

Forum:[Hack Forums](#)

Thread: [CreateNamedPipe identifier not found?](#)

Chickendipper - March 25, 2016, 3:20 pm

Code:

```
Code #include "pch.h" //windows.h
#include <stdio.h>
#include <iostream>
```

```
using namespace std;
```

```
DWORD WINAPI hook(LPVOID lpParam);
BOOL startsWith(const char *needle, const char *haystack);
void externalCall(const char *called);
```

```
BOOL WINAPI APIENTRY DllMain(HMODULE hModule, DWORD ul_reason_for_call, LPVOID
lpReserved)
{
    switch (ul_reason_for_call)
    {
        case DLL_PROCESS_ATTACH:
            threadHandle = CreateThread(NULL, 0, hook, 0, 0, NULL);
            break;
        case DLL_THREAD_ATTACH: break;
        case DLL_THREAD_DETACH: break;
        case DLL_PROCESS_DETACH:
            //TerminateThread(threadHandle, 0);
            //CloseHandle(threadHandle);
            break;
    }
    return TRUE;
}
```

```
DWORD WINAPI hook(LPVOID lpParam) {
    HANDLE pipeHandle;
    char buffer[1024];
    DWORD dwRead;
```

```
    pipeHandle = CreateNamedPipe(TEXT("\\\\.\\pipe\\OmniBotPipe"), PIPE_ACCESS_DUPLEX |
PIPE_TYPE_BYTE | PIPE_READMODE_BYTE, PIPE_WAIT, 1, (1024 * 16), (1024 * 16),
NMPWAIT_USE_DEFAULT_WAIT, NULL);
    while (pipeHandle != NULL) {
        if (ConnectNamedPipe(pipeHandle, NULL) != FALSE) {
            while (ReadFile(pipeHandle, buffer, sizeof(buffer), &dwRead, NULL) != FALSE) {
                externalCall(buffer);
            }
        }
    }
    DisconnectNamedPipe(pipeHandle);
```

```
}
```

```
void externalCall(const char *called) {  
    if (startsWith("char", called)) {  
        //todo  
    }  
}
```

```
BOOL startsWith(const char *needle, const char *haystack) {  
    return (strncmp(haystack, needle, strlen(needle)) == 0);  
}
```

In short, it tells me that CreateNamedPipe, ConnectNamedPipe and DisconnectNamedPipe are not found even though they're in WinBase.h (which is included in Windows.h) - is there any reason for this?

Dam Son - March 25, 2016, 6:01 pm

You have to use either the ASCII or Unicode version of it, so either CreateNamedPipeW or CreateNamedPipeA.
Same for the other APIs

Chickendipper - March 25, 2016, 6:07 pm

(Mar 25, 2016 06:01 PM)Dam Son Wrote: [\[CITE\]](#) You have to use either the ASCII or Unicode version of it, so either CreateNamedPipeW or CreateNamedPipeA.
Same for the other APIs
Same problem when trying to use W/A versions.

Dam Son - March 25, 2016, 6:29 pm

(Mar 25, 2016 06:07 PM)Chickendipper Wrote: [\[CITE\]](#) Same problem when trying to use W/A versions.
Are you using a non-standard build config? (whats up with the pch.h)

excr4sh - March 25, 2016, 7:52 pm

make sure you include windows.h in your project.

Chickendipper - March 26, 2016, 3:26 am

(Mar 25, 2016 06:29 PM)Dam Son Wrote: [\[CITE\]](#) Are you using a non-standard build config? (whats up with the pch.h)

I literally just opened up VS2015, made a new Universal DLL and put in that code. I think pch is just a precompiled header which I already include windows.h in

(Mar 25, 2016 07:52 PM)excr4sh Wrote: [\[CITE\]](#) make sure you include windows.h in your project.
It's in pch.h

excr4sh - March 26, 2016, 3:38 am

(Mar 26, 2016 03:26 AM)Chickendipper Wrote: [\[CITE\]](#) It's in pch.h Define it in your C/CPP file, there is nothing wrong with that and as a recommendation, I suggest you switch to VS2013. VS2015 is unstable and overloads the CPU on large projects.

Chickendipper - March 30, 2016, 4:21 am

(Mar 26, 2016 03:38 AM)excr4sh Wrote: [\[CITE\]](#) Define it in your C/CPP file, there is nothing wrong with that and as a recommendation, I suggest you switch to VS2013. VS2015 is unstable and overloads the CPU on large projects.

Exact same code, switched to VS2013, and no errors. Amazing.

Thanks :D