

# Configurations

## 1. Open VS 2022 and added the file

```
#define WIN32_LEAN_AND_MEAN
#define _CRT_SECURE_NO_WARNINGS
#include <windows.h>
#include <eventcons.h>
#include <tdh.h>
#include <winsock2.h>
#include <ws2tcpip.h>
#include <psapi.h>
#include <stdio.h>
#include <stdlib.h>

#pragma comment(lib, "advapi32.lib")
#pragma comment(lib, "tdh.lib")
#pragma comment(lib, "ws2_32.lib")

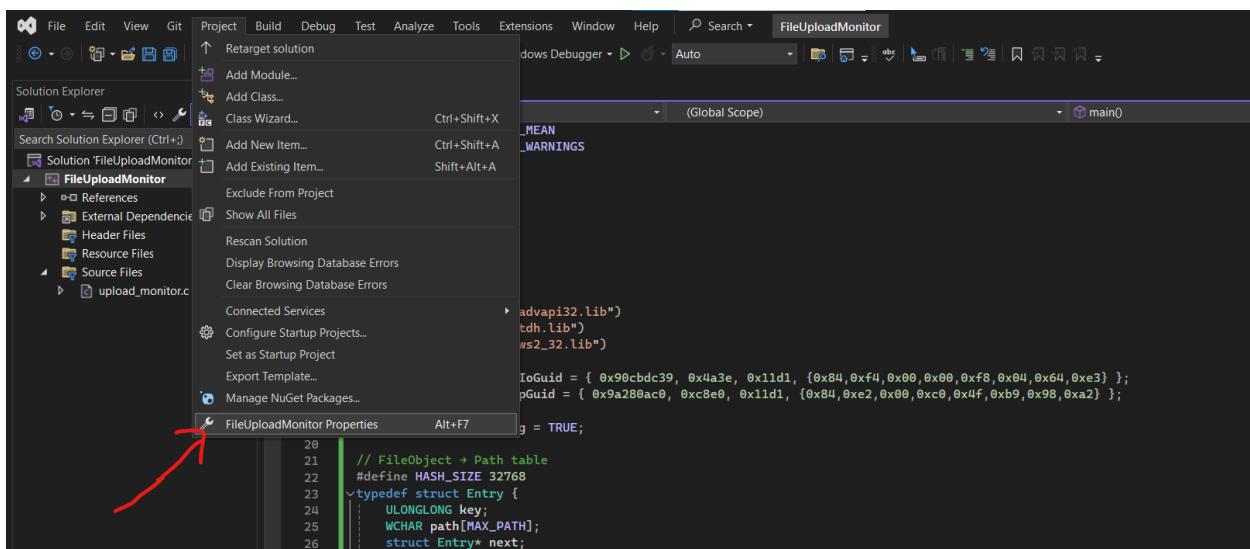
static const GUID FileIoGuid = { 0x90cbdc39, 0x4a3e, 0x11d1, { 0x84, 0xf4, 0x00, 0x00, 0xf8, 0x04, 0x64, 0xe3 } };
static const GUID TcpIpGuid = { 0xa280ac0, 0xc8e0, 0x11d1, { 0x84, 0xe2, 0x00, 0xc0, 0x4f, 0xb9, 0x98, 0xa2 } };

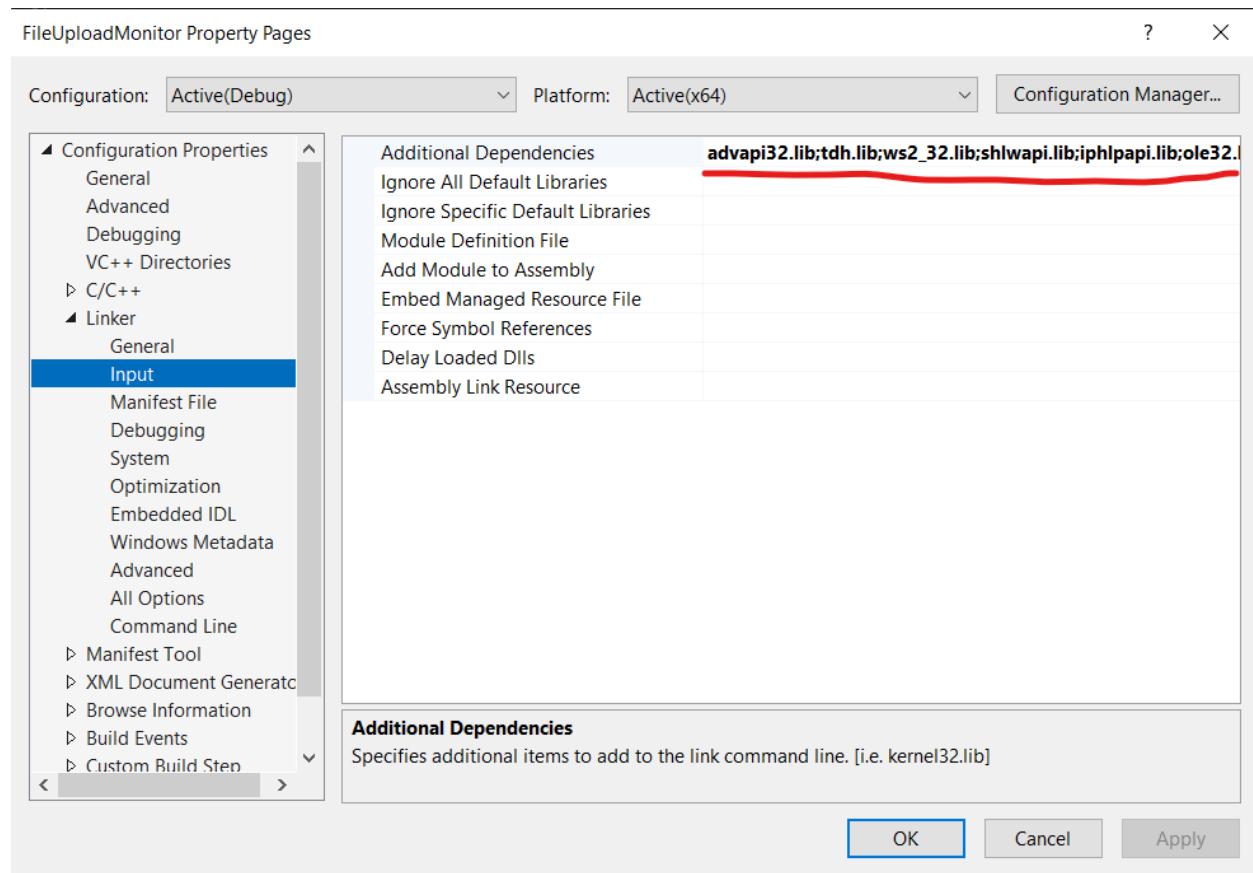
volatile BOOL g_running = TRUE;

// FileObject - Path table
#define HASH_SIZE 32768
typedef struct Entry {
    ULONGLONG key;
    WCHAR path[MAX_PATH];
    struct Entry* next;
} Entry;
```

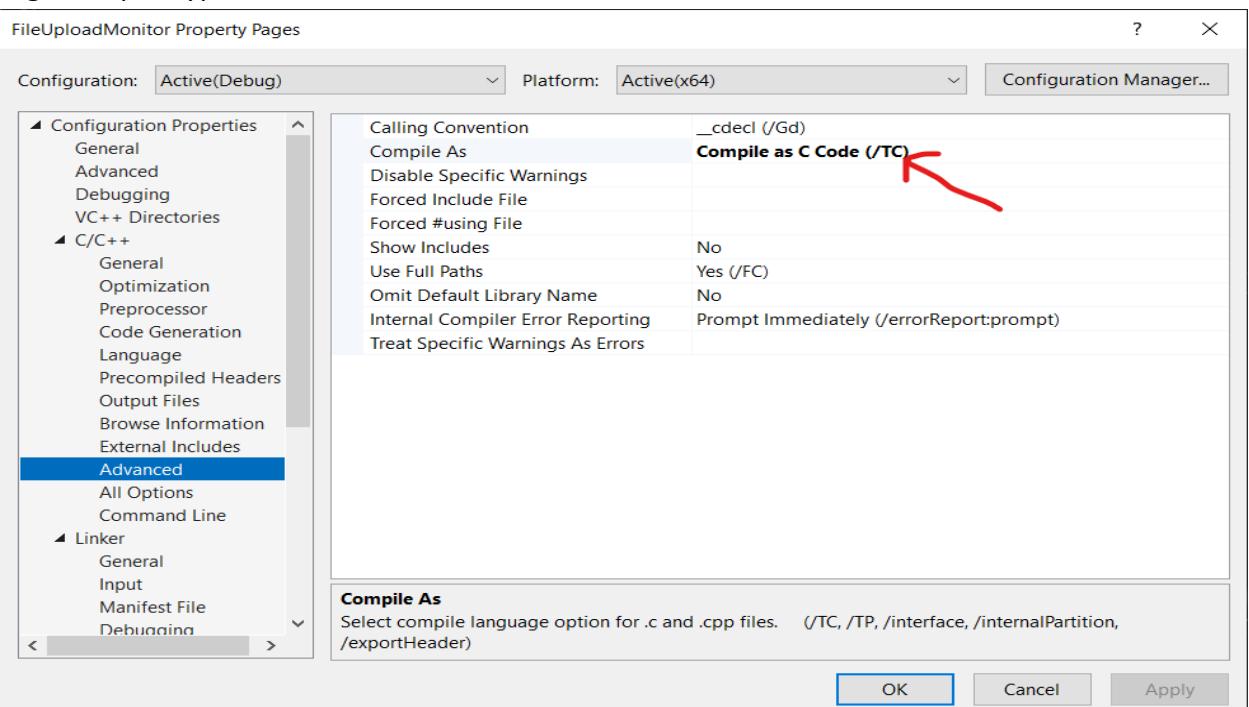
Show output from: Build  
Build started at 8:24 PM...  
----- Build started: Project: FileUploadMonitor, Configuration: Debug x64 -----  
1>upload\_monitor.c  
1>FileUploadMonitor.vcxproj -> C:\Users\Zayaf Ahmed\Desktop\FileUploadMonitor\x64\Debug\FileUploadMonitor.exe  
===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped ======  
===== Build completed at 8:24 PM and took 01.933 seconds ======

## 2. Changed the linker settings by including required library.





### 3. Change compile type



#### 4. After running the file It will create the executable

