Subject: Issue with inline assembler DLL function call
Posted by iRANian on Tue, 02 Oct 2012 18:27:38 GMT
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Inside a plugin I call Console_Input via inline assembler, the generated call is:

call   near ptr __imp_?Console_Input@@YAXPBD@Z ; Console_Input(char const *)

However, when I call that function using the normal (non-assembler) syntax, the following call is generated:

call   ds:__imp_?Console_Input@@YAXPBD@Z ; Console_Input(char const *)

If I wrap Console_Input() inside another function in my plugin and call that wrapper instead, it works correctly, I'm using the following assembler code to call Console_Input():

call Console_Input

Any suggestions? The call that's generated for the assembler code causes the fds to crash.

Subject: Re: Issue with inline assembler DLL function call
Posted by Whitedragon on Tue, 02 Oct 2012 21:34:57 GMT
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Try

call DWORD PTR Console_Input

Subject: Re: Issue with inline assembler DLL function call
Posted by jonwil on Wed, 03 Oct 2012 00:48:06 GMT
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We have run into this problem before in scripts, the simple answer is that you cant call a function that's imported from another dll inside an ASM block (at least we never found such a way)
Thats why the HookupAT3x function exists in all the SSGM plugins.

Subject: Re: Issue with inline assembler DLL function call
Posted by iRANian on Wed, 03 Oct 2012 06:46:35 GMT
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Whitedragon wrote on Tue, 02 October 2012 14:34Try

call DWORD PTR Console_Input

Thanks, that works!