Enhanced DEBUG (formally DOS Debug) Free [32|64bit] [2022-Latest]

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DOS Debug is a powerful binary that allows you to view a list of all the currently executed commands. Basically, this application can be used to inspect the program code, the CPU register content, the list of loaded modules, the picture of the memory map, the input and output ports, memory sectors, the DOS memory control block (MCB), ports and all the memory segments. Whats New in Version 1.70: Version 1.70 added a new command, 'Generate Hex Dump'. This command generates a hex-dump of a memory block. The application can show you the bytes on the

memory, and even the hex-dump. Version 1.69 changed the syntax to 'New Instance' command. This command creates a new instance of the application. Some minor bugs were fixed. Version 1.68 added the 'Hexdump' command. This command displays the entire hex-dump of any memory block. Version 1.67 added the 'Hexdump' command. This command displays a hex-dump of any memory block. Version 1.66 contains improved support for the CPU codes. Version 1.65 added IMA (instruction list memory) loading. This allows you to display the Instruction List Memory Addresses (IMA) of all the modules. Version 1.64 added this new

command 'View Memory Segments'. This command shows the addresses and the contents of all the segments of any given memory block. Version 1.63 contains many security improvements for the Open Group UNIX passwords. Version 1.62 added the command 'Check Privileges'. This command displays a warning if you try to execute the application with unprivileged privileges. Version 1.61 added the 'Dump Port' command. This command displays the contents of a given port. It also allows you to print the DPMI state of the port. Version 1.60 added the 16-bit register names. Version 1.55 added

the support of 16-bit X86 CPU instructions. Version 1.53 fixed a couple of small bugs. Version 1.49 removed the support of the disassembler (disasm). It was replaced by two new commands: Assemble and Rebuild Assembled Code. Version 1.48 added the support of the 80386+ CPU instructions. Version 1.47 added 'Dump ASM X

Enhanced DEBUG (formally DOS Debug) PC/Windows

DOS Debug is a debugging application that enhances the functionality of the original MS DEBUG command. Running on 32-bit computer architectures only, it plays the role of an assembler

and dissasembler, providing programmers with a way to diagnose COM and other executable files. The package includes a binary intended for debugging 16-bit applications (DEBUG.COM), as well as a modified version called DEBUGX.COM, which is compatible with 16-bit and 32-bit applications that run in protected mode (DPMI-enabled). The application runs in the command console, allowing you to view a list of all the available commands by accessing the 'Help' section. Among the additional features that DOS Debug brings you can find improvements to the assembler and dissasembler, (which can notify

you in case processor incompatibilities are detected), support for FPU Opcodes, 80386+ CPUs and as such, 32-bit register names. Also, it can act as a hex dump application and bundles options for analyzing memory content, comparing or filling a range of addresses, displaying the MCB chain (DOS memory control block). Other commands allow you to gain access to certain disk sections, ports and memory sectors or set a program's name. DEBUG.COM runs as a 16-bit program, which means that it can act on 16-bit applications only, but its improved version (DEBUGX.COM) allows the

debugging of 32-bit DPMI programs as well. Intended for experienced programmers, DOS Debug provides an utility that can replace the MS DEBUG command. It can process both 16-bit and 32-bit DPMI packages and includes detailed function description in the documentation, which allows the easy understanding of what each command does. Enhancements to DEBUG: - Improved assembler and disassembler. - Detailed description of every command. - Fastest assembler among the DOS editors. - 16/32-bit compatibility. - More accurate timing. - Explanations of CPU exceptions. - Support for 88000. - Support for REXX. -

Extended register set and GDT. - 80386 and higher instruction support. - DDR optimizations. - Support for 32-bit operating systems. - Improved color palette. - Enhanced FPU support (opcodes, FPU-like registers). - Extended memory area. - Immediate address update. - CPU miss features. - FPU and extended b7e8fdf5c8

DOS Debug enhances the functionality of the original MS DEBUG command. Instead of doing a whole set of the user-friendly DEBUG commands, you can now perform all the same operations from within DOS Debug. The output produced by these commands will be printed directly on the console or the DOS window, or in the clipboard if you have enabled the 'Copy to Clipboard' option. Additionally, the full help system of the MS DEBUG command is brought to you in DOS Debug. Instead of using the '?' command to get help, you can use the 'help' command or

the section in the 'Help' menu for the various commands offered. The package includes a binary version of DEBUG.COM which can be used to debug 16-bit applications and a modified version called DEBUGX.COM, which is compatible with 16-bit and 32-bit applications that run in protected mode (DPMI-enabled). Enhanced DEBUGX.COM Description: DOS DebugX.COM is a full replacement of MS DEBUGX.COM for 32-bit applications running in protected mode. It is compatible with all 32-bit applications and runs in the 32-bit command console. It includes a large number of the same functions as DEBUG.COM: hex

dump, memory analysis (region comparison), memory management, MCB chain, etc. It can also act as a hex dump application, displaying the instruction stream in 16-bit, 32-bit or Intel Extended Format for the EIP, EFLAGS and CS registers. Other commands allow you to gain access to specified memory, files, DPMI devices and ports, among other things. Automatic help function for the commands of the package is available at any time using the 'help' command or the help section at the 'Help' menu. Version History 1.3.1.5 - 2017-05-05 - Fix: Fixed problem with accessing protected mode in DOS Debug, which led to

an erronous error message. 1.3.1.4 - 2017-03-14 - Fix: Fixed problem with unavailable port number, which caused an erronous error. 1.3.1.3 - 2017-01-16 - Fix: Fixed problem with compressed files after installation. 1.3.1.2 - 2016-12-06 - Fix: The bit order of the interrupt flag register has been corrected. 1.3.1.1

What's New In?

- 64 KB installed - Program runs under the command console - Package includes four versions of the assembler and a dissasembler (two versions for debugging 16-bit DPMI programs, as well as one version for debugging 32-bit DPMI

programs, also works in 32-bit applications) - Package includes two versions of the debugger (one version for debugging 16-bit applications, as well as one version for debugging 32-bit DPMI programs) - DOS Debug is compatible with all DOS versions, from 1.25 to 3.3x (except 2.11+) - Ability to debug 16-bit programs (including PE32, PE32+ and PE32+ Thunks) - Ability to debug 32-bit applications (PE32, PE32+ and PE32+ Thunks) - Access to the complete DOS memory space - 32-bit register names - Ability to dump memory in a hexadecimal format (processed image, working space, sections, RPN) - Ability to

dump DPMI memory (processed image, workspace, sections, RPN) - Ability to sort memory content (by name, address, length) - Ability to resize sections, sectors and registers - Ability to read and write memory content - Ability to compare two ranges of memory - Ability to fill memory with a value - Ability to create an overlay between sections, registers and memory sectors - Ability to add a breakpoint to a section - Ability to disable interrupt traps in the segment tables - Ability to trigger the dumps of the segments in the memory control block, including the last call to the CRT - Ability to switch the key of the keyboard - Ability to set

timer interrupts - Ability to manipulate the DOS environment variables - Ability to set the REGRAND PHY - Ability to set the area of interest in the memory (and other memory sections) - Ability to read files, ports and memory sectors - Ability to set the size of the area of interest - Ability to display the content of files (EXE, OE, HLP, SYS, FON, WBIN, DAT, COM, AFX, SYS, TRN, SEXE) - Ability to display the content of files (in the form of a hex dump) - Ability to hide files and ports - Ability to list the extension of files - Ability to manipulate the boot

System Requirements:

(Windows) Game Version: 3.50 Operating System: Windows XP/Vista/7/8 Hard Disk: ~ 500 Mb DirectX: 9.0c (Mac) Operating System: OSX 10.4.11/10.5/10.6/10.7/10.8/10.9/10.10/10.11 Processor: PowerPC G4 1.2 GHz or Intel Core 2 Duo 2.4

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