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Thread: [Getting data from RAW GPU buffer](#)

ShallowME - January 31, 2020, 6:29 am

Is it possible to get the RAW pixel data from the GPU buffer directly?
Possibly involving someway with DirectX?

akali - January 31, 2020, 8:02 am

(Jan 31, 2020 07:29 AM)ShallowME Wrote: [\[CITE\]](#) Is it possible to get the RAW pixel data from the GPU buffer directly?

Possibly involving someway with DirectX?

It would depend on the context of the buffer. If you are using direct3d it would have its own buffer and backbuffer to be drawn. So you can access individual buffers of processes if you do something like a present hook. If you want the OS gpu buffer you might have to hook a process responsible for drawing your desktop or probably at the driver level.

ShallowME - January 31, 2020, 6:43 pm

I won't go as far as hooking at Ring0. If I can hook the window to receive the buffer data directly? Subclassing doesn't help as DirectX directly bypasses the front buffer and I guess it communicates with the display driver to bypass any GDI rendering in graphic intensive applications?

akali - February 1, 2020, 5:22 am

Yes I'm not sure what you're trying to grab from the buffers. But if it's from a specific process rendering through direct3d, then you can inject and hook d3d functions to get access to the buffer.

ShallowME - February 1, 2020, 9:40 am

(Feb 1, 2020 06:22 AM)akali Wrote: [\[CITE\]](#) Yes I'm not sure what you're trying to grab from the buffers. But if it's from a specific process rendering through direct3d, then you can inject and hook d3d functions to get access to the buffer. It's actually DWM that I am trying to get the buffer from.

m1n0r1tyrep0rt - February 1, 2020, 12:26 pm

Rather than asking such an abstract question, the better way, to ask this is to state what are you trying to achieve (from the high level).

You are talking about very low level detail. So lets move it up a notch, what higher problem are trying to achieve here?