

Re: How to get imagebase after a DLL gets loaded

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2006-12/msg00069.htm>

- *From:* "anton bassov" <soviet_bloke@xxxxxxxxxxx>
 - *Date:* 1 Dec 2006 22:26:10 -0800
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I use the function in places where I don't want either to pass the instance handle as a parameter to a function or make the handle global on style grounds.

If you know DLL's name, it is better just to call `GetModuleHandle()` – in terms of overhead, this is much less expensive call, because there is no need to invoke any system services (the sought info is available from the user-mode PEB). In fact, if you don't mind a bit of "hacking", you can obtain all info about user-mode modules from the PEB yourself – this is how `Toolhelp32` obtains info about modules

Anton Bassov

William DePalo [MVP VC++] wrote:

"anton bassov" <soviet_bloke@xxxxxxxxxxx> wrote in message <news:1165028446.450285.126300@xx>

Well, I thought the OP made it clear that DLL is not yet loaded at the time when he wants to do things.

It wasn't all that clear to me what his issue was.

In fact, the step you have mentioned is appropriate only if you don't know the names of the modules that are loaded into your address space

That's a fairly pedantic statement. I use the function in places where I don't want either to pass the instance handle as a parameter to a function or make the handle global on style grounds.

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For example, if I have a function in a DLL to display a dialog whose template resides in the DLL, the function I export will not have an instance handle parameter to make the client's life easy. In the grand scheme of things, an extract call to a single kernel function is not something I'll obsess about in an `_interactive_` application. YMMV.

Regards,
Will