hide debugging

Posted by eleanor - 29 Mar 2011 - 00:45

Hi. Is it possible to use !hidedbg in windbg. I would like to hide debugging from the process. Since windbg adds 16bytes to heap blocks for it's own usage (don't know why), I would like to hide it, so these bytes won't be added anymore. Also the UnhandledExceptionFilter can be called if the debugging is hidden.

Any ideas about that?

Thanks in advance

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Re: hide debugging

Posted by Robert Kuster - 29 Mar 2011 - 01:00

Welcome Eleanor, I'm afraid not. The best you can do is attach WinDbg noninvasively. With noninvasive debugging the target applications gets frozen and WinDbg is able to read and examine memory and various data structures. You cannot step through the application though. Check out WinDbg. From A to Z! - "Invasive vs. Noninvasive Debugging and Attaching" at slide 16

I hope this helps,
Robert

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