Fun with processes - Suspend and Resume

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Did you ever wonder how process suspension in Windows works? Nevermind, I'm writing this anyway.

Since you're reading this blog you're either totatlly lost or into Windows anyway. So I assume you alread tried suspending and resuming a process with process explorer for example. There are actually different ways to suspend a process and we'll go with the one that's officially undocumented (more fun).

NTSuspendProcess

The API we're using is called **NTSuspendProcess** and lives inside NTDLL. It is not documented officially as mentioned above, however it is already well known for years and you find a lot of information about it on the internet. It looks like this:

```
[DllImport("ntdll.dll", PreserveSig = false)]
public static extern void NtSuspendProcess(IntPtr processHandle);
```

Quite simple, the only thing we need is a process handle with the appropriate (= ALL) permissions. And you might already guessed it, resuming the process works the same way.

```
[DllImport("ntdll.dll", PreserveSig = false, SetLastError = true)]
public static extern void NtResumeProcess(IntPtr processHandle);
```

To make things work, we also need **OpenProcess** and **CloseHandle** from kernel32 to acquire and release the process handle.

```
[DllImport("kernel32.dll", SetLastError = true)]
public static extern IntPtr OpenProcess(ProcessAccessFlags processAccess, bool
bInheritHandle,int processId);
[DllImport("kernel32.dll", SetLastError=true)]
public static extern bool CloseHandle(IntPtr hObject)
```

And that's it. Nothing fancy here today ;-)

If you're interested, here's a Powershell function to play with.

