

Hooking video driver functions / communicating between driver and user mode application

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<http://www.tech-archive.net/Archive/Development/microsoft.public.development.device.drivers/2008-08/msg00203.html>

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 - *Date:* Sun, 10 Aug 2008 02:02:28 -0700
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Hello,

I am using the WDK mirror driver sample as a base. The driver is attached to the desktop. My goal is to intercept basic graphics functions through the use of the mirror driver and access them in a user-mode application. Is there a way to directly hook the GDI functions that are implemented in the driver (DrvTextOut, DrvBitBlit, etc) from my user-mode application? I have seen a couple examples of other ways to communicate between driver and user-mode apps, one that uses shared memory and one that uses io and is implemented as a simple comm driver (DriverObject->MajorFunction[IRP_MJ_DEVICE_CONTROL], etc). I tried to splice the comm driver stuff into the video driver, but was unable to do so because I could not include miniport.h and Ntddk.h in the same file. OK, I guess I have two questions....

Any help is much appreciated.

Best regards,

Steve

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