

## Symbol not found

Posted by mostafaxx - 22 Nov 2010 - 23:11

---

hi every one,

i have recently moved from Ms VS debugger to Windbg (which i got from win SDK ver 7) ,and i'm facing the well known beginners problem which is setting the path for the debug symbol file:

here is a symbol code that have a run-time protected access memory error :

```
#include

void main()
{
//point to location 0
int *ptr1;

printf("Hello Worldn");

//read from Location 0 (Protected Memory)
printf("%d",*ptr1);
}
```

i'm using MS Compiler "CL ver 15.00.30729"

here's how i compile

```
cl a1.c /Zi /DEBUG
```

i manged to debug the code using an installed MS VisualStudio debugger.

but when i try to debug it using windbg the debugger wont automatically recognize the debugging symbol files like MS VS one ,and when manually set the path using

File > Symbol File Path ..

and then write the path and hit reload the same issue happens "ERROR: Symbol file couldn't be found "

---

## Re: Symbol not found

Posted by mostafaxx - 25 Nov 2010 - 02:51

---

common people just any one try to help>>>

by the way when we specify the symbol path why we have to add the "srv\*" before the debug file path ?

---

## Re: Symbol not found

Posted by Robert Kuster - 19 Jul 2011 - 23:35

---

Mmostafaxx,

soorry for the late reply. If it is not completely to late: Check out slides 14 and 24 at WinDbg. From A to Z! and try to set up `_NT_SYMBOL_PATH` so that it really points to the correct folder. Alternatively you could try to debug our CrashMe application first - the symbols there should be loaded just fine. Then you can move back to your application and pinpoint the problem there.

Also check:

- that there is indeed a PDB file that is generated alongside your exe (both should have same timestamps)
- your compiler settings - debug information: `/Zi` (Program Database) should be set, not `/ZI` (Program Database for Edit & Continue)
- use the `!sym` noisy WinDbg command (debugger displays info about its search for symbols), followed by `!d *`
- check out other symbol-related commands at [Common WinDbg Commands \(Thematically Grouped\)](#)

I hope this helps,

Robert

=====