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Basic commands for Windbg - dt

By Anand George

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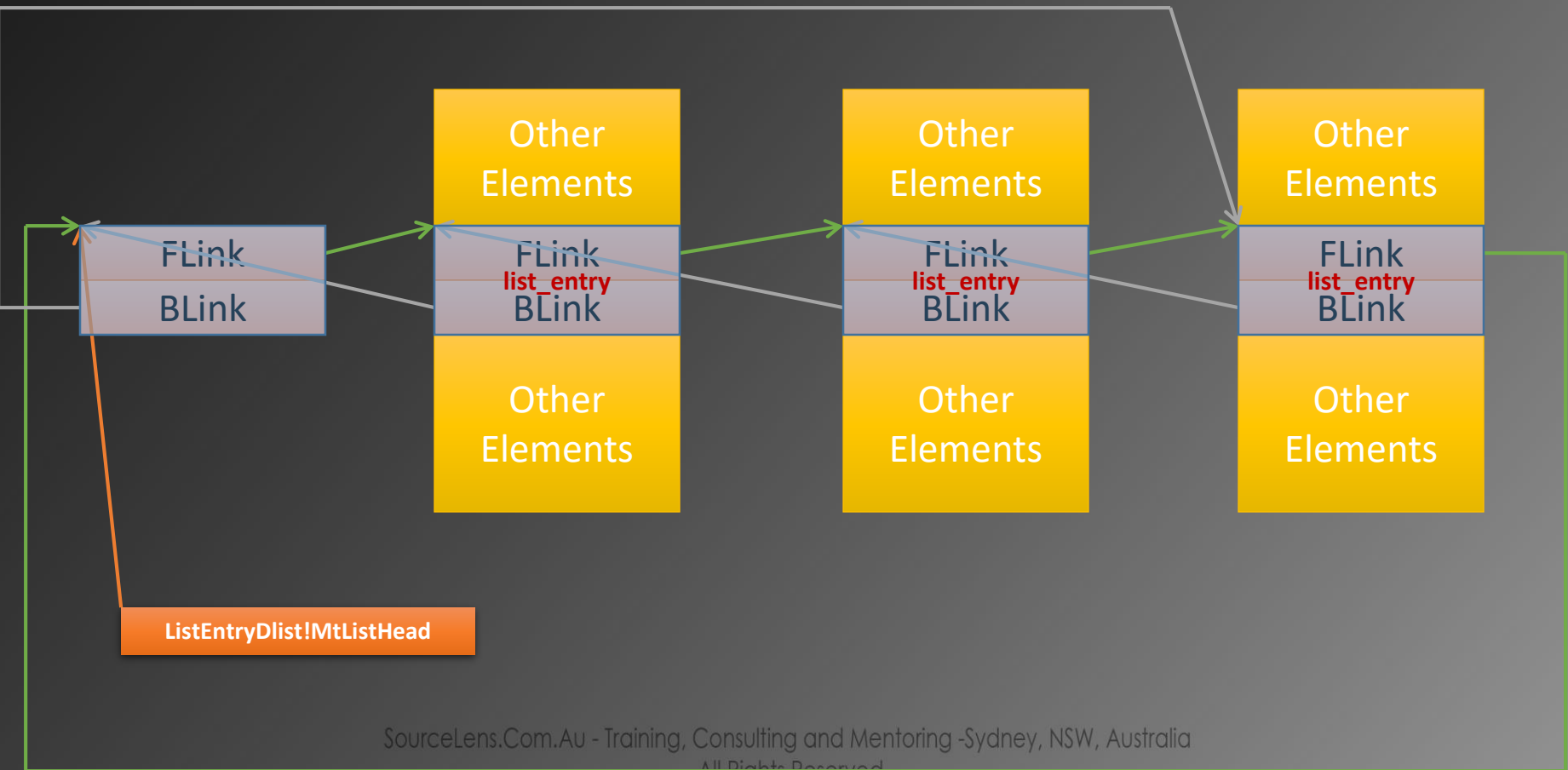sourcelens.com.au/Mentoring
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dt – dump type

- Mainly used for dumping the contents of a type (class, struct or primitive)

- Lot of options and a complicated command.

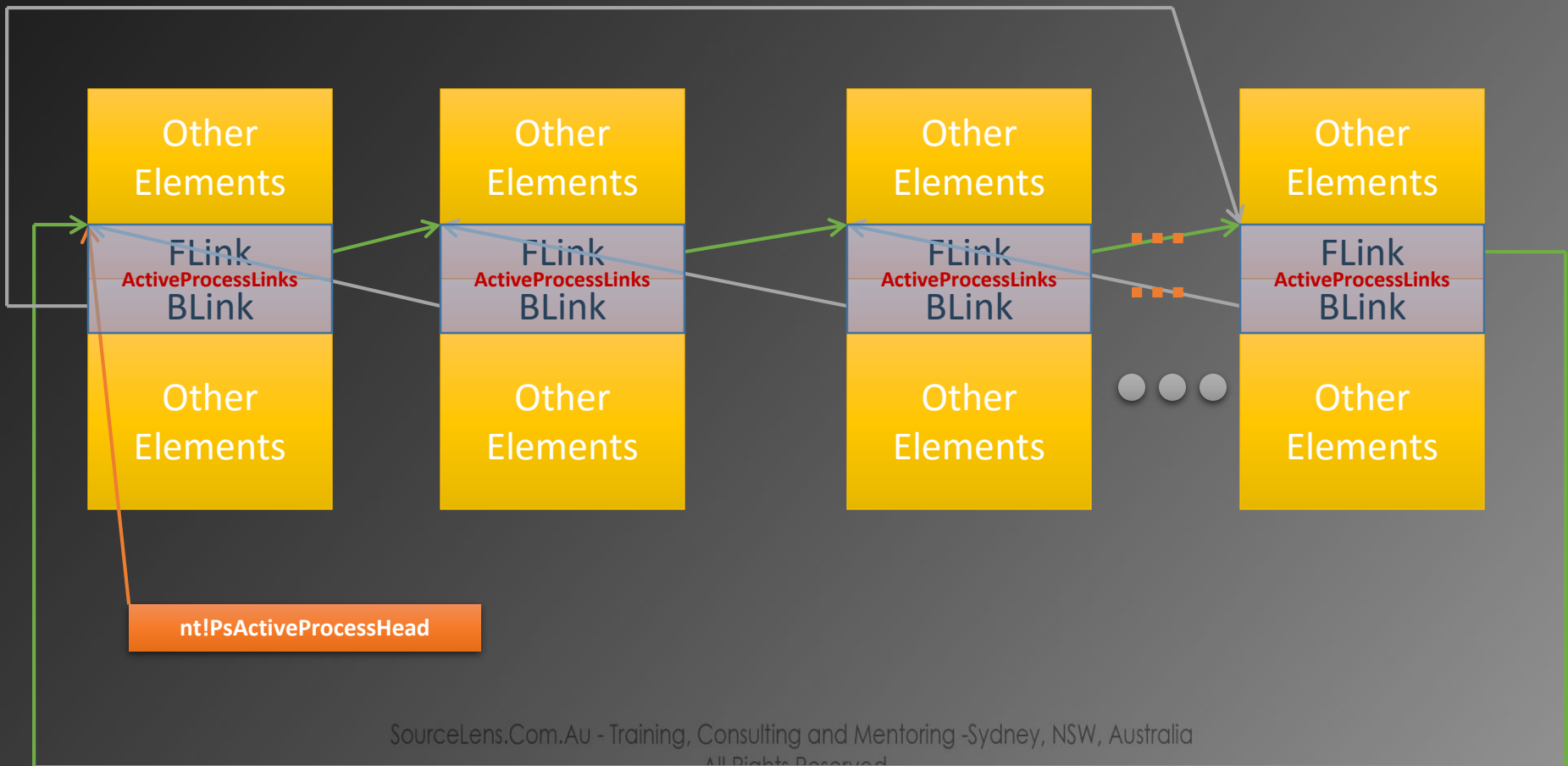- We focus in one simple and one complex cases (most commonly used)

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Demo

- dt <type>
- dt <local variable>
- dt <type> <pointer>
- dt –r<depth> <type> <pointer>
- dt <type> <field> <pointer>
- dt <type> -l <field>.Flink <pointer>

Anatomy of ListEntryDlist sample

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FLink
BLink

Other Elements

FLink
list_entry
BLink

Other Elements

Other Elements

FLink
list_entry
BLink

Other Elements

Other Elements

FLink
list_entry
BLink

Other Elements

ListEntryDlist!MtListHead

Anatomy of nt!PsActiveProcessHead

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Other Elements

FLink
ActiveProcessLinks
BLink

Other Elements

Other Elements

FLink
ActiveProcessLinks
BLink

Other Elements

Other Elements

FLink
ActiveProcessLinks
BLink

Other Elements

Other Elements

FLink
ActiveProcessLinks
BLink

Other Elements

nt!PsActiveProcessHead

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Summary

- dt
- Dumping a simple structure.
- Dumping a list.

Thank you