

黑客常用 **WINAPI** 函数整理

一、进程

创建进程:

```
CreateProcess("C:\\windows\\notepad.exe",0,0,0,0,0,0,&si,&pi);
```

```
WinExec("notepad",SW_SHOW);
```

```
ShellExecute(0,"open","notepad","c:\\a.txt","",SW_SHOW);
```

```
ShellExecuteEx(&sei);
```

遍历进程:

```
CreateToolhelp32Snapshot(TH32CS_SNAPPROCESS,0);
```

```
Process32First(hsnap,&pe32);
```

```
Process32Next(hsnap,&pe32);
```

终止进程:

ExitProcess(0);

TerminateProcess(hProc,0);

打开进程:

OpenProcess(PROCESS_ALL_ACCESS,0,pid);\

获取进程 ID:

GetCurrentProcessId();

获取进程可执行文件路径:

GetModuleFileName(NULL,buf,len);

GetProcessImageFileName(hproc,buf,len);

遍历进程模块信息:

CreateToolhelp32Snapshot(TH32CS_SNAPMODULE,pid);

Module32First(hsnap,&mdl32);

Module32Next(hsnap,&mdl2);

获取指定模块句柄:

```
GetModuleHandle("kernel32.dll");
```

获取模块内函数地址：

```
GetProcAddress(hmdl,"MessageBox");
```

动态加载 DLL：

```
LoadLibrary("user32.dll");
```

卸载 DLL：

```
FreeLibrary(hDll);
```

获取进程命令行参数：

```
GetCommandLine();
```

任何进程 GetCommandLine 函数地址后偏移一个字节后的 4 字节地址为命令行地址。

读写远程进程数据：

```
ReadProcessMemory(hproc,baseAddr,buf,len,&size);
```

```
WriteProcessMemory(hproc,baseAddr,buf,len,&size);
```

申请内存:

```
VirtualAlloc(0,size,MEM_COMMIT, PAGE_EXECUTE_READWRITE);
```

```
VirtualAllocEx(hproc,0,size,MEM_COMMIT,  
PAGE_EXECUTE_READWRITE);
```

修改内存属性:

```
VirtualProtect(addr,size,PAGE_EXECUTE_READWRITE,&oldAddr);
```

```
VirtualProtectEx(hproc,addr,size,PAGE_EXECUTE_READWRITE,&oldAd  
dr);
```

释放内存:

```
VirtualFree( addr, size, MEM_RELEASE);
```

```
VirtualFreeEx(hproc, addr, size, MEM_RELEASE);
```

获取系统版本(Win NT/2K/XP<0x80000000):

```
getVersion();
```

读写进程优先级:

```
SetPriorityClass(hproc,Normal);
```

```
GetPriority(hproc);
```

```
SetProcessPriorityBoost(hproc,true);
```

```
GetProcessPriorityBoost(hproc,pBool);
```

二、线程

创建线程(CreateThread 的线程函数调用了 strtok、rand 等需使用_endthread()释放内存):

```
CreateThread(0,0,startAddr,&para,0,&tid);
```

```
_beginthread(startAddr,0,0);
```

```
_beginthreadex(0,0,startAddr,0,0,&tid);
```

```
CreateRemoteThread(hproc,0,0,func,&para,0,&tid);
```

获取线程 ID:

```
GetCurrentThreadId();
```

关闭线程句柄（减少内核对象使用次数，防止内存泄漏）:

```
CloseHandle(hthread);
```

挂起与激活线程(维护暂停次数):

SuspendThread(hthread);

ResumeThread(hthread);

获取线程退出代码:

GetExitCode(hthread,&code);

等待线程退出(线程受信状态或超时):

WaitForSignleObject(htread,1000);

WaitForMultipleObjects(num,handles,true,INFINITE);

遍历线程:

CreateToolhelp32Snapshot(TH32CS_SNAPTHREAD,0);

Thread32First(hsnap,&mdl32);

Thread32Next(hsnap,&mdl2);

获取线程函数入口:

ZwQueryInfomationThread(hthread,ThreadQuerySetWin32StartAddress,&b
uf,4,NULL);

打开线程

```
OpenThread(THREAD_ALL_ACCESS,false,&tid);
```

获取线程函数地址所属模块:

```
GetMappedFileName(hproc,addr,buf,256);
```

读写线程优先级:

```
SetThreadPriority(hthread,Normal);
```

```
GetThreadPriority(hthread);
```

```
SetThreadPriorityBoost(hproc,true);
```

```
GetThreadPriorityBoost(hproc,pBool);
```

终止线程:

```
ExitThread(5);
```

```
TerminateThread(hthread,5);
```

线程同步临界区对象:

```
InitializeCriticalSection(&cs);
```

```
EnterCriticalSection(&cs);
```

LeaveCriticalSection(&cs);

DeleteCriticalSection(&cs);

线程同步事件内核对象:

OpenEvent(EVENT_ALL_ACCESS,false,name);

CreateEvent(NULL,false,true,NULL);

WaitForSingleObject(hevnt,INFINITE);

SetEvent(hevnt);

ResetEvent(hevnt);

线程同步互斥内核对象:

CreateMutex(NULL,false,NULL);

WaitForSingleObject(hmutex,INFINITE);

ReleaseMutex(hmutex);

OpenMutex(MUTEX_ALL_ACCESS,false,name);

三、注册表

创建键:

```
RegCreateKeyEx(HKEY_CURRENT_USER,"TestNewKey",0,0,REG_OPTION_VOLATILE,KEY_ALL_ACCESS,0,&subkey,&state);
```

打开键:

```
RegCreateKeyEx(HKEY_CURRENT_USER,"Control Panel",0,KEY_ALL_ACCESS,&subkey);
```

关闭键:

```
RegCloseKey(hkey);
```

遍历键:

```
RegEnumKeyEx(hsubkey,index,keyname,&nameSize,0,0,0,&time);
```

```
FileTimeToSystemTime(&time,&systemtime);
```

```
RegQueryInfo(hsubkey,0,0,0,&count,0,0,0,0,0,0);
```

删除键:

```
RegDeleteKeyEx(hmainkey,subkeyName);
```

创建值:

```
RegSetValueEx(hsubkey,"test",0,REG_WORD,(BYTE*)&value,4);
```

遍历值：

```
RegEnumValue(hsubkey,index,name,&nameSize,0,&type,valuebuf,valueLen);
```

```
RegQueryValueEx(hsubkey,name,0,type,buf,&size);
```

删除值：

```
RegDeleteValue(hsubkey,valuename);
```

四、文件

创建/打开文件：

```
CreateFile("a.txt",GENERIC_READ|GENERIC_WRITE,FILE_SHARE_READ,0,OPEN_EXISTING,FILE_ATTRIBUTE_NORMAL,0);
```

设置文件指针：

```
SetFilePointer(hFile,0,NULL,FILE_END);
```

读写文件：

```
ReadFile(hFile,buf,len,&size,0);
```

```
WriteFile(hFile,buf,len,&size,0);
```

强制文件写入磁盘，清空文件高速缓冲区：

```
FlushFileuffers(hFile);
```

[解]锁文件区域：

```
LockFile(hFile,0,0,100,0);
```

```
UnlockFile(hFile,0,0,100,0);
```

复制文件：

```
CopyFile(src,des,true);
```

```
CopyFileEx(src,des,func,&para,false, COPY_FILE_FAIL_IF_EXISTS);
```

移动文件：

```
MoveFile(src,des);
```

```
MoveFileEx(src,des,false);
```

```
MoveFileWithProgress(src,des,fun,&para,  
MOVEFILE_COPY_ALLOWED);
```

删除文件：

```
DeleteFile(filename);
```

获取文件类型(FILE_TYPE_PIPE)：

```
GetFileType(hFile);
```

获取文件大小：

```
GetFileSize(hFile,&high);
```

获取文件属性(例如 FILE_ATTRIBUTE_DIRECTORY 进行&运算)：

```
GetFileAttributes(hFile);
```

遍历文件：

```
FindFirstFile(nameMode,&wfd);
```

```
FindNextFile(hFile,&wfd);
```

创建管道：

```
CreatePipe(&hRead,&hWrite,&sa,0);
```

创建内存映射文件:

```
CreateFile("d:\\a.txt",GENERIC_READ|GENERIC_WRITE,FILE_SHARE_READ,0,OPEN_EXISTING,FILE_ATTRIBUTE_NORMAL,"myMap");
```

加载内存映射文件:

```
MapViewOfFile(hmap,FILE_MAP_ALL_ACCESS,0,0,0);
```

打开内存映射文件:

```
OpenFileMapping(FILE_MAP_ALL_ACCESS,false,"myMap");
```

卸载内存映射文件:

```
UnmapViewOfFile(baseAddr);
```

强制写入内存映射文件到磁盘:

```
FlushViewOfFile(baseAddr,len);
```

创建文件夹(只能创建一层):

```
CreateDirectory("D:\\a",NULL);
```

```
CreateDirectory("C:\\a","D:\\b",NULL);
```

删除文件夹(只能删除空文件夹):

```
RemoveDirectory("C:\\a");
```

检测逻辑驱动器:

```
GetLogicalDrives();
```

```
GetLogicalDriveStrings(len,buf);
```

获取驱动器类型(DRIVE_CDROM):

```
GetDriveType("D:\\");
```

五、网络

打开网络资源枚举过程 (winnetwk.h、Mpr.lib):

```
WNetOpenEnum(RESOURCE_GLOBAL,RESOURCE_ANY,0,NUL
```

```
L,hnet);
```

枚举网络资源:

```
WNetEnumResource(hnet,&count,pNetRsc,&size);
```

关闭网络资源枚举过程:

```
WNetCloseEnum(hnet);
```

打开关闭 **WinSocket** 库:

```
WSAStartup(version,&wsa);
```

```
WSACleanup();
```

创建套接字:

```
socket(AF_INET,SOCK_STREAM,IPPROTO_TCP);
```

绑定套接字 **IP** 和端口:

```
bind(sock,&addr,len);
```

监听 **TCP** 连接:

```
listen(sock,10);
```

接收 TCP 连接请求：

```
accept(sock,&addr,&len);
```

客户端连接：

```
connect(sock,&addr,len);
```

发送 TCP 数据：

```
send(sock,buf,len,0);
```

接收 TCP 数据：

```
recv(sock,buf,len,0);
```

发送 UDP 数据：

```
sendto(sock,buf,len,0,&addr,len);
```

接收 UDP 数据：


```
recvfrom(sock,buf,len,0,&addr,&len);
```

六、服务

打开 SCM 服务控制管理器：

```
OpenSCManager(NULL,NULL,SC_MANAGER_ALL_ACCESS);
```

创建服务：

```
CreateService(mgr,"MyService","  
MyService",SERVICE_ALL_ACCESS,SERVICE_WIN32_OWN_PROCE  
SS,SERVICE_AUTO_START,SERVICE_ERROR_IGNORE,path,NULL,N  
ULL,NULL,NULL,NULL);
```

打开服务对象：

```
OpenService(mgr," MyService ",SERVICE_START);
```

启动服务：

```
StartService(serv,0,NULL);
```

查询服务状态:

```
QueryServiceStatus(serv,&state);
```

关闭服务句柄:

```
CloseServiceHandle(hdl);
```

连接到 SCM:

```
StartServiceCtrlDispatcher(DispatchTable);
```

注册服务控制函数:

```
RegisterServiceCtrlHandler("MyServicer",ServiceCtrl);
```

设置服务状态:

```
SetServiceStatus(hss,&ServiceStatus);
```

控制服务:

```
ControlService(serv,SERVICE_CONTROL_STOP,&state);
```

删除服务:

DeleteService(serv);

遍历服务：

EnumServicesStatus(hscm,SERVICE_WIN32|SERVICE_DRIVER,SERVICE_STATE_ALL,&srvSts,len,&size,&count,NULL);

查询服务配置：

QueryServiceConfig(hserv,&srvcfg,size,&size);

七、消息

发送消息：

SendMessage(HWND_BROADCAST,WM_LBUTTONDOWN,0,0);

接收消息：

GetMessage(&msg,NULL,0,0);

投递消息：

```
PostMessage(HWND_BROADCAST,WM_LBUTTONDOWN,0,0);
```

获取消息：

```
PeekMessage(&msg,NULL,0,0);
```

转换消息：

```
TranslateMessage (&msg);
```

分发消息：

```
DispatchMessage (&msg);
```

等待消息：

```
WaitMessage();
```

发送退出消息：

```
PostQuitMessage(0);
```

安装消息钩子：

```
SetWindowsHookEx(WH_KEYBOARD,keyBoardProc,0,tid);
```

卸载消息钩子:

```
UnhookWindowsHookEx(hhk);
```