在上一篇文章《驱动开发:内核字符串转换方法》中简单介绍了内核是如何使用字符串以及字符串之间的转换方法,本章将继续探索字符串的拷贝与比较,与应用层不同内核字符串拷贝与比较也需要使用内核专用的API函数,字符串的拷贝往往伴随有内核内存分配,我们将首先简单介绍内核如何分配堆空间,然后再以此为契机简介字符串的拷贝与比较。

首先内核中的堆栈分配可以使用 EXAllocatePool() 这个内核函数实现,此外还可以使用 EXAllocatePoolwithTag() 函数,两者的区别是,第一个函数可以直接分配内存,第二个函数在分配 时需要指定一个标签,此外内核属性常用的有两种 NonPagedPool 用于分配非分页内存,而 PagePool则用于分配分页内存,在开发中推荐使用非分页内存,因为分页内存数量有限。

内存分配使用 ExallocatePool 函数,内存拷贝可使用 RtlCopyMemory 函数,需要注意该函数其实是 对 Memcpy 函数的包装。

```
#include <ntifs.h>
VOID UnDriver(PDRIVER_OBJECT driver)
   DbgPrint("驱动已卸载 \n");
}
// PowerBy: LyShark
NTSTATUS DriverEntry(IN PDRIVER_OBJECT Driver, PUNICODE_STRING RegistryPath)
   UNICODE_STRING uncode_buffer = { 0 };
   DbgPrint("hello lyshark \n");
   wchar_t * wchar_string = L"hello lyshark";
   // 设置最大长度
   uncode_buffer.MaximumLength = 1024;
   // 分配内存空间
   uncode_buffer.Buffer = (PWSTR)ExAllocatePool(PagedPool, 1024);
   // 设置字符长度 因为是宽字符, 所以是字符长度的 2 倍
   uncode_buffer.Length = wcslen(wchar_string) * 2;
   // 保证缓冲区足够大, 否则程序终止
   ASSERT(uncode_buffer.MaximumLength >= uncode_buffer.Length);
   // 将 wchar_string 中的字符串拷贝到 uncode_buffer.Buffer
   RtlCopyMemory(uncode_buffer.Buffer, wchar_string, uncode_buffer.Length);
   // 设置字符串长度 并输出
   uncode_buffer.Length = wcslen(wchar_string) * 2;
   DbgPrint("输出字符串: %wZ \n", uncode_buffer);
   // 释放堆空间
   ExFreePool(uncode_buffer.Buffer);
   uncode_buffer.Buffer = NULL;
   uncode_buffer.Length = uncode_buffer.MaximumLength = 0;
```

```
DbgPrint("驱动已加载 \n");
Driver->DriverUnload = UnDriver;
return STATUS_SUCCESS;
}
```

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2736 52210.5625... 522453906250 - STORMINI: StorNVMe - POWER: ACTIVE 2737 52210.5781... 522454062500 - STORMINI: StorNVMe - POWER: IDLE
2738 52210.5781... 522454062500 - STORMINI: StorNVMe - POWER: ACTIVE
2739 52211.5859... 522464218750 - STORMINI: StorNVMe - POWER: IDLE
2740 52213.1718... 522480000000 - STORMINI: StorNVMe - POWER: ACTIVE 2741 52213.1835... 522480156250 - STORMINI: StorNVMe - POWER: IDLE
2742 52213.1835... 522480156250 - STORMINI: StorNVMe - POWER: ACTIVE
2743 52213.2109...<mark>hello lyshark</mark>
2744 52213.2109... 輸出字符串: hello lyshark
2745 52213.2109... 驱动已加载
2746 52213.8515...
                       驱动已卸载
2747 52214.1875... 522490156250 - STORMINI: StorNVMe - POWER: IDLE
2748 52214.5898... 522494218750 - STORMINI: StorNVMe - POWER: ACTIVE
2749 52215.5898... 522504218750 - STORMINI: StorNVMe - POWER: IDLE
2750 52216.5000... 522513281250 - STORMINI: StorNVMe - POWER: ACTIV
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2751 52216.5000... 522513281250 - STORMINI: StorNVMe - POWER: IDLE
```

实现空间分配,字符串结构 UNICODE\_STRING 可以定义数组,空间的分配也可以循环进行,例如我们分配十个字符串结构,并输出结构内的参数。

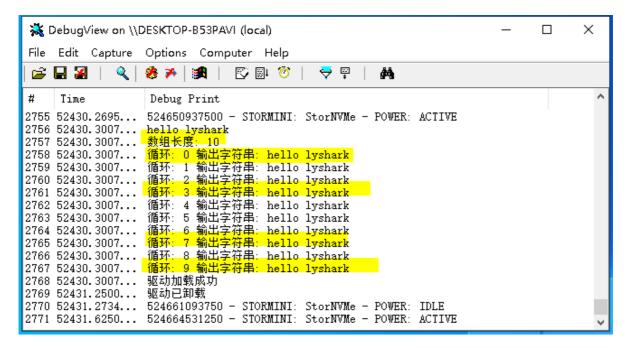
```
#include <ntifs.h>
VOID UnDriver(PDRIVER_OBJECT driver)
{
   DbgPrint("驱动已卸载 \n");
}
// PowerBy: LyShark
NTSTATUS DriverEntry(IN PDRIVER_OBJECT Driver, PUNICODE_STRING RegistryPath)
{
    UNICODE_STRING uncode_buffer[10] = { 0 };
   wchar_t * wchar_string = L"hello lyshark";
   DbgPrint("hello lyshark \n");
    int size = sizeof(uncode_buffer) / sizeof(uncode_buffer[0]);
    DbgPrint("数组长度: %d \n", size);
    for (int x = 0; x < size; x++)
        // 分配空间
        uncode_buffer[x].Buffer = (PWSTR)ExAllocatePool(PagedPool, 1024);
        // 设置长度
        uncode_buffer[x].MaximumLength = 1024;
        uncode_buffer[x].Length = wcslen(wchar_string) * sizeof(WCHAR);
```

```
ASSERT(uncode_buffer[x].MaximumLength >= uncode_buffer[x].Length);

// 拷贝字符串并输出
RtlCopyMemory(uncode_buffer[x].Buffer, wchar_string,
uncode_buffer[x].Length);
uncode_buffer[x].Length = wcslen(wchar_string) * sizeof(wCHAR);
DbgPrint("循环: %d 输出字符串: %wZ \n", x, uncode_buffer[x]);

// 释放内存
ExFreePool(uncode_buffer[x].Buffer);
uncode_buffer[x].Buffer = NULL;
uncode_buffer[x].Length = uncode_buffer[x].MaximumLength = 0;
}

DbgPrint("驱动加载成功 \n");
Driver->DriverUnload = UnDriver;
return STATUS_SUCCESS;
}
```



实现字符串拷贝,此处可以直接使用 Rt1CopyMemory 函数直接对内存操作,也可以调用内核提供的 Rt1CopyUnicodeString 函数来实现,具体代码如下。

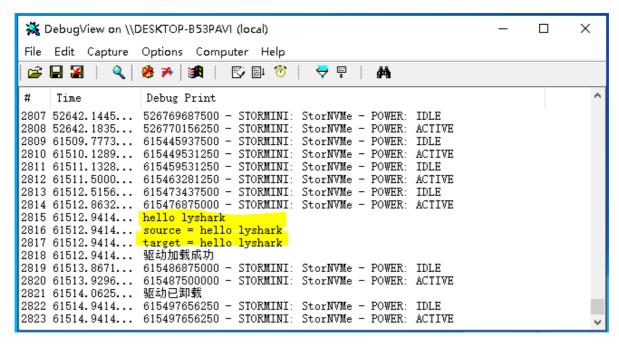
```
#include <ntifs.h>

VOID UnDriver(PDRIVER_OBJECT driver)
{
    DbgPrint("驱动已卸载 \n");
}

// PowerBy: LyShark
NTSTATUS DriverEntry(IN PDRIVER_OBJECT Driver, PUNICODE_STRING RegistryPath)
{
    DbgPrint("hello lyshark \n");

    UNICODE_STRING uncode_buffer_source = { 0 };
```

```
UNICODE_STRING uncode_buffer_target = { 0 };
   // 该函数可用于初始化字符串
   RtlInitUnicodeString(&uncode_buffer_source, L"hello lyshark");
   // 初始化target字符串,分配空间
   uncode_buffer_target.Buffer = (PWSTR)ExAllocatePool(PagedPool, 1024);
   uncode_buffer_target.MaximumLength = 1024;
   // 将source中的内容拷贝到target中
   RtlCopyUnicodeString(&uncode_buffer_target, &uncode_buffer_source);
   // 输出结果
   DbgPrint("source = %wZ \n", &uncode_buffer_source);
   DbgPrint("target = %wZ \n", &uncode_buffer_target);
   // 释放空间 source 无需销毁
   // 如果强制释放掉source则会导致系统蓝屏,因为source是在栈上的
   RtlFreeUnicodeString(&uncode_buffer_target);
   DbgPrint("驱动加载成功 \n");
   Driver->DriverUnload = UnDriver;
   return STATUS_SUCCESS;
}
```

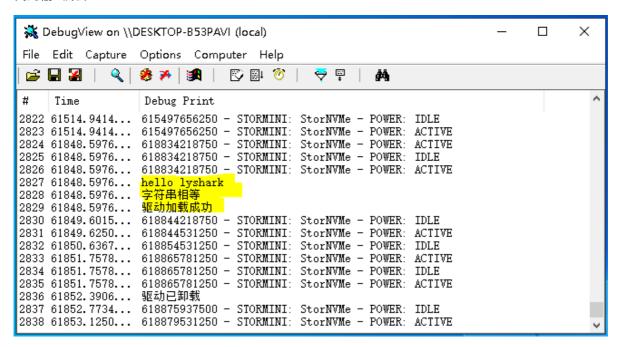


实现 字符串比较 ,如果需要比较两个 UNICODE\_STRING 字符串结构体是否相等,那么可以使用 RtlEqualUnicodeString 这个内核函数实现,该函数第三个参数是返回值类型,如果是TRUE则默认返 回真,否则返回假,具体代码如下。

```
#include <ntifs.h>

VOID UnDriver(PDRIVER_OBJECT driver)
{
    DbgPrint("驱动已卸载 \n");
```

```
// PowerBy: LyShark
NTSTATUS DriverEntry(IN PDRIVER_OBJECT Driver, PUNICODE_STRING RegistryPath)
    DbgPrint("hello lyshark \n");
    UNICODE_STRING uncode_buffer_source = { 0 };
   UNICODE_STRING uncode_buffer_target = { 0 };
   // 该函数可用于初始化字符串
    RtlInitUnicodeString(&uncode_buffer_source, L"hello lyshark");
    RtlInitUnicodeString(&uncode_buffer_target, L"hello lyshark");
    // 比较字符串是否相等
   if (Rt1EqualUnicodeString(&uncode_buffer_source, &uncode_buffer_target,
TRUE))
       DbgPrint("字符串相等 \n");
    }
   else
       DbgPrint("字符串不相等 \n");
    }
   DbgPrint("驱动加载成功 \n");
   Driver->DriverUnload = UnDriver;
    return STATUS_SUCCESS;
}
```



有时在字符串比较时需要统一字符串格式,例如全部变大写以后在做比较等,此时可以使用 RtlupcaseunicodeString函数将小写字符串为大写,然后在做比较,代码如下。

```
#include <ntifs.h>
```

```
VOID UnDriver(PDRIVER_OBJECT driver)
{
   DbgPrint("驱动已卸载 \n");
}
// PowerBy: LyShark
NTSTATUS DriverEntry(IN PDRIVER_OBJECT Driver, PUNICODE_STRING RegistryPath)
    DbgPrint("hello lyshark \n");
    UNICODE_STRING uncode_buffer_source = { 0 };
   UNICODE_STRING uncode_buffer_target = { 0 };
   // 该函数可用于初始化字符串
    RtlInitUnicodeString(&uncode_buffer_source, L"hello lyshark");
    RtlInitUnicodeString(&uncode_buffer_target, L"HELLO LYSHARK");
   // 字符串小写变大写
    RtlUpcaseUnicodeString(&uncode_buffer_target, &uncode_buffer_source, TRUE);
   DbgPrint("小写输出: %wZ \n", &uncode_buffer_source);
   DbgPrint("变大写输出: %wZ \n", &uncode_buffer_target);
   // 销毁字符串
    RtlFreeUnicodeString(&uncode_buffer_target);
   DbgPrint("驱动加载成功 \n");
   Driver->DriverUnload = UnDriver;
    return STATUS_SUCCESS;
}
```

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2839 62121.0039... 621558281250 - STORMINI: StorNVMe - POWER: ACTIVE
2840 62121.0039... 621558281250 - STORMINI: StorNVMe - POWER: IDLE
2841 62121.0039... 621558281250 — STORMINI: StorNVMe — POWER: ACTIVE 2842 62121.1484... hello lyshark 2843 62121.1484... 小写輸出: hello lyshark 2844 62121.1484... 变大写輸出: HELLO LYSHARK 2845 62121.1484... 驱动加坡成功
2846 62122.0078... 621568281250 - STORMINI: StorNVMe - POWER: IDLE
2847 62122.1367... 621569687500 - STORMINI: StorNVMe - POWER: ACTIVE 2848 62123.1523... 621579843750 - STORMINI: StorNVMe - POWER: IDLE
2849 62125.6718... 驱动已卸载
2850 62126.0039... 621608281250 - STORMINI: StorNVMe - POWER: ACTIVE
2851 62126.0039... 621608281250 - STORMINI: StorNVMe - POWER: IDLE
2852 62126.0039... 621608281250 - STORMINI: StorNVMe - POWER: ACTIVE
```