

# LLDB Initialization

Example of a script to run LLDB on remote android server, receives an argument - process name (can also be package name)

```
“
@echo =====Pushing lldb-server to target=====
@adb push <PATH_TO: lldb-server>
@adb shell "ls -al /data/local/tmp/lldb-server"
@adb shell su -c 'chmod 755 /data/local/tmp/lldb-server'
@adb shell "ls -al /data/local/tmp/lldb-server"
@
@echo =====Check if already running and kill=====
@adb shell su -c "ps -A | grep -i lldb-server"
@echo =====Attempting to kill lldb-server=====
@adb shell su -c pkill lldb-server
@adb shell su -c "ps -A | grep -i lldb-server"
@
@echo =====Forwarding ports from local 11966 to remote
11966=====
@adb forward tcp:11966 tcp:11966
@
@echo =====Run program=====
adb shell su -c /data/local/tmp/lldb-server g :11966 --attach $(ps -A ^| grep %1
^| awk '{print $2}')} 2>&1 1>nul
```

Once Android Studio NDK is installed, on windows we can run the following to execute the LLDB client:

```
“ C:\Users\<USER>\AppData\Local\Android\Sdk\ndk\<VERSION>\toolchains\llvm\p
rebuilt\windows-x86_64\bin\lldb.cmd %* --source <LLDB_SCRIPT>
```

Where <USER> is the username AndroidStudio NDK was installed at, <VERSION> Might change according to the latest version

<LLDB\_SCRIPT> is a path to the LLDB script, for example:

```
command script import <PATH_TO_PYTHON_LLDB_SCRIPT>
```

```
platform select remote-android
```

```
gdb-remote 11966
```

```
b fopen
```

```
continue
```

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Revision #2

Created 18 August 2024 09:42:45 by Ariel

Updated 18 August 2024 09:48:32 by Ariel