

### Basic commands

Continue	g
Step over	p
Step into	t
Step to next return	pt
Reload symbols	.reload -f
Print registers	r <register>
Change register	r <register>=<value>
List modules	lm
Search module	lm m <MODULENAME>
Examine symbol	x <Symbol>

### Execution flow control

New breakpoint	bp <LOCATION>
List breakpoints	bl
Disable breakpoint	bd <Breakpoint number>
Enable breakpoint	be <Breakpoint number>
Clear breakpoint	bc <Breakpoint number>
New unresolved breakpoint	bu <Unresolved func>
Hardware BP	ba <x w r> <size> <addr>

### Memory access

Unassemble from memory	u <addr symbol>
Display bytes	db <addr symbol> [L<size>]
Display words	dw <addr symbol> [L<size>]
Display double words	dd <<addr symbol> [L<size>]
Display quad words	dq <addr symbol> [L<size>]
Display ascii chars	dB dW dD dQ <addr symbol> [L<size>]
Display content of pointer	db dw dd dq poi(<REGISTER>)
Display datatype	dt <DATATYPE>
Display dt nested structs	dt -r <DATATYPE>
Display dt fields	dt <DATATYPE> <Field>
Display dt in address	dt <DATATYPE> <addr>
Get size of structure	?? sizeof(<STRUCT>)
Edit memory	ed <ADDR> <value>
Edit in ascii	ea <ADDR> <value>
Edit in unicode	eu <ADDR> <value>
Search DWORD in memory	s -d <START_ADDR> <LEN> <NEEDLE>
Search ASCII in memory	s -a <START_ADDR> <LEN> <NEEDLE>

