

Forum:[Hack Forums](#)

Thread: [Advantages and disadvantages from Hooks and getasynchronouskeystate](#)

mrnikbobjeff - December 30, 2014, 1:40 pm

Hello HF,

the title is quite literally the question, I would like to learn more about the advantages of using hooks instead of the getasynckeystate method. I read that using hooks is more performance friendly, but is performance still an issue on modern systems?

Juggernauten - December 30, 2014, 1:41 pm

With hooks, are we talking userland or kernelland?

jcbullet - December 30, 2014, 1:49 pm

also in what language ? c#? there's some nice classes to use if c#

mrnikbobjeff - December 30, 2014, 2:19 pm

(Dec 30, 2014 02:41 PM)Juggernauten Wrote: [\[CITE\]](#) With hooks, are we talking userland or kernelland?

Probably userland. And my preferred language would be c++ or c#.

Juggernauten - December 30, 2014, 4:39 pm

I personally don't like hooking in userland (Kernelland is even worse since it doesn't really work anymore), so I would go with getasynckeystate.

Malware? - December 30, 2014, 4:47 pm

(Dec 30, 2014 05:39 PM)Juggernauten Wrote: [\[CITE\]](#) I personally don't like hooking in userland (Kernelland is even worse since it doesn't really work anymore), so I would go with getasynckeystate.

He is not talking about hooking any windows API.

He is talking about the functions within kernel32.dll

CallNextHookEx

SetWindowsHookEx

OP, take my advice and use these functions, do not use GetAsyncKeyState. It is very unreliable and used wrong most often. Search the forums for source codes!