

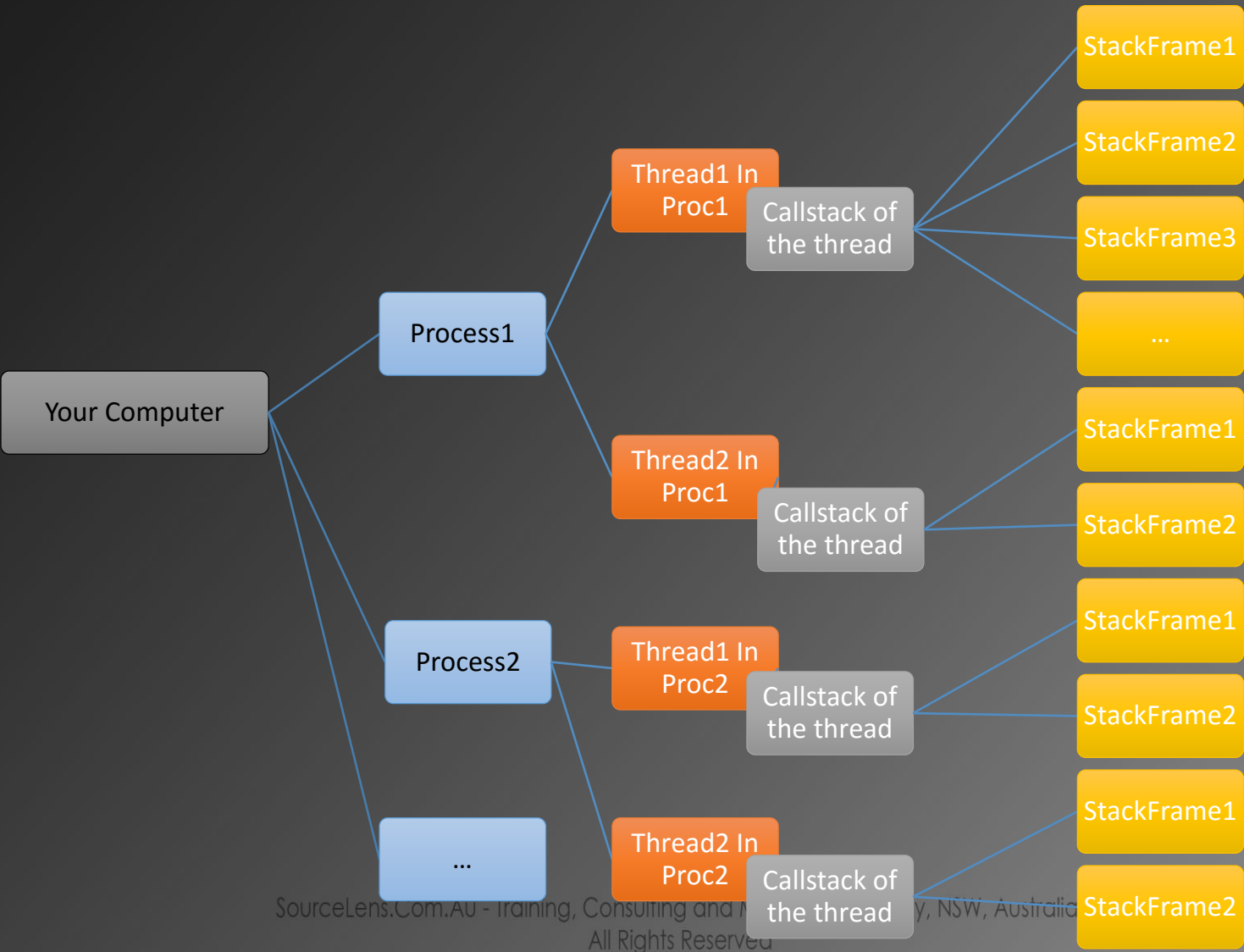
Basic commands for Windbg – `dv .frame`

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Note

- `dv` command will give incorrect result in fast calling convention and calling conventions similar to that - like 64 bit calling conventions.
- So this limits the user of `.frame` command as well.
- Works best in the case of x86 calling convention with each frame has the saved `ebp` (no frame pointer optimization).

Concept of Stack frame



Stack Frame



`.frame <framenum>`

- Switch to the given frame.

dv

- Dump locals and arguments passed for the current frame.

Demo

- We can use kM which has the DML for both .frame and dv combined.

Summary

- Stack frame
- .frame
- dv.

