

Re: Windows 32 & 64 bit Assembly

Source: <http://coding.derkeiler.com/Archive/Assembler/alt.lang.asm/2006-08/msg01551.html>

- *From:* "Vikas Kumar" <walburn@xxxxxxxxx>
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For win64 assembly, here is the most useful link in my opinion.

<http://blogs.msdn.com/freik/archive/category/12430.aspx>

This is FreiK's blog, he is an x64 guru for Windows and works for MSFT. The second blog in which he outlines the differences between x86 and x64 ABI, there are many links to the x64 ABI in this blog, and some pretty good useful information.

x64 == AMD64

If you, in the course of your work with win64 at any point of time, get in touch with him personally, then I would recommend you ask him for a pdf(or similar) ABI document if it exists, because that would just be great for other programmers.

I would also suggest you get a list of NT API calls for Windows. If you search on this group for NT API, you will find articles and links for up-to-date NT API calls. Since you want to stick to Windows native assembly, this is the closest you can get. These are equivalent to system calls on *BSD or GNU/Linux (in unistd.h). There is however the Win64 API which is like the Win32 API, i.e a user-interface sitting on top of the NT Kernel, but then using assembly to do Win64 API calls is pointless as you will be a faster programmer if you use a higher (than assembly) level language like C instead (in my opinion).

Regards,
Vikas

bwaichu{at}yahoo.com wrote:

I am in the process of writing some assembly code for *BSD amd64, and I would like to write the similiar code for windows.

What are good resources for windows assembly? Ideally, I would like to be able to practice some reverse engineering of window patches in the future, so I want to stick as close to native windows assembly as possible.

Thanks!

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