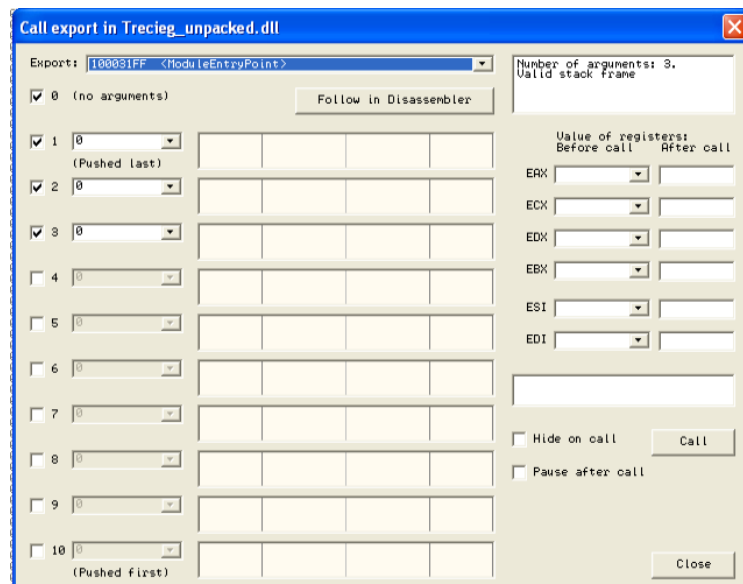


## Debugging a function exported by a .dll file in OllyDbg

1. Open the .dll file in OllyDbg. It will ask you whether you want to launch LOADDLL.exe. Click yes.
2. Run the .dll file. This will run its DllMain export, which is always run whenever a .dll file is loaded. In the bottom left corner of OllyDbg, you should see the text "Initialization of debugged DLL finished".
3. Set any desired breakpoints in the export you want to call.
4. Click Debug -> Call DLL export. You should see a window like the one below:



5. Open the "Export:" dropdown tab at the top and select the export you want to call.
6. You can select the number of arguments as well as the types and values of the arguments. You can set one byte of the input at a time, or use ctrl + e to edit an input all at once.
7. Check the "Hide on call" checkbox and then click "Call". The export should run until your first breakpoint.

Hint: Make sure to pass arguments into the correct locations! An exported function of one of the .dll files on the midterm always expects a certain argument to be a string. It may segfault if it receives a null pointer, which is the default.