

Forum:[Hack Forums](#)

Thread: [\[Needing Recommendations\] - New MASM Debugger](#)

Uefi - April 9, 2017, 9:23 am

When programming assembly (or any language really) I typically use vim however, I'm not apt to debugging because of all the either unstable or resource consuming debuggers. I'm currently using Visual Studio for debugging most my assembly files but as a multi-tasker as many of us are I have many files, programs, etc. open/running, loading up and using Visual Studio seems a task on it's own because of it's resource intensity especially for assembly, it's overkill.

For this reason I'm looking for a new debugger for MASM

It needs to be:

- Stable
- Minimal
- Preferably a CLI/TUI
- Native to Windows

Any suggestions would be greatly appreciated.

Masm4ever - April 10, 2017, 3:09 am

Ollly is still the best for 32-bit code. See also [Integrated debugging](#).

Uefi - April 10, 2017, 11:57 am

(Apr 10, 2017 03:09 AM)Masm4ever Wrote: [\[CITE\]](#) Ollly is still the best for 32-bit code. See also [Integrated debugging](#).

Taking a look at Ollly now, I'll post back with an update.

Thank you for the suggestion.

Uefi - April 12, 2017, 11:55 pm

(Apr 10, 2017 03:09 AM)Masm4ever Wrote: [\[CITE\]](#) Ollly is still the best for 32-bit code. See also [Integrated debugging](#).

Using ollly for both MASM and FASM for a few days, works seamlessly with both, I applaud you for the recommendation. ?

PhargedPhreak - April 22, 2017, 7:20 pm

Yeah ollly is awesome for 32 bit.

There's also IDA pro if you can get it. But in some ways ollly is easier than better than IDA.

Uefi - April 23, 2017, 6:50 am

(Apr 22, 2017 07:20 PM)PhargedPhreak Wrote: [\[CITE\]](#) Yeah ollly is awesome for 32 bit.

There's also IDA pro if you can get it. But in some ways ollly is easier than better than IDA.

IDA is very resource intensive so I tend to limit it's usage to RE only, using solely as a debugger is simply inefficient.

PhargedPhreak - May 4, 2017, 8:04 pm

xdbg64 seems OK.

I gotta be honest though, I prefer IDA pro plus windbg even though it's slow.

Irritable - May 6, 2017, 2:07 pm

(Apr 23, 2017 06:50 AM)Uefi Wrote: [\[CITE\]](#) IDA is very resource intensive so I tend to limit it's usage to RE only, using solely as a debugger is simply inefficient.

Not trying to be rude, but: "Resource intensive?" 2017...

DDR3 RAM is a dime a dozen.

CPUs are nearly 4GHz+ depending on type (cheap too).

GPUs take heaps off loads.

HDDs (7,200 RPM) or SSDs are, again, cheap as a pancake.

What sort of performance hit does software from the '90s (2005) take on your machine? 0.03s?

eskimo1 - May 6, 2017, 2:08 pm

X64dbg best. End of discussion :)

Masm4ever - May 6, 2017, 5:45 pm

(May 6, 2017 02:08 PM)eskimo1 Wrote: [\[CITE\]](#) X64dbg best. End of discussion :)

Start of discussion: It's a bad imitation of [OllyDbg](#). Overloaded with crappy features, and it crashes too often for my taste.

g4143 - May 6, 2017, 6:23 pm

(May 6, 2017 02:07 PM)Irritable Wrote: [\[CITE\]](#) Not trying to be rude, but: "Resource intensive?" 2017...

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Its a known fact that its generally cheaper to throw hardware at a bottleneck than get a programmer to code their way around that bottleneck. Basically desktop/laptop/hand held hardware is dirt cheap.

Uefi - May 7, 2017, 5:57 am

(May 6, 2017 02:07 PM)Irritable Wrote: [\[CITE\]](#) Not trying to be rude, but: "Resource intensive?" 2017...

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What sort of performance hit does software from the '90s (2005) take on your machine? 0.03s?

Software from 2005? Visual Studios had an update this year hence why it's called Visual Studio 2017. I develop in a virtual machine as well, I have multiple VMs going simultaneously limiting each to 1-2 private cores.

Masm4ever - May 7, 2017, 1:31 pm

(May 7, 2017 05:57 AM)Uefi Wrote: [\[CITE\]](#) Visual Studios had an update this year hence why it's called Visual Studio 2017.

And Visual Crap is the best proof that we urgently need more assembler programmers. It is so incredibly slow that I avoid it like the plague.

atom0s - May 7, 2017, 6:32 pm

(May 6, 2017 05:45 PM)Masm4ever Wrote: [\[CITE\]](#) Start of discussion: It's a bad imitation of [OllyDbg](#). Overloaded with crappy features, and it crashes too often for my taste.

I'm sure the dev team of x64dbg would love to hear feedback about your crashes rather than see people like this bitch that 'it sucks' or 'it crashes' and never give any feedback to the actual developers to fix any said issues. Can't say I have the same experience with it though. The primary goal of x64dbg was to make an Olly-like debugger for 64bit since Olly does not support it. The 32bit debugger they include is just an added bonus.

Personally, I prefer it over Olly these days depending on the target since it is much more stable than Olly and has an actual active development team, unlike Olly which has been 'dead' for a few years now and more or less relies on community plugins/patches to fix any issues that happen with it.

Uefi - May 8, 2017, 2:32 am

(May 7, 2017 06:32 PM)atom0s Wrote: [\[CITE\]](#) I'm sure the dev team of x64dbg would love to hear feedback about your crashes rather than see people like this bitch that 'it sucks' or 'it crashes' and never give any feedback to the actual developers to fix any said issues. Can't say I have the same experience with it though. The primary goal of x64dbg was to make an Olly-like debugger for 64bit since Olly does not support it. The 32bit debugger they include is just an added bonus.

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I'd love to see a response to this, currently using x64dbg for RAX stepping.

(May 7, 2017 01:31 PM)Masm4ever Wrote: [\[CITE\]](#) And Visual Crap is the best proof that we urgently need more assembler programmers. It is so incredibly slow that I avoid it like the plague. Visual Studio alone takes 8GB in storage, it's simply too massive to be utilised for asm development and debugging.

Masm4ever - May 8, 2017, 5:35 am

(May 7, 2017 06:32 PM)atom0s Wrote: [\[CITE\]](#) I'm sure the dev team of x64dbg would love to hear feedback about your crashes

I did give feedback, gentle and constructive feedback, and was badly insulted by the developers. Besides, I do not see a single credit to Oleh Yuschuk on their site, in spite of the fact that they have stolen all his ideas:Code Your search - site:x64dbg.com "Oleh Yuschuk" - did not match any documents

x64dbg works, more or less, with occasional crashes. But it is not a bright example for the Open Source community.

atom0s - May 8, 2017, 12:20 pm

Nothing in it is from Oleh's code, given that OllyDbg is closed source except for the 32bit disassembler which they don't use in x64dbg. They mimic'd the UI, nothing was stolen since nothing is public for them to 'steal' from, it's just recreated from scratch since people are familiar with it. A lot of the developers that are contributing to x64dbg have probably been in contact with Oleh in some manner and I'm sure he is aware of it existing and doesn't mind.

Can't say I believe you about the bug reports either given that they have been nothing but nice to everyone else that has given feedback and bug reports.

Masm4ever - May 8, 2017, 5:32 pm

(May 8, 2017 12:20 PM)atom0s Wrote: [\[CITE\]](#) Nothing in it is from Oleh's code, given that OllyDbg is

closed source except for the 32bit disassembler which they don't use in x64dbg. They mimic'd the UI, nothing was stolen

If a Chinese car manufacturer builds a car that looks like a BMW and sounds like a BMW, how would you call that...?

Quote:Can't say I believe you about the bug reports either given that they have been nothing but nice to everyone else that has given feedback and bug reports.

OK, I correct myself: I was badly insulted by ONE developer. After getting, ehm, "strong feedback" by other users, he eventually apologised. I won't go into detail here.