# Basic commands for Windbg – dv .frame

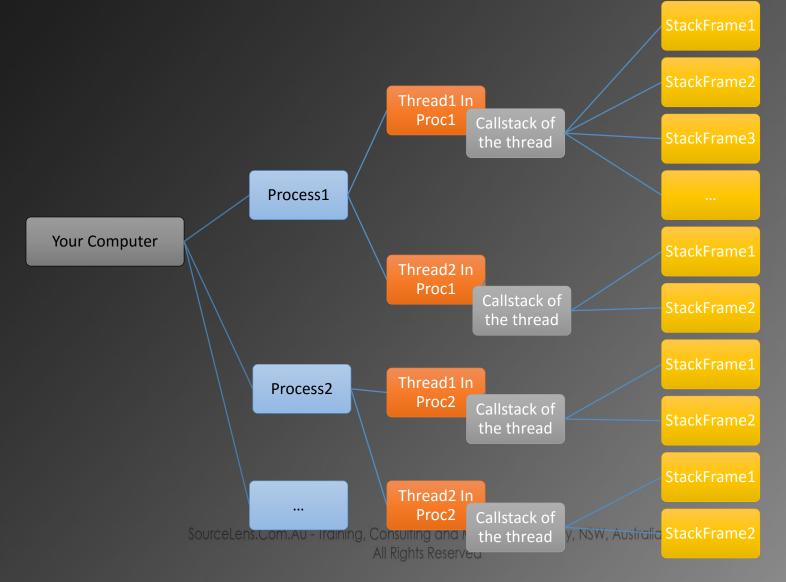
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#### Note

- 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



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#### .frame <framenumber>

• Switch to the given frame.



dv

#### • Dump locals and arguments passed for the current frame.

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#### Demo

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

### Summary

- Stack frame
- .frame
- dv.

#### Thank you

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