# 提升进程权限代码

BOOL EnableDebugPrivilge(CString lpName, BOOL fEnable)

{

HANDLE hObject;

LUID Luid;

TOKEN\_PRIVILEGES NewStatus;

if (!OpenProcessToken(GetCurrentProcess(), TOKEN\_QUERY | TOKEN\_ADJUST\_PRIVILEGES, &hObject))

{

return FALSE;

}

if (LookupPrivilegeValue(NULL, lpName, &Luid))

{

NewStatus.Privileges[0].Luid = Luid;

NewStatus.PrivilegeCount = 1;

NewStatus.Privileges[0].Attributes = fEnable ? SE\_PRIVILEGE\_ENABLED : 0;

AdjustTokenPrivileges(hObject, FALSE, &NewStatus, 0, 0, 0);

CloseHandle(hObject);

return TRUE;

}

return FALSE;

}