Is it possible to view Mutant states from a Crash

Posted by Paul - 22 Mar 2012 - 06:40

Hi. I have a simple application that holds a Mutex (Mutant) object. If I attach to the process with WinDbg and enter:

```
0:001> !handle 0 f Mutant
Handle 7f4
  Type            Mutant
  Attributes      0
  GrantedAccess   0x1f0001:
        Delete,ReadControl,WriteDac,WriteOwner,Synch
        QueryState
  HandleCount     2
  PointerCount    4
  Name            BaseNamedObjectsPAUL_HANG_MUTEX
  Object Specific Information
    Mutex is Owned
```

..then I can see that my application does indeed own the Mutex. Great.

Now then.. I would like to be able to do the same thing but my generating a crash dump file so that I can exame the mutex states at the time that I invoke the crash dump. I've tried creating a crashdump using PROCDUMP -ma test.exe.

Can somebody please tell me if and how it is possible to view the "owned" states from a crash dump file?

Thanks

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Re: Is it possible to view Mutant states from a Cr

Posted by Paul - 26 Mar 2012 - 23:00

Yes, it is indeed possible. The problem I had was that I was using an old version of DBGHELP.DLL. As long as 6.6.x.x or above is used, the Mutant info will be available.

(SOLVED)

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