Creating custom disassembly-like window in an ext

Posted by Patraulea Trandafir - 30 Jul 2014 - 00:38

I'm trying to figure out if creating custom windows via the Windbg extension APIs is possible. So far I've skimmed the extension sections in the manual and looked at the sample extension in the windbg sdk.

The only mention I could find is about generating custom output (custom foreground/background I assume). The manual also mentions that windbg itself is built on top of the debugger engine (dbgeng.dll and the others).

My question is how would I create a window containing annotated disassembly for instance, that I could repaint like Windbg repaints its own windows in response to F10, F11, F9 keys, etc. I didn't find anything in the API reference so far.

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