

# Re: Kernel mode programming in VC++

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-07/msg00292.html>

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- *From:* Joseph M. Newcomer <[newcomer@xxxxxxxxxxxxx](mailto:newcomer@xxxxxxxxxxxxx)>
  - *Date:* Thu, 06 Jul 2006 12:31:52 -0400
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Forget it. This is not possible. There is no "easy solution" of the kind you are hoping for. You will need to write a device driver, which has to be written in pure C, and which follows complex rules unrelated to what applications do. You will have to rewrite your code to open the device driver.

Note that you can't "encapsulate the code" as you think you might be able to; a device driver follows a massive number of very specific and critical rules and you can't just throw code at it.

By the way, a device driver does not issue IN and OUT instructions either; it calls the Hal functions READ\_PORT\_XXX and WRITE\_PORT\_XXX where XXX is UCHAR, USHORT, or ULONG.  
joe

On Thu, 6 Jul 2006 20:34:41 +0530, "Arun" <[arunkumar.v2@xxxxxxxxxxxxx](mailto:arunkumar.v2@xxxxxxxxxxxxx)> wrote:

Hello Experts,

I have an asm routine which uses privileged instructions like in, out, cli, etc., I need to execute this as a Win32 application under VC++. Since the instructions are privileged, I can't execute the same under User mode as a normal Win32 application, so I have to execute this routine in kernel mode.

One solution is to encapsulate the routine as a Device driver for Windows & call the same from the application, but, I am looking out for a easy solution. Please help..

Thank you.

Regards,  
Arun

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