

Use crt on kernel mode drivers?

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Hello,

I am collecting information for a small project I want to do. So forgive me if I ask stupid questions.

For this project I need to use a user mode library (cryptlib). But it is generally not recommended to use a usermode library in a kernel mode driver, as I read. So I try to figure out how much work I have to expect to port this library. Seven years ago there was already a kernel mode version of this library, so I think it must be possible to do it. But it was not done by the src code autor.

I am unable to contact the autor of the kernel mode version.

The cryptlib library uses function from the crt, like malloc() and memset(). Has anyone already some experience on porting to kernel mode? And/Or can point me to some informations?

Is it true that kernel mode driver should only use kernel functions like Zw... and Rtl... and so on? But why comes the Windows DDK already with the crt header files? (X:\WINDDK\2600\inc\crt)

Thank you for your efforts!

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