CrashMe Application
Posted by Robert Kuster - 20 Oct 2009 - 09:44

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** This thread discusses the content article: CrashMe Application **

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Detail analysis of crashme.exe
Posted by sudhir - 05 Mar 2010 - 11:28

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Hi
Can you please elaborate how to analyze dump using Crashme.exe
it will be very helpful.

Regards
Sudhir

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Re: Detail analysis of crashme.exe
Posted by Robert Kuster - 04 Apr 2010 - 23:53

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Sudhir,

welcome and thanks for your input. In fact an article about setting up WinDbg and analyze CrashMe and its crash dumps is the very next thing I will do over the next weeks.

I hope to see you around,
Robert

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Re: Detail analysis of crashme.exe
Posted by Noteworthy - 11 Apr 2011 - 07:44

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We are waiting for the article about the analysis of the CrashMe,
Thank you.

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Re: CrashMe Application
Posted by Kim Leeper - 18 Aug 2011 - 12:28

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My development machine is Win2000sp4. My development environment is VC6sp6. Does anyone have

a version of CrashMe for VC6?

Your article "WinDbg From A to Z" is very inspiring!

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Re: CrashMe Application

Posted by Kirill - 20 Apr 2012 - 11:25

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Hello everybody
I can't see 10 Mb memory in dump which allocate operator new.

I do next step

1) Start "CrashMe.exe" in debug mode
2) Attach with WinDbg
3) Press button "operator new*"
4) Press Break button in WinDbg
5) Print command in command window "!heap -stat -h 0"

In result set no row with size 0xA00000. What is wrong?

Thanks for reply

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Re: Detail analysis of crashme.exe

Posted by Mike - 17 Jul 2012 - 06:37

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Hi Robert,
Firstly, thanks for compose this good sample to help us learn more.
I'm writing the tutorials for this CrashMe, but I'm having an question which make me cannot go on.
Would you mind to give me an minute to help me clear it?
Button "Test Calling Conventions *"'s click event handler
CCrashMeDlg::OnBnClicked_CallingConvention(),
I cannot image out the calling convention will change the results and make the nParam1 to 9, I just can hack into the assembly and edit the instruction save the binary file or just modify the register value when in debug mode.

I will be appreciated your help!
Thanks!

PS: http://mikedoszhang.blogspot.com/ this is my blog, and I'm writing the tutorials in my this blog, welcome your comments, thanks again, Robert

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