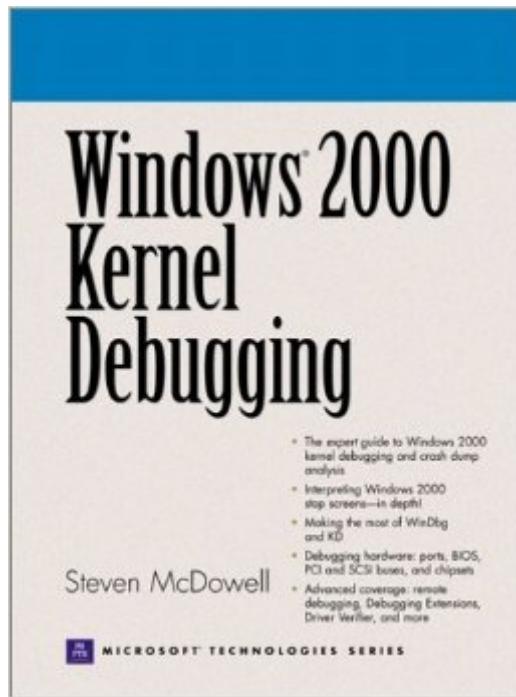


The book was found

# Windows 2000 Kernel Debugging



## Synopsis

(Pearson Education) An intermediate to advanced level programming guide for Windows 2000 kernel debugging. Shows how to interpret the appropriate screens, how to use WinDbg, how to debug hardware and how to configure local and remote kernel debugging environments. Includes extensive code samples. DLC: Microsoft Windows (computer file).

## Book Information

Series: Prentice Hall Series on Microsoft Technologies

Hardcover: 300 pages

Publisher: Pearson Education; 1st edition (January 5, 2001)

Language: English

ISBN-10: 0130406376

ISBN-13: 978-0130406378

Product Dimensions: 7.1 x 1.1 x 9.6 inches

Shipping Weight: 2 pounds

Average Customer Review: 1.8 out of 5 starsÂ  See all reviewsÂ  (8 customer reviews)

Best Sellers Rank: #2,127,946 in Books (See Top 100 in Books) #96 inÂ  Books > Computers & Technology > Programming > Languages & Tools > Debugging #698 inÂ  Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Testing #946 inÂ  Books > Computers & Technology > Computer Science > Systems Analysis & Design

## Customer Reviews

The book is essentially useless. Claiming to address itself to administrators and developers alike, it manages to satisfy neither. The book explains on 160 (one hundred and sixty!) pages how to configure NT to produce a crash dump file; how to read a BSOD; how to run dumpexam; how to fire up a debugger; and how to get Windbag to run a debug session. Oh, I forgot -- there are a few pages on the Driver verifier, too. The other 140 pages are a summary of Windbag commands (outdated) and a list of bugcheck codes and NTSTATUS values, both badly formatted, outdated versions of the corresponding header files. This reviewer had expected all of the above to take, oh, 50 pages at the outside, with the rest of the book devoted to common debugging scenarios -- why does my driver go bang with a 0x1E bugcheck? how do I find and eliminate a deadlock? what did I do wrong in my IRP canceling code? None of that is in there; and what \_is\_ in the book can be found in the DDK and Windbag docs, better written and more easily digested. Felix Kasza.

This book does not teach you how to debug. It's essentially what the debugger documentation should have been 2 years ago. If you have never done any kernel debugging, this is a good starting point that will give you an overall understanding of the process and the tools. However, now that Microsoft has rewritten all the debugger documentation, most of this information comes with the online documentation. The most unfortunate thing in my mind is that the most important chapter - remote debugging - has a major mistake in it: Figure 8-2 is wrong and will totally confuse the reader. Figure 8-2 should have the HOST machine located between the REMOTE and the TARGET machine.

This book is all about how to set up the debugger and get some basic information on the error. WinDbg documentation is much much better than this. If you want some good introductory/advanced information about Kernel Debugging try getting hold of DebugFest materials from Microsoft, sells for some \$200 as a kit. Thats a wonderful material on Kernel debugging. This book deserves 0 stars. Only this I can't rate as zero. Complete waste of money.

This book isn't really about "how to debug" - it's more a reference on the Microsoft toolset. Prentice-Hall seems pretty bad about hype on the cover. But in that context, it isn't bad. The appendixes are fairly detailed on stop codes, error codes, and as a command reference. The chapters are pretty well written. It's obvious in places that the author moved from describing NT4 to describing Windows 2000 a little carelessly. He skims over some of OEMTOOLS stuff (like driver verifier), and is a little terse on how to write debugger extensions. The sections on setting up and using the tools is good, the sections on remote debugging seem useful. Lot of good stuff, even if not as deep as could be. If you're looking for tutorial on how to isolate deadlocks by tracking through thread structures for locks, then ain't it. Take the osr course ... . Is it worth my \$40 as a driver developer? I think it is.

If you are looking for some meat about debugging then this is NOT your book. It's not beyond a debugger documentation.

The book is essentially useless. Claiming to address itself to administrators and developers alike, it manages to satisfy neither. The book explains on 160 (one hundred and sixty!) pages how to configure NT to produce a crash dump file; how to read a BSOD; how to run dumpexam; how to fire up a debugger; and how to get Windbg to run a debug session. Oh, I forgot -- there are a few

pages on the Driver verifier, too. The other 140 pages are a summary of Windbag commands (outdated) and a list of bugcheck codes and NTSTATUS values, both badly formatted, outdated versions of the corresponding header files. This reviewer had expected all of the above to take, oh, 50 pages at the outside, with the rest of the book devoted to common debugging scenarios -- why does my driver go bang with a 0x1E bugcheck? how do I find and eliminate a deadlock? what did I do wrong in my IRP canceling code? None of that is in there; and what \_is\_ in the book can be found in the DDK and Windbag docs, better written and more easily digested. Felix Kasza.

Don't even bother borrowing this book from the library. It is a waste of shelf space. My first clue should have been the book's website no longer exists. The debugging tools mentioned throughout the book have been updated (by several years) so the detailed information about their use is useless. The new versions of debugging tools come with help files that outclass this book at every turn. In fact, the book appears to be a poor interpretation of help files from previous versions of the tools. Upon close examination, the book is also full of seemingly minor errors that would cause great confusion to a reader trying to learn about debugging for the first time. I made it to Chapter 7 (skimming Chapters 5 & 6) before I decided to recycle (as in compost) my copy.

This book was a real disappointment. The book is 300 pages long, over 130 pages is a reference on WinDbg and Stop Codes. The remainder of the book (about 170 pages) is divided into 11 chapters which gives only a basic overview of kernel debugging. If you have ANY experience using WinDbg you will find this book almost worthless.

[Download to continue reading...](#)

WINDOWS 10: WINDOWS 10 COMPANION: THE COMPLETE GUIDE FOR DOING ANYTHING WITH WINDOWS 10 (WINDOWS 10, WINDOWS 10 FOR DUMMIES, WINDOWS 10 MANUAL, WINDOWS ... WINDOWS 10 GUIDE) (MICROSOFT OFFICE) Windows 2000 Kernel Debugging Group Policy: Management, Troubleshooting, and Security: For Windows Vista, Windows 2003, Windows XP, and Windows 2000 Windows 10: The Ultimate User Guide To Microsoft's New Operating System - 33 Amazing Tips You Need To Know To Master Windows 10! (Windows, Windows 10 Guide, General Guide) Windows 10 For Beginners: Simple Step-by-Step Manual On How To Customize Windows 10 For Your Needs.: (Windows 10 For Beginners - Pictured Guide) ... 10 books, Ultimate user guide to Windows 10) Windows Command-Line for Windows 8.1, Windows Server 2012, Windows Server 2012 R2 (Textbook Edition) (The Personal Trainer for Technology) Linux for Windows NT/2k Administrators: Secret Decoder Ring with CDROM (Mark Minasi Windows

2000) Windows Debugging Notebook: Essential User Space WinDbg Commands x64 Windows Debugging: Practical Foundations Debugging Applications for Microsoft .NET and Microsoft Windows (2nd Edition) (Developer Reference) How to Set Up a Home Network: Share Internet, Files and Printers between Windows 7, Windows Vista, and Windows XP Windows 10: 2016 User Guide and Manual: Microsoft Windows 10 for Windows Users Windows 10: The Practical Step-by-Step Guide to Use Microsoft Windows 10 (Windows for Beginners and Beyond) Windows 10: A Beginner's User Guide to Windows 10 (The Ultimate Manual to operate Windows 10) Windows 10: User Guide and Manual 2016 - Everything You Need To Know About Microsoft's Best Operating System! (Windows 10 Programming, Windows 10 Software, Operating System) Windows 10: A Beginner To Expert Guide - Learn How To Start Using And Mastering Windows 10 (Tips And Tricks, User Guide, Windows For Beginners) Windows Group Policy: The Personal Trainer for Windows Server 2012 and Windows Server 2012 R2 Peterson's Private Secondary Schools 2000-2001 : The Smart Parents' Guide to Private Education (Peterson's Private Secondary Schools, 2000-2001) Dodge Durango & Dakota Pick-ups: Durango 2000 thru 2003 Dakota 2000 thru 2004 (Hayne's Automotive Repair Manual) Toyota Tundra (2000 thru 2006) & Sequoia (2000-2007): All 2WD and 4WD Models (Haynes Repair Manual)

[Dmca](#)