

## ntdll.dll symbols are missing?

Posted by noname - 23 Nov 2011 - 04:05

---

Hi all.

I have a problem with ntdll.dll symbols. Actually, I just have no .pdb files for it, however all of pdb's are downloaded from microsoft site (I use symbol server for windbg, actually). And when I try to debug in kernel mode I've got troubles of course, that's not surprising - !peb and other stuff like !object or dt nt !\_PEB doesn't work too.

Can anyone suggest an issue?

=====

## Re: ntdll.dll symbols are missing?

Posted by noname - 23 Nov 2011 - 10:25

---

Oh... I've already solved the problem with windbg - I just downloaded local symbols and then gave them to symstore. It's okay now, but !peb doesn't work, neither dt \_PEB or dt nt!\_PEB, however lml shows that ntdll.pdb has been loaded. I debug XP SP3 so the symbols do fit the system.

```
kd> !peb 7ffdb000
PEB at 7ffdb000
error 1 InitTypeRead( nt!_PEB at 7ffdb000)...
```

However this value is the right one - I've taken it from Peb field of !process 0 0 output.

```
kd> dt _PEB 7ffdb000
ntdll!_PEB
+0x000 InheritedAddressSpace : ??
+0x001 ReadImageFileExecOptions : ??
+0x002 BeingDebugged : ??
+0x003 SpareBool : ??
+0x004 Mutant : ???
+0x008 ImageBaseAddress : ???
+0x00c Ldr : ???
+0x010 ProcessParameters : ???
+0x014 SubSystemData : ???
+0x018 ProcessHeap : ???
//and so on
```

I'm really at a loss;

=====