call gdb

gdb prog, gdb --args prog [progargs]
r, run [args] run the program
attach <pid>, detach attach/detach gdb to/from process

navigating

c [ignore count] cc s, step [count] cc n, next [count] l: u, until [loc] l: fin, finish cc advance <loc> cc si, stepi, ni, nexti l:

breakpoints

break <loc>
break ... if <cond>
tbreak ...
watch <expr>
clear <loc>
d, delete
handle <signal> [opt]

dis [N]

examine data

frame <addr>, frame #
select-frame
bt, bt N, bt -N
bt full
info f, info frame
info args, info locals
info registers
\$pc, \$fp, \$sp
info address <symb>
info symbol <addr>
p, print <expr>
p *array@len
x <addr>, x/N <addr>
display <expr>
set pretty print on

show code

list <loc> list disas [/m] start,+len

location <loc>

linenum
-offset, +offset
filename:linenum
function
*address

continue continue until different src line like step, do not follow funciton calls like next, but only src line below continue until current function returns continue until location is reached like step and next for machine instr

set a breakpoint
set a conditional breakpoint
like break, but only for one shot
stop when <expr> changes its value
delete breakpoint at location
delete all breakpoints, watchpoints, etc
set how signals are handle. opt can be
[no]stop, [no]print, [no]pass
disable breakpoint N resp. all

move to stack frame and print info like stack, but without printing info print backtrace (call stack) like bt, but with local variables print verbose info of the selected frame info on function args, local variables print registers. Also: p/x \$pc, x/i \$pc program cntr, frame pntr, stack pntr get address of symbol get the name of the symbol at addr print value of given expr print array of given length print N bytes from memory display expr whenever gdb stops print arrays nicer

print source lines list more source show disassembled source code

the line in the current source file \$offset lines before/after current line given line in given source file start of given function given address