

# Commands

- Execution flow
  - `g(-)` Go (back)
  - `t(-)` Trace (back)
  - `p(-)` Step (back)
  - `gh` Go with exception handled
  - `gn` Go with exception not handled
  - `gu` Go up
  - `ENTER` Repeat last command
- Breakpoint management
  - `bp, bu` Breakpoint
  - `bl` Breakpoint list
  - `ba` Break on Access
  - `bc` Breakpoint clear
  - `bd` Breakpoint delete
  - `be` Breakpoint enable

# Commands

- Inspect memory and registers
  - ? Evaluate expression
  - r Registers
  - db, dd, dq, da, du Display memory
  - dps Display words and symbols
  - dt Display type
  - u Unassemble
  - uf Unassemble function
  - k Display stack backtrace
  - lm List loaded modules
  - c Compare memory
  - s Search memory

# Commands

- Patch memory
  - a Assemble
  - eb, ed, eq Enter values
- Debugger management
  - q Quit
  - sx, sxe Set exceptions
  - ~ Thread status
  - ~ s Set current thread
- Miscellaneous
  - x Examine symbols
  - dx Display debugger object model expression

# Meta-Commands

- `.attach`      Attach to process
- `.childdb`      Debug child processes
- `.cls`          Clear screen
- `.detach`      Detach from process
- `.formats`      Show number formats
- `.hh`          Open HTML help file
- `.kill`        Kill process
- `.logopen`      Open log file
- `.logappend`    Append log file

# Meta-Commands

- `.logfile` Display log file status
- `.reload` Reload module
- `.restart` Restart target application
- `.scriptlist` List loaded scripts
- `.scriptload` Load scripts
- `.scriptrun` Run scripts
- `.scriptunload` Unload script
- `.sympath` Set symbol path
- `.tlist` List process IDs
- `.writemem` Write memory to file

# Extension commands

- `!address` Information about memory
- `!dh` Displays header of image
- `!error` Information about an error value
- `!exchain` Current exception handler chain
- `!handle` Display information about a handle
- `!heap` Heap usage information
- `!peb` Displays process environment block
- `!sym` Controls noisy symbol loading
- `!teb` Displays thread environment block
- `!tt` Time travel
- `!vadump` Virtual memory ranges and corresponding protection
- `!vprot` Virtual memory protection information