ofs=0, size=4>
lpStartAddress	<b>Value:</b> <Field type=WinFunctionType, ofs=8, size=4>
lpThreadLocalBase	<b>Value:</b> <Field type=c_void_p, ofs=4, size=4>

## 49.23 Class \_CREATE\_PROCESS\_DEBUG\_INFO



### 49.23.1 Methods

#### *Inherited from \_ctypes.Structure*

`--init--()`, `--new--()`

#### *Inherited from ??.\_CData*

`--ctypes_from_outparam--()`, `--hash--()`, `--reduce--()`, `--setstate--()`

#### *Inherited from object*

`--delattr--()`, `--format--()`, `--getattribute--()`, `--reduce_ex--()`, `--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

### 49.23.2 Properties

Name	Description
<i>Inherited from ??._CData</i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>--class--</code>	

**49.23.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('hFile', &lt;class 'ctypes.c_void_p'&gt;), ('hProcess', &lt;clas...</code>
<code>dwDebugInfoFileOffset</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=16, size=4&gt;</code>
<code>fUnicode</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=36, size=2&gt;</code>
<code>hFile</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=0, size=4&gt;</code>
<code>hProcess</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=4, size=4&gt;</code>
<code>hThread</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=8, size=4&gt;</code>
<code>lpBaseOfImage</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=12, size=4&gt;</code>
<code>lpImageName</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=32, size=4&gt;</code>
<code>lpStartAddress</code>	<b>Value:</b> <code>&lt;Field type=WinFunctionType, ofs=28, size=4&gt;</code>
<code>lpThreadLocalBase</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=24, size=4&gt;</code>
<code>nDebugInfoSize</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=20, size=4&gt;</code>

**49.24 Class `_EXIT_THREAD_DEBUG_INFO`**

```

object └─
  ??_CData └─
    _ctypes.Structure └─
      morpher.pydbg.windows_h._EXIT_THREAD_DEBUG_INFO

```

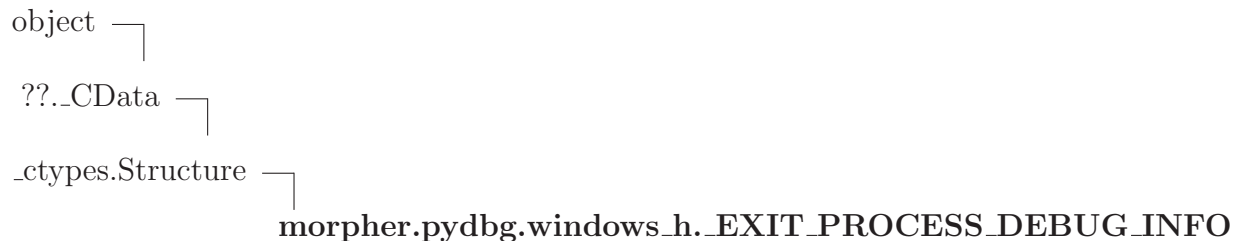
**49.24.1 Methods***Inherited from `_ctypes.Structure`*`__init__()`, `__new__()`

***Inherited from `??._CData`***`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`***Inherited from object***`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`**49.24.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.24.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwExitCode', &lt;class 'ctypes.c_ulong'&gt;)]</code>
<code>dwExitCode</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>

**49.25 Class `_EXIT_PROCESS_DEBUG_INFO`****49.25.1 Methods*****Inherited from `_ctypes.Structure`***`__init__()`, `__new__()`***Inherited from `??._CData`***

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

#### 49.25.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

#### 49.25.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwExitCode', &lt;class 'ctypes.c_ulong'&gt;)]</code>
<code>dwExitCode</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>

## 49.26 Class `_LOAD_DLL_DEBUG_INFO`



#### 49.26.1 Methods

### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

**49.26.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.26.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('hFile', &lt;class 'ctypes.c_void_p'&gt;), ('lpBaseOfDll', &lt;c...</code>
<code>dwDebugInfoFileOffset</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=8, size=4&gt;</code>
<code>fUnicode</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=20, size=2&gt;</code>
<code>hFile</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=0, size=4&gt;</code>
<code>lpBaseOfDll</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=4, size=4&gt;</code>
<code>lpImageName</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=16, size=4&gt;</code>
<code>nDebugInfoSize</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=12, size=4&gt;</code>

**49.27 Class `_UNLOAD_DLL_DEBUG_INFO`**

```

object └─
  ??._CData └─
    _ctypes.Structure └─
      morpher.pydbg.windows_h._UNLOAD_DLL_DEBUG_INFO

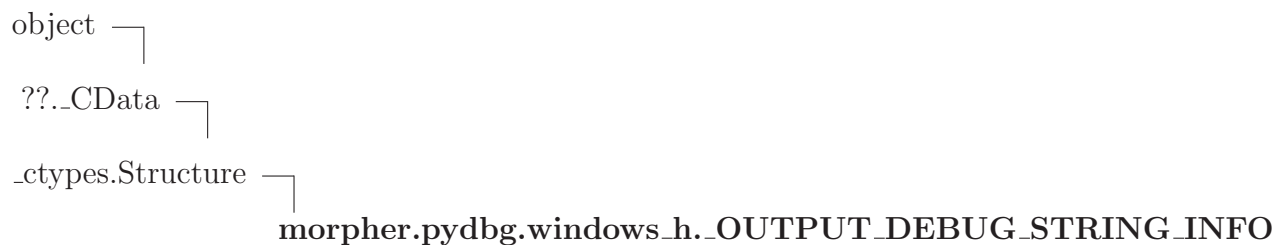
```

**49.27.1 Methods***Inherited from `_ctypes.Structure`*`__init__()`, `__new__()`*Inherited from `??._CData`*`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`*Inherited from object*`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`**49.27.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.27.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('lpBaseOfDll', &lt;class 'ctypes.c_void_p'&gt;)]</code>
<code>lpBaseOfDll</code>	<b>Value:</b> <code>&lt;Field type=c_void_p, ofs=0, size=4&gt;</code>

**49.28 Class `_OUTPUT_DEBUG_STRING_INFO`**

**49.28.1 Methods***Inherited from `_ctypes.Structure`*`__init__()`, `__new__()`*Inherited from `??._CData`*`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`*Inherited from object*`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`**49.28.2 Properties**

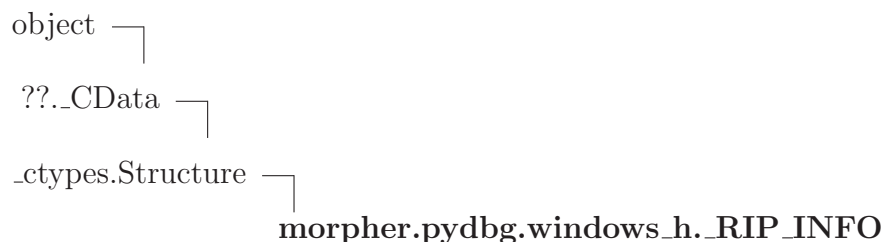
Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from object</i>	
<code>__class__</code>	

**49.28.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('lpDebugStringData', &lt;class 'ctypes.LP_c_char'&gt;), ('fUn...</code>
<code>fUnicode</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=4, size=2&gt;</code>
<code>lpDebugStringData</code>	<b>Value:</b> <code>&lt;Field type=LP_c_char, ofs=0, size=4&gt;</code>
<code>nDebugStringLength</code>	<b>Value:</b> <code>&lt;Field type=c_ushort, ofs=6, size=2&gt;</code>



## 49.29 Class `_RIP_INFO`



### 49.29.1 Methods

#### *Inherited from `_ctypes.Structure`*

`__init__()`, `__new__()`

#### *Inherited from `??._CData`*

`__ctypes_from_outparam__()`, `__hash__()`, `__reduce__()`, `__setstate__()`

#### *Inherited from `object`*

`__delattr__()`, `__format__()`, `__getattr__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 49.29.2 Properties

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

### 49.29.3 Class Variables

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('dwError', &lt;class 'ctypes.c_ulong'&gt;), ('dwType', &lt;class...</code>
<code>dwError</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=0, size=4&gt;</code>
<code>dwType</code>	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=4, size=4&gt;</code>

**49.30 Class `_LUID_AND_ATTRIBUTES`****49.30.1 Methods*****Inherited from `_ctypes.Structure`***`--init--()`, `--new--()`***Inherited from `??._CData`***`--ctypes_from_outparam--()`, `--hash--()`, `--reduce--()`, `--setstate--()`***Inherited from `object`***`--delattr--()`, `--format--()`, `--getattribute--()`, `--reduce_ex--()`, `--repr--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`**49.30.2 Properties**

Name	Description
<i>Inherited from <code>??._CData</code></i>	
<code>_b_base_</code> , <code>_b_needsfree_</code>	
<i>Inherited from <code>object</code></i>	
<code>--class--</code>	

**49.30.3 Class Variables**

Name	Description
<code>_fields_</code>	<b>Value:</b> <code>[('Luid', &lt;class 'morpher.pydbg.windows_h._LUID'&gt;), ('Att...</code>
Attributes	<b>Value:</b> <code>&lt;Field type=c_ulong, ofs=8, size=4&gt;</code>
Luid	<b>Value:</b> <code>&lt;Field type=_LUID, ofs=0, size=8&gt;</code>

## 50 Package morpher.trace

Contains various modules used to model and store data captured from a function call.

(GRAPH)

The core components of this module build off each other to encapsulate chunks of memory captured from another process, along with enough information about types, address, etc to be able to reconstruct and replay data to a function call. One of the major design goals was to make these objects serializable so they could be stored to a file or sent through a pipe and properly reconstructed once they were deserialized.

The contents of memory are captured in the form of **Blocks**, which provide an interface to read and write their contents. Collections of blocks are managed by **Memory** objects; one of their main responsibilities is to preserve pointer relationships, by recording pointers and then "patching" them on demand to point to the same objects after deserialization.

Type information is captured mainly through the use of **Tag** objects, which merely record an address and a format string similar to those used by the *struct* module. A **TypeManager** object can be used to translate these format types into *ctypes* objects suitable as function arguments for a DLL function. One of the most important aspects of these classes is to properly reconstruct *ctypes* struct and union classes from stored information about user-defined types.

**Snapshot** puts all the pieces together in order to capture a function call in its entirety. It contains a **Memory** object with the actual data, a collection of **Tags** giving types for that data, and a **TypeManager** that can translate those tags into meaningful classes. **Snapshot** is responsible for using all this information to reconstruct *ctypes* objects representing the original arguments that can be used in a function call, and in such a way that all pointers point to the same data that they did when originally captured.

Finally, **Trace** serves as a top-level object that pairs a list of **Snapshot** objects to be replayed in order, along with the **TypeManager** object used by all of those **Snapshots**.

**Author:** Rob Waaser

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**Organization:** Carnegie Mellon University

**Since:** November 13, 2011

### 50.1 Modules

- **block:** Contains the **Block** class definition for maintaining a piece of memory (*Section 51, p. 309*)
- **memory:** Contains the **Memory** class for maintaining a collection of **Block**

(Section 52, p. 314)

- **snapshot**: Contains the **Snapshot** class for storing and replaying a function call  
(Section 53, p. 320)
- **tag**: Contains the **Tag** class definition for pairing addresses with types  
(Section 54, p. 324)
- **trace**: Contains the **Trace** class definition for storing a list of **Snapshots**  
(Section 55, p. 327)
- **typemanager**: Contains the **TypeManager** class for storing and reconstructing types  
(Section 56, p. 330)

## 51 Module `morpher.trace.block`

Contains the `Block` class definition for maintaining a piece of memory

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 26, 2011

### 51.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.trace'</code>

### 51.2 Class `Block`

object —  
**`morpher.trace.block.Block`**

Encapsulates a memory block and provides an interface for reading/writing that memory.

The memory block is represented as a byte string, and is stored along with the "virtual address" that the memory block starts at. Reads and writes use these virtual addresses and the `struct` module to access the contents of the byte string. The class is maintained in such a way that it can be serialized and deserialized using the *pickle* module, and provides a `translate` method that can take a virtual address and return the actual address the bytestring currently occupies.

### 51.2.1 Methods

**`__init__(self, addr, data)`**

Stores an array of raw bytes along with the virtual address it starts at. The byte string is originally stored as a ctypes string buffer, which allows us to retrieve the actual raw address of the byte string.

**Parameters**

**addr:** The virtual address of the beginning of the data  
(*type=integer*)

**data:** The byte string to store  
(*type=byte string*)

Overrides: `object.__init__`

**`setActive(self, flag)`**

Converts the internal byte string to and from a serializable string.

Blocks can't be pickled if they contain ctypes pointers, so this method "turns off" the block and converts the data to a pickle-friendly string if the flag is *False*, and the reverse if the flag is *True*.

**Parameters**

**flag:** The state the block should be set to  
(*type=Boolean*)

---

**read**(*self*, *addr*, *size*=None, *fmt*=None)

Reads data from this **Block** as either a raw byte string or a tuple of objects

Given an address in this **Block** and a size in bytes, returns 'size' raw bytes present at that address. If an optional format of the type specified in the **struct** module is given, the size parameter is ignored and the *fmt* is used to unpack and return the contents as a tuple of objects

**Parameters**

**addr**: The virtual address to read from

(*type=integer*)

**size**: The number of bytes to read

(*type=integer*)

**fmt**: The format of the object(s) to read

(*type=string*)

**Return Value**

Raw byte string or tuple of objects

(*type=byte string or tuple*)

**Raises**

**Exception** If neither the size nor format is supplied

---

**write**(*self*, *addr*, *data*, *fmt*=None)

Given an address in this **Block** and a byte string or tuple of objects, updates the memory at that address.

If a **struct**-style format is given, data is interpreted as a tuple of objects that should be first packed into a byte string before being written to memory. If a format is not specified, data is interpreted as a raw byte string to be written to memory verbatim.

**Parameters**

**addr**: The virtual address to write to

(*type=integer*)

**data**: The objects or bytes to write to memory

(*type=Tuple or byte string*)

**fmt**: An optional format string

(*type=string*)

**contains**(*self*, *addr*, *size*)

Returns True if range [addr, addr + size - 1] is contained in this block.

**Parameters**

**addr**: The starting address of the range in question

(*type=integer*)

**size**: The size of the range in question

(*type=integer*)

**Return Value**

True if the range is entirely contained by this **Block**, False otherwise.

(*type=Boolean*)

**translate**(*self*, *addr*)

Given a virtual address in the captured block's memory space, returns the actual address in memory of the data pointed to by the virtual address.

**Parameters**

**addr**: The virtual address to translate

(*type=integer*)

**Return Value**

The real address corresponding to the given virtual address

(*type=integer*)

**toString**(*self*)

Creates a pretty-printed string containing the contents of this **Block** in a format suitable for display.

**Return Value**

A string representing this object's contents

(*type=string*)

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**51.2.2 Properties**

Name	Description
<i>Inherited from object</i>	

*continued on next page*



Name	Description
<code>__class__</code>	

### 51.2.3 Instance Variables

Name	Description
<code>active</code>	Boolean indicating if the byte array is in a serializable state ( <i>False</i> ) or not ( <i>True</i> )
<code>addr</code>	The virtual address the byte string starts at
<code>data</code>	The stored byte string
<code>size</code>	The length of the stored byte string

## 52 Module *morpher.trace.memory*

Contains the **Memory** class for maintaining a collection of **Block**

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 26, 2011

### 52.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.trace'</code>

### 52.2 Class Memory

object └─ **morpher.trace.memory.Memory**

Acts as an interface to a collection of **Block** objects and provides methods for patching pointers into those memory segments.

A single **Memory** object maintains a collection of **Block** objects and serves as a global interface to those blocks that hides the details of which block is actually being read to or written from. This class is designed to be serialized and deserialized, and provides methods that can update pointers after their target objects have been moved to new addresses.

Pointers are "registered" by their addresses using the **registerPointer** method. Calling the **patch** method causes the value of each pointer to be fetched, and the virtual target address to be translated to the real address that data now occupies using the **Block** **translate** method.

**Note:** It is assumed that the underlying **Block** objects contain non-overlapping and non-consecutive ranges of memory

### 52.2.1 Methods

**`__init__(self, blklist)`**

Takes a list of (address, data) tuples, where address is a virtual address and data is a byte string representing the memory contents to store at that address, and adds them to the internal memory map. It is assumed that these blocks contain non-overlapping and non-consecutive ranges of memory

**Parameters**

**blklist:** The contents of this **Memory** as a list of (address, data) pairs  
*(type=(integer, byte string) tuple list)*

Overrides: `object.__init__`

**Requires:** blklist must consist of disjoint memory ranges

**`__getstate__(self)`**

The *pickle* system calls this method when dumping. Turns off all the blocks so they can be pickled, then returns this object's `__dict__` attribute for serialization.

**Return Value**

This object's `__dict__` attribute  
*(type=dictionary)*

**Note:** The blocks will automatically re-activate themselves individually when an operation is performed on them - otherwise **setActive** can force them all to reactivate right then

**`__setstate__(self, newdict)`**

Pickle calls this method when unpickling. Restores this object's `__dict__` from the unserialized version given, then reactivates all of the constituent **Block** objects.

**Parameters**

**newdict:** The deserialized `__dict__` for this object  
*(type=dictionary)*

**`setActive(self)`**

Utility method to re-enable all **Blocks** in this object

**registerPointer**(*self*, *addr*)

Stores the given address in a set of addresses pointing to pointers in memory, so that the pointer contents can be properly updated to preserve their meaning using `patch`.

**Parameters**

**addr**: The address of the pointer object in this memory  
(*type=integer*)

**Raises**

**Exception** If the range [`addr`, `addr + sizeof(pointer) - 1`] is not contained in this memory

**unregisterPointer**(*self*, *addr*)

Removes an address from the internal pointer registry that was previously added using `registerPointer`.

**Parameters**

**addr**: The address of the pointer object in this memory  
(*type=integer*)

**read**(*self*, *addr*, *size*=None, *fmt*=None)

Reads data from this **Memory** as either a raw byte string or a tuple of objects

Given an address in this **Memory** and a size in bytes, returns 'size' raw bytes present at that address. If an optional format of the type specified in the **struct** module is given, the size parameter is ignored and the *fmt* is used to unpack and return the contents as a tuple of objects

**Parameters**

**addr**: The virtual address to read from

(*type=integer*)

**size**: The number of bytes to read

(*type=integer*)

**fmt**: The format of the object(s) to read

(*type=string*)

**Return Value**

Raw byte string or tuple of objects

(*type=byte string or tuple*)

**Raises**

**Exception** If neither the size nor format is supplied

**Exception** If the given address range is not totally contained by one of the underlying **Blocks**.

---

**write**(*self*, *addr*, *data*, *fmt=None*)

Given an address in this **Memory** and a byte string or tuple of objects, updates the memory at that address.

If a **struct**-style format is given, data is interpreted as a tuple of objects that should be first packed into a byte string before being written to memory. If a format is not specified, data is interpreted as a raw byte string to be written to memory verbatim.

**Parameters**

**addr**: The virtual address to write to

(*type=integer*)

**data**: The objects or bytes to write to memory

(*type=Tuple or byte string*)

**fmt**: An optional format string

(*type=string*)

**Raises**

**Exception** If the given memory range is totally contained by one of the constituent **Blocks**.

---

**patch**(*self*)

For each pointer in this **Memory** whose address is registered, this method updates the pointer's value to reflect the ACTUAL address of the object it originally pointed to.

---

**containsAddress**(*self*, *addr*, *size=1*)

Checks whether the given range is wholly contained in this **Memory** object.

**Parameters**

**addr**: The virtual address the range starts at

(*type=integer*)

**size**: The size of the range to check

(*type=integer*)

**Return Value**

*True* if the range exists, *False* otherwise

(*type=Boolean*)

**toString(*self*)**

Creates a pretty-printed string containing the contents of this **Memory** in a format suitable for display.

**Return Value**

A string representing this object's contents

(*type=string*)

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**52.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**52.2.3 Instance Variables**

Name	Description
<code>mem</code>	A dictionary mapping addresses to <b>Block</b> objects
<code>pointers</code>	A set containing addresses of pointer objects

## 53 Module `morpher.trace.snapshot`

Contains the `Snapshot` class for storing and replaying a function call

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** November 13, 2011

### 53.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.trace'</code>

### 53.2 Class `Snapshot`

object └─ `morpher.trace.snapshot.Snapshot`

Contains enough information to replay a captured function call in its entirety.

A `Memory` object is combined with a set of `Tag` objects and a `TypeManager` object to act as snapshot of a function call. The `Memory` is used to store the actual argument values observed on the stack and the values they point to, while the `Tag` objects assign type information to these recorded values. A supplied `TypeManager` object can then be used to translate this type data into actual classes that can be used to instantiate objects and load them with values from the memory capture, which can then be used by the `ctypes` to replay the originally recorded function call.

**To Do:** Add the capability to record and replay global variables



## 53.2.1 Methods

---

**\_\_init\_\_**(*self*, *name*, *blklist*)

---

Stores the given function information and the contents of memory described as a list of (address, data) tuples, where address is a virtual address and data is a byte string to store at that address. Initially the tag set and argument list are empty.

**Parameters**

**name:** The name of the function call captured  
(*type=string*)

**blklist:** The contents of this **Memory** as a list of (address, data) pairs  
(*type=(integer, byte string) tuple list*)

Overrides: object.\_\_init\_\_

**Requires:** blklist must consist of disjoint memory ranges

---



---

**setArgs**(*self*, *args*)

---

Saves an ordered list of argument tags for this function call.

**Parameters**

**args:** A list of **Tags** describing the function arguments in the same order they were observed  
(*type=Tag object list*)

---



---

**addTag**(*self*, *tag*)

---

Adds the given **Tag** object to the internal tag set

**Parameters**

**tag:** The tag object to register  
(*type=Tag object*)

**Raises**

**Exception** If the tag's address is not valid for this object

---



---

**removeTag**(*self*, *tag*)

---

Removes a **Tag** object previously given to **addTag**

**Parameters**

**tag:** The tag object to remove  
(*type=Tag object*)

---

**replay**(*self*, *typeman*)

Patches internal pointers and extracts a list of argument objects observed for this captured function call.

Any registered pointers are changed so they point to the actual addresses of the objects they originally referred to. The supplied **TypeManager** object is then used to construct **ctypes** classes that represent the equivalent C types for each object that was captured as an argument to this function call. The stored argument values are then used to create equivalent objects from the **ctypes** classes and returned in an ordered list, which can be used in a call to the same function loaded using **ctypes**.

**Parameters**

**typeman**: A **TypeManager** object used to interpret format strings used to tag objects in this **Snapshot**  
(*type=TypeManager object*)

**toString**(*self*)

Creates a pretty-printed string containing the contents of this **Snapshot** in a format suitable for display.

**Return Value**

A string representing this object's contents  
(*type=string*)

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**53.2.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

**53.2.3 Instance Variables**

Name	Description
<code>args</code>	Ordered list of <b>Tag</b> objects describing function arguments
<code>mem</code>	<b>Internal Memory</b> object for storing data

*continued on next page*

Name	Description
name	The name of the function call that was captured
tags	Set of <b>Tag</b> objects associating types with data
type_manager	Used to temporarily store a <b>TypeManager</b> used during a function call

## 54 Module *morpher.trace.tag*

Contains the `Tag` class definition for pairing addresses with types

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** October 30, 2011

### 54.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

### 54.2 Class Tag

object └─ **morpher.trace.tag.Tag**

Pairs an address with a format string representing the type of the object located at that address, as an immutable object. The class also overrides the `--hash--` and `--eq--` methods so that, when added to a set, the set will recognize two Tags with equivalent information as the same object.

#### 54.2.1 Methods

<b><code>--init--(self, addr, fmt)</code></b>
Initializes this tag with the given address/format pair
<b>Parameters</b>
<b>addr:</b> The address for this tag ( <i>type=integer</i> )
<b>fmt:</b> The format string representing the associated tag ( <i>type=string</i> )
Overrides: <code>object.--init--</code>

<b><code>--eq--(self, other)</code></b>
Compare this object to another <i>Tag</i> object
<b>Parameters</b>
<b>other</b> : A <i>Tag</i> object to compare to ( <i>type=Tag object</i> )
<b>Return Value</b>
<i>True</i> if this object matches the given one ( <i>type=Boolean</i> )

<b><code>--hash--(self)</code></b>
Returns a hash constructed from the address and format
<b>Return Value</b>
A unique hash for this object ( <i>type=integer</i> )
Overrides: <code>object.__hash__</code>

<b><code>--setattr--(self, *args)</code></b>
Raise an exception if a change to the object is attempted
<b>Raises</b>
<i>TypeError</i> Always
Overrides: <code>object.__setattr__</code>

<b><code>--delattr--(self, *args)</code></b>
Raise an exception if a change to the object is attempted
<b>Raises</b>
<i>TypeError</i> Always
Overrides: <code>object.__delattr__</code>

### *Inherited from object*

`--format--()`, `--getattribute--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`, `--repr--()`,  
`--sizeof--()`, `--str--()`, `--subclasshook--()`

### 54.2.2 Properties

Name	Description
<i>Inherited from object</i>	

*continued on next page*

Name	Description
<code>--class--</code>	

#### 54.2.3 Instance Variables

Name	Description
<code>addr</code>	The address being tagged
<code>fmt</code>	The format string associated with the address

## 55 Module *morpher.trace.trace*

Contains the `Trace` class definition for storing a list of `Snapshot`s

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** November 13, 2011

### 55.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.trace'</code>

### 55.2 Class `Trace`



Pairs a `TypeManager` object with a list of `Snapshot` objects.

The `Snapshot` objects can be replayed in order using the shared `TypeManager` object, which allows this `Trace` to replay an entire series of function calls exactly as they were first observed.

**Note:** `Trace` is built entirely from serializable objects, allowing a `Trace` object to be saved using the *pickle* module and restored without any noticeable problems

### 55.2.1 Methods

**`__init__(self, snapshots, usertypes={})`**

Uses the supplied usertypes information to create a **TypeManager** object and stores it along with the ordered list of **Snapshot** objects.

**Parameters**

**snapshots**: A list of **Snapshot** objects in the order they were captured

(*type=Snapshot object list*)

**usertypes**: Optional dictionary mapping format strings to pairs of type strings and lists of fields' formats

(*type=dictionary of string : (string, string list) pairs*)

Overrides: `object.__init__`

**`replay(self)`**

Acts as a Python generator function that returns enough information to recreate each function call in the trace in order.

Returns a series of pairs, consisting of the function ordinal to be replayed and a list of arguments for that function.

**Return Value**

function ordinals paired with argument lists

(*type=(ordinal, ctypes object list)*)

**`toString(self)`**

Creates a pretty-printed string containing the contents of this **Trace** in a format suitable for display.

**Return Value**

A string representing this object's contents

(*type=string*)

#### *Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

### 55.2.2 Properties



Name	Description
<i>Inherited from object</i> __class__	

### 55.2.3 Instance Variables

Name	Description
snapshots	list of <b>Snapshot</b> making up the trace
type_manager	The <b>TypeManager</b> object

## 56 Module *morpher.trace.typemanager*

Contains the `TypeManager` class for storing and reconstructing types

**Author:** Rob Waaser

**Contact:** robwaaser@gmail.com

**Organization:** Carnegie Mellon University

**Since:** November 13, 2011

### 56.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> <code>'morpher.trace'</code>

### 56.2 Class `TypeManager`

object └─ **`morpher.trace.typemanager.TypeManager`**

Stores type information and can be serialized and reconstructed

Maintains a map of format strings to classes representing the equivalent type. Format strings match the same types used in the *struct* module and can also specify a numeric ID of a user-defined type. The information for user-defined types is constructed from a supplied dictionary mapping user type ids to a tuple, where the tuple contains the type ("struct" or "union") and a list of format strings representing each field of that type. This information is used to construct a matching `ctypes` Structure or Union class on-the-fly and add it to the map.

This class is also used to retrieve size and alignment information for any type represented by a format string, by using the associated `ctypes` methods on their representative classes. These operations are memoized to improve performance, but any information that cannot be serialized by the *pickle* module is discarded upon serialization, and the information is reconstructed again after deserialization.

**56.2.1 Methods**


---

**`__init__(self, usertypes={})`**


---

Fills the table mapping format strings to **ctypes** classes with the mappings for the basic types, and stores the information for constructing user-defined types if supplied.

**Parameters**

**usertypes:** Optional dictionary mapping format strings to pairs of type strings and lists of fields' formats

*(type=dictionary of string : (string, string list) pairs)*

Overrides: `object.__init__`

---

**`__getstate__(self)`**


---

The *pickle* system calls this method when dumping. Prevents the type table from being serialized (saves space and time reading in the file)

**Return Value**

The `__dict__` attribute of this object

*(type=dictionary)*

---

**`__setstate__(self, newdict)`**


---

Pickle calls this method when unpickling. Restores the table to the basic state, just like `__init__`

**Parameters**

**newdict:** The state object unserialized by pickle (`__dict__`)

*(type=dictionary)*

**getClass**(*self*, *mytype*)

Given a format string such as "PPi" or "12", etc, returns a **ctypes** class object corresponding to its type, creating the class on the fly with the stored usertypes data if necessary. The function is memoized for improved performance but the memoization table is deleted when the object is serialized.

Format strings can be of the types defined by the *struct* module, in which case only the first character is used, or the text can represent a number, in which case the usertype with the matching id is used.

**Parameters**

**mytype**: The format string to translate to a class

(*type=string*)

**Return Value**

The **ctypes** class corresponding to the type represented by the given format string

(*type=ctypes class*)

**getFormat**(*self*, *objclass*)

Performs the reverse of the **getClass** function.

**Parameters**

**objclass**: The {ctypes} class to translate to a format string

(*type=ctypes class*)

**Return Value**

The format string matching the supplied class as described in the **getClass** function

(*type=string*)

**getInfo**(*self*, *fmt*)

Takes a format string and returns a (size, alignment) tuple describing the size and alignment of the corresponding C type

**Parameters**

**fmt**: The format string to translate to a class

(*type=string*)

**Return Value**

A tuple containing the (size, alignment) of the C type

(*type=(integer, integer) tuple*)

**align**(*self*, *address*, *alignment*)

Utility function to align an address by adding padding

**Parameters**

**address:** The address to align  
*(type=integer)*

**alignment:** The alignment requirement  
*(type=integer)*

**Return Value**

The original address plus enough padding that it fits the alignment requirement  
*(type=integer)*

**Inherited from object**

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**56.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**56.2.3 Instance Variables**

Name	Description
<code>infotable</code>	The memoization table for the <code>getInfo</code> method
<code>table</code>	The dictionary mapping format strings to <code>ctypes</code> classes
<code>usertypes</code>	The dictionary storing information about user-defined types such as C Structs and Unions

## 57 Package morpher.utils

### 57.1 Modules

- **crash\_binning** (*Section 58, p. 335*)
- **hooking** (*Section 59, p. 338*)
- **injection** (*Section 60, p. 346*)

## 58 Module `morpher.utils.crash_binning`

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** `pedram.amini@gmail.com`

**Organization:** `www.openrce.org`

### 58.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>'morpher.utils'</code>

### 58.2 Class `__crash_bin_struct__`

#### 58.2.1 Class Variables

Name	Description
<code>exception_module</code>	<b>Value:</b> <code>None</code>
<code>exception_address</code>	<b>Value:</b> <code>0</code>
<code>write_violation</code>	<b>Value:</b> <code>0</code>
<code>violation_address</code>	<b>Value:</b> <code>0</code>
<code>violation_thread_id</code>	<b>Value:</b> <code>0</code>
<code>context</code>	<b>Value:</b> <code>None</code>
<code>context_dump</code>	<b>Value:</b> <code>None</code>
<code>disasm</code>	<b>Value:</b> <code>None</code>
<code>disasm_around</code>	<b>Value:</b> <code>[]</code>
<code>stack_unwind</code>	<b>Value:</b> <code>[]</code>
<code>seh_unwind</code>	<b>Value:</b> <code>[]</code>
<code>extra</code>	<b>Value:</b> <code>None</code>

### 58.3 Class `crash_binning`

**To Do:** Add MySQL import/export.

### 58.3.1 Methods

**`__init__(self)`**

**`record_crash(self, pydbg, extra=None)`**

Given a PyDbg instantiation that at the current time is assumed to have "crashed" (access violation for example) record various details such as the disassembly around the violating address, the ID of the offending thread, the call stack and the SEH unwind. Store the recorded data in an internal dictionary, binning them by the exception address.

**Parameters**

**pydbg:** Instance of pydbg

(*type=pydbg*)

**extra:** (Optional, Def=None) Whatever extra data you want to store with this bin

(*type=Mixed*)

**`crash_synopsis(self, crash=None)`**

For the supplied crash, generate and return a report containing the disassembly around the violating address, the ID of the offending thread, the call stack and the SEH unwind. If not crash is specified, then call through to `last_crash_synopsis()` which returns the same information for the last recorded crash.

**Parameters**

**crash:** (Optional, def=None) Crash object to generate report on

(*type=--crash\_bin\_struct--*)

**Return Value**

Crash report

(*type=String*)

**See Also:** `crash_synopsis()`



**export\_file**(*self*, *file\_name*)

Dump the entire object structure to disk.

**Parameters**

**file\_name**: File name to export to  
(*type=String*)

**Return Value**

self  
(*type=crash\_binning*)

**See Also:** import\_file()

**import\_file**(*self*, *file\_name*)

Load the entire object structure from disk.

**Parameters**

**file\_name**: File name to import from  
(*type=String*)

**Return Value**

self  
(*type=crash\_binning*)

**See Also:** export\_file()

**last\_crash\_synopsis**(*self*)

For the last recorded crash, generate and return a report containing the disassembly around the violating address, the ID of the offending thread, the call stack and the SEH unwind.

**Return Value**

Crash report  
(*type=String*)

**See Also:** crash\_synopsis()

**58.3.2 Class Variables**

Name	Description
bins	<b>Value:</b> {}
last_crash	<b>Value:</b> None
pydbg	<b>Value:</b> None

## 59 Module *morpher.utils.hooking*

**Author:** Pedram Amini

**License:** GNU General Public License 2.0 or later

**Contact:** [pedram.amini@gmail.com](mailto:pedram.amini@gmail.com)

**Organization:** [www.openrce.org](http://www.openrce.org)

### 59.1 Variables

Name	Description
AF_INET	<b>Value:</b> 2
AF_INET6	<b>Value:</b> 23
CONTEXT_CONTROL	<b>Value:</b> 65537
CONTEXT_DEBUG_REGISTERS	<b>Value:</b> 65552
CONTEXT_FULL	<b>Value:</b> 65543
CREATE_NEW_CONSOLE	<b>Value:</b> 16
CREATE_PROCESS_DEBUG_EVENT	<b>Value:</b> 3
CREATE_THREAD_DEBUG_EVENT	<b>Value:</b> 2
DBG_CONTINUE	<b>Value:</b> 65538
DBG_EXCEPTION_HANDLED	<b>Value:</b> 65537
DBG_EXCEPTION_NOT_HANDLED	<b>Value:</b> 2147549185
DEBUG_ONLY_THIS_PROCESS	<b>Value:</b> 2
DEBUG_PROCESS	<b>Value:</b> 1
DEFAULT_MODE	<b>Value:</b> 0
EFLAGS_RF	<b>Value:</b> 65536
EFLAGS_TRAP	<b>Value:</b> 256
ERROR_NO_MORE_FILES	<b>Value:</b> 18
EXCEPTION_ACCESS_VIOLATION	<b>Value:</b> 3221225477
EXCEPTION_BREAKPOINT	<b>Value:</b> 2147483651
EXCEPTION_DEBUG_EVENT	<b>Value:</b> 1

*continued on next page*

Name	Description
EXCEPTION_GUARD_PAGE	Value: 2147483649
EXCEPTION_SINGLE_STEP	Value: 2147483652
EXIT_PROCESS_DEBUG_EVENT	Value: 5
EXIT_THREAD_DEBUG_EVENT	Value: 4
FILE_MAP_READ	Value: 4
FORMAT_MESSAGE_ALLOCATE_BUFFER	Value: 256
FORMAT_MESSAGE_FROM_SYSTEM	Value: 4096
GetLastError	Value: <_FuncPtr object at 0x0253AA08>
HW_ACCESS	Value: 3
HW_EXECUTE	Value: 0
HW_WRITE	Value: 1
INVALID_HANDLE_VALUE	Value: 4294967295
LOAD_DLL_DEBUG_EVENT	Value: 6
MEM_COMMIT	Value: 4096
MEM_DECOMMIT	Value: 16384
MEM_IMAGE	Value: 16777216
MEM_RELEASE	Value: 32768
MIB_TCP_STATE_LISTEN	Value: 2
OUTPUT_DEBUG_STRING_EVENT	Value: 8
PAGE_EXECUTE	Value: 16
PAGE_EXECUTE_READ	Value: 32
PAGE_EXECUTE_READWRITE	Value: 64
PAGE_EXECUTE_WRITECOPY	Value: 128
PAGE_GUARD	Value: 256
PAGE_NOACCESS	Value: 1
PAGE_NOCACHE	Value: 512
PAGE_READONLY	Value: 2
PAGE_READWRITE	Value: 4
PAGE_WRITECOMBINE	Value: 1024

*continued on next page*

Name	Description
PAGE_WRITECOPY	Value: 8
PROCESS_ALL_ACCESS	Value: 2035711
RIP_EVENT	Value: 9
RTLD_GLOBAL	Value: 0
RTLD_LOCAL	Value: 0
SE_PRIVILEGE_ENABLED	Value: 2
SW_SHOW	Value: 5
SysDbgReadMsr	Value: 16
SysDbgWriteMsr	Value: 17
TCP_TABLE_OWNER_PID_ALL	Value: 5
TH32CS_INHERIT	Value: 2147483648
TH32CS_SNAPALL	Value: 15
TH32CS_SNAPHEAPLIST	Value: 1
TH32CS_SNAPMODULE	Value: 8
TH32CS_SNAPPROCESS	Value: 2
TH32CS_SNAPTHREAD	Value: 4
THREAD_ALL_ACCESS	Value: 2032639
TOKEN_ADJUST_PRIVILEGES	Value: 32
UDP_TABLE_OWNER_PID	Value: 1
UNLOAD_DLL_DEBUG_EVENT	Value: 7
USER_CALLBACK_DEBUG_EVENT	Value: 3735928559
VIRTUAL_MEM	Value: 12288
--package--	Value: 'morpher.utils'
c_types	Value: (<type '_ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
cdll	Value: <ctypes.LibraryLoader object at 0x0249FB90>
memmove	Value: <CFunctionType object at 0x0253AA80>
memset	Value: <CFunctionType object at 0x0253AAF8>
oledll	Value: <ctypes.LibraryLoader object at 0x0249FC30>
pydll	Value: <ctypes.LibraryLoader object at 0x0249FBB0>

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Name	Description
<code>pythonapi</code>	<b>Value:</b> <PyDLL 'python dll', handle 1e000000 at 249fbd0>
<code>windll</code>	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBF0>

## 59.2 Class `hook_container`

The purpose of this class is to provide an easy interface for hooking the entry and return points of arbitrary API calls. The hooking of one or both of the points is optional. Example usage:

```
def CreateFileA_on_entry (dbg, args):
    pass

def CreateFileA_on_return (dbg, args, return_value):
    pass

h = hooks(dbg)
h.add(dbg.func_resolve("kernel32", "CreateFileA"), 7, CreateFileA_on_entry, CreateFileA_on_return)
```

This class transparently takes care of various thread-related race conditions.

### 59.2.1 Methods

<code>__init__(self)</code>
-----------------------------

---

**`add(self, pydbg, address, num_args, entry_hook=None, exit_hook=None)`**


---

Add a new hook on the specified API which accepts the specified number of arguments. Optionally specify callback functions for hooked API entry / exit events. The entry / exit callback prototypes are:

```
entry(dbg, args)
```

Where entry receives the active PyDbg instance as well as a list of the arguments passed to the hooked routine:

```
exit (dbg, args, return_value)
```

Where exit received the active PyDbg instance, a list of the arguments passed to the hooked routine and the return value from the hooked routine.

### Parameters

<b>pydbg:</b>	PyDbg Instance ( <i>type=PyDbg Instance</i> )
<b>address:</b>	Address of function to hook ( <i>type=Long</i> )
<b>num_args:</b>	(Optional, Def=0) Number of arguments in function to hook ( <i>type=Integer</i> )
<b>entry_hook:</b>	(Optional, Def=None) Function to call on hooked API entry ( <i>type=Function Pointer</i> )
<b>exit_hook:</b>	(Optional, Def=None) Function to call on hooked API exit ( <i>type=Function Pointer</i> )

### Return Value

Self  
(*type=hooks*)

**remove**(*self*, *pydbg*, *address*)

De-activate and remove the hook from the specified API address.

**Parameters**

**pydbg:** PyDbg Instance  
*(type=PyDbg Instance)*

**address:** Address of function to remove hook from  
*(type=Long)*

**Return Value**

Self  
*(type=hooks)*

**iterate**(*self*, *address*)

A simple iterator function that can be used to iterate through all hooks.  
 Yielded objects are of type hook().

**Return Value**

Iterated hook entries.  
*(type=hook)*

### 59.2.2 Class Variables

Name	Description
hooks	<b>Value:</b> {}

## 59.3 Class hook

This helper class abstracts the activation/deactivation of individual hooks. The class is responsible for maintaining the various state variables requires to prevent race conditions.

### 59.3.1 Methods

**`__init__(self, address, num_args, entry_hook=None, exit_hook=None)`**

Initialize the object with the specified parameters.

**Parameters**

**address:** Address of function to hook  
*(type=Long)*

**num\_args:** (Optional, Def=0) Number of arguments in function to hook  
*(type=Integer)*

**entry\_hook:** (Optional, def=None) Function to call on hooked API entry  
*(type=Function Pointer)*

**exit\_hook:** (Optional, def=None) Function to call on hooked API exit  
*(type=Function Pointer)*

**`hook(self, pydbg)`**

Activate the hook by setting a breakpoint on the previously specified address. Breakpoint callbacks are proxied through an internal routine that determines and passes further needed information such as function arguments and return value.

**Parameters**

**pydbg:** PyDbg Instance  
*(type=PyDbg Instance)*

**`unhook(self, pydbg)`**

De-activate the hook by removing the breakpoint on the previously specified address.

**Parameters**

**pydbg:** PyDbg Instance  
*(type=PyDbg Instance)*

### 59.3.2 Class Variables

Name	Description
hooks	<b>Value:</b> None

*continued on next page*



Name	Description
address	<b>Value:</b> 0
num_args	<b>Value:</b> 0
entry_hook	<b>Value:</b> None
exit_hook	<b>Value:</b> None
arguments	<b>Value:</b> {}
exit_bps	<b>Value:</b> {}

## 60 Module morpher.utils.injection

**Author:** Justin Seitz

**License:** GNU General Public License 2.0 or later

**Contact:** jms@bughunter.ca

**Organization:** www.openrce.org

### 60.1 Variables

Name	Description
kernel32	<b>Value:</b> <WinDLL 'kernel32', handle 76a70000 at 249fc70>
AF_INET	<b>Value:</b> 2
AF_INET6	<b>Value:</b> 23
CONTEXT_CONTROL	<b>Value:</b> 65537
CONTEXT_DEBUG_REGISTERS	<b>Value:</b> 65552
CONTEXT_FULL	<b>Value:</b> 65543
CREATE_NEW_CONSOLE	<b>Value:</b> 16
CREATE_PROCESS_DEBUG_EVENT	<b>Value:</b> 3
CREATE_THREAD_DEBUG_EVENT	<b>Value:</b> 2
DBG_CONTINUE	<b>Value:</b> 65538
DBG_EXCEPTION_HANDLED	<b>Value:</b> 65537
DBG_EXCEPTION_NOT_HANDLED	<b>Value:</b> 2147549185
DEBUG_ONLY_THIS_PROCESS	<b>Value:</b> 2
DEBUG_PROCESS	<b>Value:</b> 1
DEFAULT_MODE	<b>Value:</b> 0
EFLAGS_RF	<b>Value:</b> 65536
EFLAGS_TRAP	<b>Value:</b> 256
ERROR_NO_MORE_FILES	<b>Value:</b> 18
EXCEPTION_ACCESS_VIOLATION	<b>Value:</b> 3221225477
EXCEPTION_BREAKPOINT	<b>Value:</b> 2147483651

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Name	Description
EXCEPTION_DEBUG_EVENT	Value: 1
EXCEPTION_GUARD_PAGE	Value: 2147483649
EXCEPTION_SINGLE_STEP	Value: 2147483652
EXIT_PROCESS_DEBUG_EVENT	Value: 5
EXIT_THREAD_DEBUG_EVENT	Value: 4
FILE_MAP_READ	Value: 4
FORMAT_MESSAGE_ALLOCATE_BUFFER	Value: 256
FORMAT_MESSAGE_FROM_SYSTEM	Value: 4096
GetLastError	Value: <_FuncPtr object at 0x0253AA08>
HW_ACCESS	Value: 3
HW_EXECUTE	Value: 0
HW_WRITE	Value: 1
INVALID_HANDLE_VALUE	Value: 4294967295
LOAD_DLL_DEBUG_EVENT	Value: 6
MEM_COMMIT	Value: 4096
MEM_DECOMMIT	Value: 16384
MEM_IMAGE	Value: 16777216
MEM_RELEASE	Value: 32768
MIB_TCP_STATE_LISTEN	Value: 2
OUTPUT_DEBUG_STRING_EVENT	Value: 8
PAGE_EXECUTE	Value: 16
PAGE_EXECUTE_READ	Value: 32
PAGE_EXECUTE_READWRITE	Value: 64
PAGE_EXECUTE_WRITECOPY	Value: 128
PAGE_GUARD	Value: 256
PAGE_NOACCESS	Value: 1
PAGE_NOCACHE	Value: 512
PAGE_READONLY	Value: 2
PAGE_READWRITE	Value: 4

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Name	Description
PAGE_WRITECOMBINE	Value: 1024
PAGE_WRITECOPY	Value: 8
PROCESS_ALL_ACCESS	Value: 2035711
RIP_EVENT	Value: 9
RTLD_GLOBAL	Value: 0
RTLD_LOCAL	Value: 0
SE_PRIVILEGE_ENABLED	Value: 2
SW_SHOW	Value: 5
SysDbgReadMsr	Value: 16
SysDbgWriteMsr	Value: 17
TCP_TABLE_OWNER_PID_ALL	Value: 5
TH32CS_INHERIT	Value: 2147483648
TH32CS_SNAPALL	Value: 15
TH32CS_SNAPHEAPLIST	Value: 1
TH32CS_SNAPMODULE	Value: 8
TH32CS_SNAPPROCESS	Value: 2
TH32CS_SNAPTHREAD	Value: 4
THREAD_ALL_ACCESS	Value: 2032639
TOKEN_ADJUST_PRIVILEGES	Value: 32
UDP_TABLE_OWNER_PID	Value: 1
UNLOAD_DLL_DEBUG_EVENT	Value: 7
USER_CALLBACK_DEBUG_EVENT	Value: 3735928559
VIRTUAL_MEM	Value: 12288
__package__	Value: 'morpher.utils'
advapi32	Value: <WinDLL 'advapi32', handle 77460000 at 23d6570>
c.types	Value: (<type '_ctypes.Structure'>, <class 'ctypes.c_char'>, <cl...
cdll	Value: <ctypes.LibraryLoader object at 0x0249FB90>
iphlpapi	Value: <WinDLL 'iphlpapi', handle 73820000 at 23dbbb0>
memmove	Value: <CFunctionType object at 0x0253AA80>

*continued on next page*

Name	Description
memset	<b>Value:</b> <CFunctionType object at 0x0253AAF8>
ntdll	<b>Value:</b> <WinDLL 'ntdll', handle 77a40000 at 23d6e50>
oledll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FC30>
psapi	<b>Value:</b> <WinDLL 'psapi', handle 76cb0000 at 23ed450>
pydll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBB0>
pythonapi	<b>Value:</b> <PyDLL 'python dll', handle 1e000000 at 249fbd0>
windll	<b>Value:</b> <ctypes.LibraryLoader object at 0x0249FBF0>

## 60.2 Class inject

This class abstracts the ability to inject and eject a DLL into a remote process.

### 60.2.1 Methods

**\_\_init\_\_**(*self*)

**inject\_dll**(*self*, *dll\_path*, *pid*)

Inject a DLL of your choice into a running process.

**Parameters**

**dll\_path:** The path to the DLL you wish to inject

(*type=String*)

**pid:** The process ID that you wish to inject into

(*type=Integer*)

**Raises**

**pdx** An exception is raised on failure.

**eject\_dll**(*self*, *dll\_name*, *pid*)

Eject a loaded DLL from a running process.

**Parameters**

**dll\_name:** The name of the DLL you wish to eject  
(*type=String*)

**pid:** The process ID that you want to eject a DLL from  
(*type=Integer*)

**Raises**

**pdx** An exception is raised on failure.

**get\_module\_info**(*self*, *dll\_name*, *pid*)

Helper function to retrieve the necessary information for the DLL we wish to eject.

**Parameters**

**dll\_name:** The name of the DLL you wish to eject  
(*type=String*)

**pid:** The process ID that you want to eject a DLL from  
(*type=Integer*)

**Raises**

**pdx** An exception is raised on failure.

## 61 Module run

Contains a script that serves as a command-line interface to the **Morpher** fuzzing tool.

**Morpher** is implemented as an object that is mostly controlled by the contents of a configuration file, but it can have some of the config file overridden by options specified when the **Morpher** object is instantiated. This script parses those options from the command line, passes them to the **Morpher** object it instantiates, and sets the entire fuzzing process running. In addition, this script can start a **Trace** replay process useful for analyzing the results of a fuzzing run instead of starting the **Morpher** process.

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**Organization:** Carnegie Mellon University

**Since:** October 25, 2011

### 61.1 Functions

#### **playback**(*filename*)

Can play back a trace manually, allowing the user to attach a debugger and step through the trace at their own leisure.

This function was developed to aid a reverse engineer after they have run **Morpher** and wish to investigate the reported crashes and hangs in more detail. **Morpher** stores a copy of the **Trace** file that caused a crash or hang along with the crash report. This function takes the trace file and replays the **Snapshots** one at a time, reporting the PID so the engineer can attach a debugger of his own and follow along.

#### **Parameters**

**filename:** The path to the **Trace** file to be replayed  
(*type=string*)

### 61.2 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

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