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# **Pymem Documentation**

***Release 1.0***

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## Contents

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<b>1</b>	<b>User's Guide</b>	<b>3</b>
1.1	Foreword . . . . .	3
1.2	Installation . . . . .	4
<b>2</b>	<b>Api Reference</b>	<b>5</b>
2.1	API . . . . .	5
2.2	Ressources . . . . .	25
<b>3</b>	<b>Additional Notes</b>	<b>37</b>
3.1	License . . . . .	37



Welcome to Pymem's documentation. This documentation is divided into different parts. You should start by reading *Installation*, and then head over to the quickstart. Still, you can have a look to the tutorial section that shows different usage of Pymem.

Pymem depends on `pyfasm` and in it's current version does not supports x64.



This part of the documentation, begins with some informations about Pymem, then focuses on step-by-step instructions.

## 1.1 Foreword

Read this before you get started with Pymem. This hopefully answers some questions about the purpose and goals of the project, and then why you should and should not be using it.

### 1.1.1 Why Pymem ?

I decided to build pymem after some reading of the wonderfull book [Gray Hat Python](#) by Justin Seitz, which I recommend as a first reading before even starting using Pymem. The book covers the win32api and important aspects of debuggers. As I wanted to learn more on debugging, hooking and the windows API, I figured out that writing a library was the perfect project.

### 1.1.2 Pymem history

So back in 2010, with my little knowledge of Python I wrote the first version of this library (which has been entirely rewritten since). I figured out that most of the resources you can find covering C, C++, C# of the windows API works “as it” using python ctypes without any effort, so I decided to wrap some of them into Pymem.

In 2015, I decided to rebirth the library, and to rewrite it using python3. The library is a toolbox for process memory manipulations, it supports memory reads, write and even assembly injection (thanks to [pyfasm](#)).

### 1.1.3 Why and when using Pymem

Pymem has been built to reverse games such as *World of Warcraft*, so if you plan to write a bot for this kind of game, you're in the right place. You can also use pymem to do injections, assembly, memory pattern search and a lot more.

You should head over the tutorials and see what Pymem is capable of!

Continue to [Installation](#) , the quickstart or tutorial/index.

## 1.2 Installation

Pymem depends on some external libraries, like [pyfasm](#). Pyfasm is a wrapper around [Flat Assembler](#) and in its current state only works with x86.

Pyfasm is available on [pypi](#) and is part of Pymem requirements.txt. The most straightforward method to start working with Pymem is to use a virtualenv.

You will need Python 3 or newer to get started, so be sure to have an up-to-date Python 3.x installation.

### 1.2.1 Virtualenv

Virtualenv is probably what you want to use during development, and if you have shell access to your production machines, you'll probably want to use it there, too.

Virtualenv enables multiple side-by-side installations of Python, one for each project. It doesn't actually install separate copies of Python, but it does provide a clever way to keep different project environments isolated.

We will not cover the installation of neither pip or virtualenv here, so install them first.

Once you have virtualenv installed, just fire up a shell and create your own environment:

```
$ mkdir myproject
$ cd myproject
$ virtualenv pymem
New python executable in pymem/bin/python
Installing setuptools, pip.....done.
```

Now, whenever you want to work on a project, you only have to activate the corresponding environment:

```
$ pymem\scripts\activate.bat
```

And if you want to go back to the real world, use the following command:

```
$ deactivate
```

After doing this, the prompt of your shell should be as familiar as before.

Now, let's move on. Enter the following command to get Pymem activated in your virtualenv:

```
$ pip install pymem
```

A few seconds later and you are good to go.



If you are looking for information on a specific function, class or method, this part of the documentation is for you

## 2.1 API

This part of the documentation covers all the interfaces of Pymem. For parts where Pymem depends on external libraries, we document the most important right here.

### 2.1.1 Pymem

**class Pymem**

**\_\_init\_\_** (*self*, *process\_name=None*)

Initialize the Pymem class.

If *process\_name* is given, will open the process and retrieve a handle over it.

**Parameters** **name** (*str*) – The name of the process to be opened

**set\_debug\_privilege** (*self*, *process\_name*)

Leverage current process privileges.

**Parameters**

- **hToken** (*HANDLE*) – Current process handle
- **lpSzPrivilege** (*str*) – privilege name
- **bEnablePrivilege** (*bool*) – Enable privilege

**Returns** True if privileges have been leveraged.

**Return type** bool

**open\_process\_from\_name** (*self*, *process\_name*)

Open process given it's name and stores the handle into *self.process\_handle*.

**Parameters** *process\_name* (*str*) – The name of the process to be opened

**Raises**

- **TypeError** – if *process\_name* is not valid
- **pymem.exception.ProcessNotFound** – if process is not found
- **pymem.exception.CouldNotOpenProcess** – if process cannot be opened

**open\_process\_from\_id** (*self*, *process\_id*)

Open process given it's name and stores the handle into *self.process\_handle*.

**Parameters** *process\_id* (*int*) – The name of the process to be opened

**Raises**

- **TypeError** – if *process\_id* is not an integer
- **pymem.exception.CouldNotOpenProcess** – if process cannot be opened

**process\_base\_address**

Lookup process base address.

**Returns** The base address of the current process.

**Return type** *ctypes.wintypes.HANDLE*

**Raises**

- **TypeError** – if *process\_id* is not an integer
- **pymem.exception.ProcessError** – if could not find process first module address

**open\_main\_thread** (*self*)

Open process main thread name and stores the handle into *self.thread\_handle* the *thread\_id* is also stored into *self.main\_thread\_id*.

**Raises**

- **pymem.exception.ProcessError** – if there is no process opened
- **pymem.exception.ProcessError** – if could not list process thread

**close\_process** (*self*)

Close the current opened process

**Raises** **pymem.exception.ProcessError** – if there is no process opened

**allocate** (*self*, *size*)

Allocate memory into the current opened process.

**Parameters** *size* (*int*) – The size of the region of memory to allocate, in bytes.

**Returns** The base address of the current process.

**Return type** *ctypes.wintypes.HANDLE*

**Raises**

- **pymem.exception.ProcessError** – if there is no process opened
- **TypeError** – if *size* is not an integer

**free** (*self*, *address*)

Free memory from the current opened process given an address.

**Parameters** **address** (*int*) – An address of the region of memory to be freed.

**Raises**

- **pymem.exception.ProcessError** – if there is no process opened
- **TypeError** – if address is not an integer

**assemble** (*self*, *address=None*, *mnemonics=None*)

Assemble mnemonics to bytes using *pyfasm*.

If *address* is given then the origin *org* will be set to the address.

**Parameters**

- **address** (*int*) – An address of the region of memory to be freed.
- **mnemonics** (*str*) – fasm syntax mnemonics

**Returns** The assembled mnemonics

**Return type** bytes

**close\_main\_thread** (*self*)

Close the opened main thread

**Raises** **pymem.exception.ProcessError** – if main thread is not opened

**read\_bytes** (*self*, *address*, *length*)

Reads bytes from an area of memory in a specified process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **length** (*int*) – number of bytes to be read

**Returns** returns the raw value read

**Return type** bytes

**Raises** **pymem.exception.ProcessError** – if there id no opened process

**Raise** **TypeError** if address is not a valid integer

**read\_char** (*self*, *address*)

Reads 1 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** string

**Raises** **pymem.exception.ProcessError** – if there id no opened process

**Raise** **TypeError** if address is not a valid integer

**Raise** **pymem.exception.MemoryReadError** if ReadProcessMemory failed

**read\_uchar** (*self*, *address*)

Reads 1 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** string

**Raises** **pymem.exception.ProcessError** – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_int** (*self*, *address*)

Reads 4 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** `int`

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_uint** (*self*, *address*)

Reads 4 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** `int`

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_short** (*self*, *address*)

Reads 2 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** `int`

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_ushort** (*self*, *address*)

Reads 2 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** `int`

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_float** (*self*, *address*)

Reads 4 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** float

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_long** (*self*, *address*)

Reads 4 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** int

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_ulong** (*self*, *address*)

Reads 4 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** int

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_longlong** (*self*, *address*)

Reads 8 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** int

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_ulonglong** (*self*, *address*)

Reads 8 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** int

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raise** `TypeError` if address is not a valid integer

**Raise** `pymem.exception.MemoryReadError` if `ReadProcessMemory` failed

**read\_double** (*self*, *address*)

Reads 8 byte from an area of memory in a specified process.

**Parameters** **address** (*int*) – An address of the region of memory to be read.

**Returns** returns the value read

**Return type** *int*

**Raises** **pymem.exception.ProcessError** – if there id no opened process

**Raise** *TypeError* if address is not a valid integer

**Raise** **pymem.exception.MemoryReadError** if *ReadProcessMemory* failed

**read\_string** (*self*, *address*, *byte=50*)

Reads *n byte* from an area of memory in a specified process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **byte** (*int*) – number of bytes to read

**Returns** returns the value read

**Return type** *str*

**Raises** **pymem.exception.ProcessError** – if there id no opened process

**Raises** *TypeError* if *byte* is not a valid integer

**Raise** **pymem.exception.MemoryReadError** if *ReadProcessMemory* failed

**write\_int** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*int*) – the value to be written

**Raises** **pymem.exception.ProcessError** – if there id no opened process

**Raises** *TypeError* if *value* is not a valid integer

**Raise** **pymem.exception.MemoryWriteError** if *WriteProcessMemory* failed

**write\_uint** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*int*) – the value to be written

**Raises** **pymem.exception.ProcessError** – if there id no opened process

**Raises** *TypeError* if *value* is not a valid integer

**Raise** **pymem.exception.MemoryWriteError** if *WriteProcessMemory* failed

**write\_short** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*int*) – the value to be written

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raises** `TypeError` if value is not a valid integer

**Raise** `pymem.exception.MemoryWriteError` if `WriteProcessMemory` failed

**write\_ushort** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*int*) – the value to be written

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raises** `TypeError` if value is not a valid integer

**Raise** `pymem.exception.MemoryWriteError` if `WriteProcessMemory` failed

**write\_float** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*float*) – the value to be written

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raises** `TypeError` if value is not a valid float

**Raise** `pymem.exception.MemoryWriteError` if `WriteProcessMemory` failed

**write\_long** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*float*) – the value to be written

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raises** `TypeError` if value is not a valid int

**Raise** `pymem.exception.MemoryWriteError` if `WriteProcessMemory` failed

**write\_ulong** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*float*) – the value to be written

**Raises** `pymem.exception.ProcessError` – if there id no opened process

**Raises** `TypeError` if value is not a valid int

**Raise** `pymem.exception.MemoryWriteError` if `WriteProcessMemory` failed

**write\_longlong** (*self*, *address*, *value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*float*) – the value to be written

Raises **pymem.exception.ProcessError** – if there id no opened process

Raises **TypeError** if value is not a valid int

Raise **pymem.exception.MemoryWriteError** if WriteProcessMemory failed

**write\_ulonglong** (*self, address, value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*float*) – the value to be written

Raises **pymem.exception.ProcessError** – if there id no opened process

Raises **TypeError** if value is not a valid int

Raise **pymem.exception.MemoryWriteError** if WriteProcessMemory failed

**write\_double** (*self, address, value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*float*) – the value to be written

Raises **pymem.exception.ProcessError** – if there id no opened process

Raises **TypeError** if value is not a valid int

Raise **pymem.exception.MemoryWriteError** if WriteProcessMemory failed

**write\_string** (*self, address, value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*bytes*) – the value to be written

Raises **pymem.exception.ProcessError** – if there id no opened process

Raises **TypeError** if value is not bytes

Raise **pymem.exception.MemoryWriteError** if WriteProcessMemory failed

**write\_char** (*self, address, value*)

Write *value* to the given *address* into the current opened process.

**Parameters**

- **address** (*int*) – An address of the region of memory to be read.
- **value** (*float*) – the value to be written

Raises **pymem.exception.ProcessError** – if there id no opened process

Raises **TypeError** if value is not a string

Raise **pymem.exception.MemoryWriteError** if WriteProcessMemory failed



## 2.1.2 Exception's

### **exception WinAPIError**

Global handler for win32api errors

### **exception PymemError**

Custom Pymem exception class.

Except on this class to catch all Pymem specific Exception's

### **exception ProcessError** (*PymemError*)

Raised when something required by a process handle went wrong

### **exception ProcessNotFound** (*ProcessError*)

Raised when process not found

### **exception CouldNotOpenProcess** (*ProcessError*)

Raised when process could not be opened

### **exception PymemMemoryError** (*PymemError*)

Raised when a memory error occurred

### **exception MemoryReadError** (*PymemMemoryError*)

Raised when a memory read error occurred

### **exception MemoryWriteError** (*PymemMemoryError*)

Raised when a memory write error occurred

## 2.1.3 Memory

### **allocate\_memory** (*handle, size, allocation\_type=None, protection\_type=None*)

Reserves or commits a region of memory within the virtual address space of a specified process. The function initializes the memory it allocates to zero, unless MEM\_RESET is used.

<https://msdn.microsoft.com/en-us/library/windows/desktop/aa366890%28v=vs.85%29.aspx>

#### **Parameters**

- **handle** (*ctypes.wintypes.HANDLE*) – The handle to a process. The function allocates memory within the virtual address space of this process. The handle must have the PROCESS\_VM\_OPERATION access right.
- **size** (*int*) – The size of the region of memory to allocate, in bytes.
- **allocation\_type** (*pymem.ressources.structure.MemoryAllocation*) – The type of memory allocation.
- **protection\_type** (*pymem.ressources.structure.MemoryProtection*) – The memory protection for the region of pages to be allocated.

**Returns** return the base address of the allocated region of pages.

**Return type** ctypes.wintypes.HANDLE

### **free\_memory** (*handle, address, free\_type=None*)

Releases, decommits, or releases and decommits a region of memory within the virtual address space of a specified process.

<https://msdn.microsoft.com/en-us/library/windows/desktop/aa366894%28v=vs.85%29.aspx>

#### **Parameters**

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to a process. The function frees memory within the virtual address space of the process. The handle must have the `PROCESS_VM_OPERATION` access right.
- **address** (*int*) – An address of the region of memory to be freed.
- **free\_type** (*pymem.ressources.structure.MemoryProtection*) – The type of free operation.

**Returns** If the function succeeds, the return value is a nonzero value.

**Return type** `ctypes.wintypes.BOOL`

**read\_bytes** (*handle, address, byte*)

Reads data from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

**Parameters**

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.
- **byte** (*int*) – number of bytes to be read

**Returns** If the function succeeds, returns the raw value read

**Return type** `bytes`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_char** (*handle, address*)

Reads 1 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<b')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

**Parameters**

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `string` of length 1

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_uchar** (*handle, address*)

Reads 1 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<B')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

**Parameters**

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_short** (*handle, address*)

Reads 2 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<h')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_ushort** (*handle, address*)

Reads 2 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<H')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_int** (*handle, address*)

Reads 4 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<i')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_uint** (*handle, address*)

Reads 4 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<I')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_float** (*handle, address*)

Reads 4 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<f')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `float`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_long** (*handle, address*)

Reads 4 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<I')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_ulong** (*handle, address*)

Reads 4 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<L')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_longlong** (*handle, address*)

Reads 8 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<q')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** `int`

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `ReadProcessMemory` failed

**read\_ulonglong** (*handle, address*)

Reads 8 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using `struct.unpack('<Q')`

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have PROCESS\_VM\_READ access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** int

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if ReadProcessMemory failed

bytes = read\_bytes(handle, address, struct.calcsize('Q')) bytes = struct.unpack('<Q', bytes)[0] return bytes

**read\_double** (*handle, address*)

Reads 8 byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

Unpack the value using struct.unpack('<d')

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have PROCESS\_VM\_READ access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** float

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if ReadProcessMemory failed

**read\_string** (*handle, address, byte=50*)

Reads *n* byte from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process with memory that is being read. The handle must have PROCESS\_VM\_READ access to the process.
- **address** (*int*) – An address of the region of memory to be freed.

**Returns** If the function succeeds, returns the value read

**Return type** str

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if ReadProcessMemory failed

**write\_bytes** (*handle, address, src, length*)

Writes data to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Casts address using ctypes.c\_char\_p.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **src** (*int*) – A buffer that contains data to be written in the address space of the specified process.
- **length** (*int*) – The number of bytes to be written to the specified process.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_char** (*handle, address, value*)

Writes 1 byte to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_char(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*int*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_short** (*handle, address, value*)

Writes 2 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_short(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*int*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_ushort** (*handle*, *address*, *value*)

Writes 2 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_ushort(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*int*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_int** (*handle*, *address*, *value*)

Writes 4 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_int(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*int*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_uint** (*handle*, *address*, *value*)

Writes 4 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_uint(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.



- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*int*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_float** (*handle, address, value*)

Writes 4 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_float(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*float*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_long** (*handle, address, value*)

Writes 4 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_long(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*int*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_ulong** (*handle, address, value*)

Writes 4 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_ulong(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

**Parameters**

- **handle** (`ctypes.wintypes.HANDLE`) – A handle to the process memory to be modified. The handle must have `PROCESS_VM_WRITE` and `PROCESS_VM_OPERATION` access to the process.
- **address** (`int`) – An address in the specified process to which data is written.
- **value** (`int`) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `WriteProcessMemory` failed

**write\_longlong** (`handle, address, value`)

Writes 8 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_longlong(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

**Parameters**

- **handle** (`ctypes.wintypes.HANDLE`) – A handle to the process memory to be modified. The handle must have `PROCESS_VM_WRITE` and `PROCESS_VM_OPERATION` access to the process.
- **address** (`int`) – An address in the specified process to which data is written.
- **value** (`int`) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** `TypeError` if address is not a valid integer

**Raise** `WinAPIError` if `WriteProcessMemory` failed

**write\_ulonglong** (`handle, address, value`)

Writes 8 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_ulonglong(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

**Parameters**

- **handle** (`ctypes.wintypes.HANDLE`) – A handle to the process memory to be modified. The handle must have `PROCESS_VM_WRITE` and `PROCESS_VM_OPERATION` access to the process.
- **address** (`int`) – An address in the specified process to which data is written.
- **value** (`int`) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_double** (*handle*, *address*, *value*)

Writes 8 bytes to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms value using: `ctypes.c_double(value)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **value** (*int*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

**write\_string** (*handle*, *address*, *bytecode*)

Writes *n bytes* of `len(bytecode)` to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

Transforms bytecode using: `ctypes.c_char_p(bytecode)`.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms681674%28v=vs.85%29.aspx>

#### Parameters

- **handle** (*ctypes.wintypes.HANDLE*) – A handle to the process memory to be modified. The handle must have PROCESS\_VM\_WRITE and PROCESS\_VM\_OPERATION access to the process.
- **address** (*int*) – An address in the specified process to which data is written.
- **bytecode** (*str*) – The data to be written.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**Raise** TypeError if address is not a valid integer

**Raise** WinAPIError if WriteProcessMemory failed

## 2.1.4 Process

**base\_address** (*process\_id*)

Returns process base address, looking at its modules.

**Parameters** **process\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the process.

**Returns** The base address of the current process.

**Return type** ctypes.wintypes.HANDLE

**open** (*process\_id*, *debug=None*, *process\_access=None*)

Open a process given its process\_id. By default the process is opened with full access and in debug mode.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684320%28v=vs.85%29.aspx> <https://msdn.microsoft.com/en-us/library/windows/desktop/aa379588%28v=vs.85%29.aspx>

**Parameters**

- **process\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the process to be opened
- **debug** (*bool*) – open process in debug mode
- **process\_access** (*pymem.ressources.structure*) – desired access level

**Returns** A handle of the given process\_id

**Return type** ctypes.wintypes.HANDLE

**open\_main\_thread** (*process\_id*)

List given process threads and return a handle to first created one.

**Parameters** **process\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the process

**Returns** A handle to the first thread of the given process\_id

**Return type** ctypes.wintypes.HANDLE

**open\_thread** (*thread\_id*, *thread\_access=None*)

Opens an existing thread object.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684335%28v=vs.85%29.aspx>

**Parameters** **thread\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the thread to be opened.

**Returns** A handle to the first thread of the given process\_id

**Return type** ctypes.wintypes.HANDLE

**close\_handle** (*handle*)

Closes an open object handle.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms724211%28v=vs.85%29.aspx>

**Parameters** **handle** (*ctypes.wintypes.HANDLE*) – A valid handle to an open object.

**Returns** If the function succeeds, the return value is nonzero.

**Return type** bool

**list\_processes** ()

List all processes

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms682489%28v=vs.85%29.aspx> <https://msdn.microsoft.com/en-us/library/windows/desktop/ms684834%28v=vs.85%29.aspx>

**Returns** a list of process entry 32.

**Return type** list(pymem.ressources.structure.ProcessEntry32)

**process\_from\_name** (*name*)

Open a process given its name.

**Parameters** **name** (*str*) – The name of the process to be opened

**Returns** The ProcessEntry32 structure of the given process.

**Return type** ctypes.wintypes.HANDLE

**process\_from\_id** (*process\_id*)

Open a process given its name.

**Parameters** **process\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the process

**Returns** The ProcessEntry32 structure of the given process.

**Return type** ctypes.wintypes.HANDLE

**list\_process\_thread** (*process\_id*)

List all threads of given processes\_id

**Parameters** **process\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the process

**Returns** a list of thread entry 32.

**Return type** list(pymem.ressources.structure.ThreadEntry32)

**module\_from\_name** (*process\_id*, *module\_name*)

Retrieve a module loaded by given *process\_id*.

```
d3d9 = module_from_name(1234, 'd3d9')
```

**Parameters**

- **process\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the process
- **module\_name** (*str*) – The module name

**Returns** ModuleEntry32

**list\_process\_modules** (*process\_id*)

List all modules of a given processes by its *process\_id*

**Parameters** **process\_id** (*ctypes.wintypes.HANDLE*) – The identifier of the process

**Returns** a list of module entry 32.

**Return type** list(pymem.ressources.structure.ModuleEntry32)

## 2.2 Ressources

Placeholder for windows structures, and ctypes definitions around dll functions.

### 2.2.1 Kernel32

**OpenProcess** ()

Opens an existing local process object.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684320%28v=vs.85%29.aspx>

**Parameters**

- **dwDesiredAccess** (*DWORD*) – The access to the process object. This access right is checked against the security descriptor for the process. This parameter can be one or more of the process access rights.

- **bInheritHandle** (*BOOL*) – If this value is TRUE, processes created by this process will inherit the handle. Otherwise, the processes do not inherit this handle.
- **dwProcessId** (*DWORD*) – The identifier of the local process to be opened.

**Return type** ctypes.c\_ulong

#### **TerminateProcess** ()

Terminates the specified process and all of its threads.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms686714%28v=vs.85%29.aspx>

##### **Parameters**

- **hProcess** (*HANDLE*) – A handle to the process to be terminated.
- **uExitCode** (*UINT*) – The exit code to be used by the process and threads terminated as a result of this call.

**Return type** ctypes.c\_ulong

#### **CloseHandle** ()

Closes an open object handle.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms724211%28v=vs.85%29.aspx>

**Parameters** **hObject** (*HANDLE*) – A valid handle to an open object.

**Return type** ctypes.c\_long

#### **GetLastError** ()

Retrieves the calling thread's last-error code value. The last-error code is maintained on a per-thread basis. Multiple threads do not overwrite each other's last-error code.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms679360%28v=vs.85%29.aspx>

**Return type** ctypes.c\_ulong

#### **GetCurrentProcess** ()

Retrieves a pseudo handle for the current process.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms683179%28v=vs.85%29.aspx>

**Return type** ctypes.c\_ulong

#### **ReadProcessMemory** ()

Reads data from an area of memory in a specified process. The entire area to be read must be accessible or the operation fails.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680553%28v=vs.85%29.aspx>

##### **Parameters**

- **hProcess** – A handle to the process with memory that is being read. The handle must have PROCESS\_VM\_READ access to the process.
- **lpBaseAddress** – A pointer to the base address in the specified process from which to read.
- **lpBuffer** – A pointer to a buffer that receives the contents from the address space of the specified process.
- **nSize** – The number of bytes to be read from the specified process.
- **lpNumberOfBytesRead** – A pointer to a variable that receives the number of bytes transferred into the specified buffer.

**Return type** ctypes.c\_long

### WriteProcessMemory ()

Writes data to an area of memory in a specified process. The entire area to be written to must be accessible or the operation fails.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684320%28v=vs.85%29.aspx>

#### Parameters

- **dwDesiredAccess** (*DWORD*) – A handle to the process with memory that is being read. The handle must have `PROCESS_VM_READ` access to the process.
- **bInheritHandle** (*BOOL*) – A pointer to the base address in the specified process from which to read.
- **dwProcessId** (*DWORD*) – A pointer to a buffer that receives the contents from the address space of the specified process.

**Return type** ctypes.c\_long

### DebugActiveProcess ()

Enables a debugger to attach to an active process and debug it.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms679295%28v=vs.85%29.aspx>

**Parameters** **dwProcessId** (*DWORD*) – The identifier for the process to be debugged. The debugger is granted debugging access to the process as if it created the process with the `DEBUG_ONLY_THIS_PROCESS` flag. For more information, see the Remarks section of this topic.

**Return type** ctypes.c\_long

### VirtualAllocEx ()

Reserves or commits a region of memory within the virtual address space of a specified process. The function initializes the memory it allocates to zero, unless `MEM_RESET` is used.

<https://msdn.microsoft.com/en-us/library/windows/desktop/aa366890%28v=vs.85%29.aspx>

#### Parameters

- **hProcess** (*HANDLE*) – The handle to a process. The function allocates memory within the virtual address space of this process.
- **lpAddress** (*LPVOID*) – The pointer that specifies a desired starting address for the region of pages that you want to allocate.
- **dwSize** (*SIZE\_T*) – The size of the region of memory to allocate, in bytes.
- **flAllocationType** (*DWORD*) – The type of memory allocation.
- **flProtect** (*DWORD*) – The identifier for the process to be debugged. The debugger is granted debugging access to the process as if it created the process with the `DEBUG_ONLY_THIS_PROCESS` flag.

**Return type** ctypes.c\_ulong

### VirtualProtectEx ()

Changes the protection on a region of committed pages in the virtual address space of a specified process.

<https://msdn.microsoft.com/en-us/library/windows/desktop/aa366899%28v=vs.85%29.aspx>

#### Parameters

- **hProcess** – A handle to the process whose memory protection is to be changed. The handle must have the `PROCESS_VM_OPERATION` access right.

- **lpAddress** (*LPVOID*) – A pointer to the base address of the region of pages whose access protection attributes are to be changed.
- **dwSize** (*SIZE\_T*) – The size of the region whose access protection attributes are changed, in bytes.
- **flNewProtect** (*DWORD*) – The memory protection option. This parameter can be one of the memory protection constants.
- **lpflOldProtect** (*PDWORD*) – The handle to a process. The function allocates memory within the virtual address space of this process.

**Return type** ctypes.c\_long

#### **CreateToolhelp32Snapshot ()**

Takes a snapshot of the specified processes, as well as the heaps, modules, and threads used by these processes.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms682489%28v=vs.85%29.aspx>

##### **Parameters**

- **dwFlags** (*DWORD*) – The portions of the system to be included in the snapshot.
- **th32ProcessID** (*DWORD*) – The process identifier of the process to be included in the snapshot. This parameter can be zero to indicate the current process. This parameter is used when the TH32CS\_SNAPHEAPLIST, TH32CS\_SNAPMODULE, TH32CS\_SNAPMODULE32, or TH32CS\_SNAPALL value is specified. Otherwise, it is ignored and all processes are included in the snapshot.

**Return type** ctypes.c\_ulong

#### **Module32First ()**

Retrieves information about the first module associated with a process.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684218%28v=vs.85%29.aspx>

##### **Parameters**

- **hSnapshot** (*HANDLE*) – A handle to the snapshot returned from a previous call to the CreateToolhelp32Snapshot function.
- **lpme** (*LPMODULEENTRY32*) – A pointer to a MODULEENTRY32 structure.

**Return type** ctypes.c\_long

#### **Module32Next ()**

Retrieves information about the next module associated with a process or thread.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684221%28v=vs.85%29.aspx>

##### **Parameters**

- **hSnapshot** (*HANDLE*) – A handle to the snapshot returned from a previous call to the CreateToolhelp32Snapshot function.
- **lpme** (*LPMODULEENTRY32*) – A pointer to a MODULEENTRY32 structure.

**Return type** ctypes.c\_long

#### **Process32First ()**

Retrieves information about the first process encountered in a system snapshot.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684834%28v=vs.85%29.aspx>

##### **Parameters**



- **hSnapshot** (*HANDLE*) – A handle to the snapshot returned from a previous call to the `CreateToolhelp32Snapshot` function.
- **lppe** (*LPPROCESSENTRY32*) – A pointer to a `PROCESSENTRY32` structure. It contains process information such as the name of the executable file, the process identifier, and the process identifier of the parent process.

**Return type** `ctypes.c_long`

#### **Process32Next** ()

Retrieves information about the next process recorded in a system snapshot.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684836%28v=vs.85%29.aspx>

##### **Parameters**

- **hSnapshot** (*HANDLE*) – A handle to the snapshot returned from a previous call to the `CreateToolhelp32Snapshot` function.
- **lppe** (*LPPROCESSENTRY32*) – A pointer to a `PROCESSENTRY32` structure.

**Return type** `ctypes.c_long`

#### **Thread32First** ()

Retrieves information about the first thread of any process encountered in a system snapshot.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms686728%28v=vs.85%29.aspx>

##### **Parameters**

- **hSnapshot** (*HANDLE*) – A handle to the snapshot returned from a previous call to the `CreateToolhelp32Snapshot` function.
- **lppte** (*LPTHREADENTRY32*) – A pointer to a `THREADENTRY32` structure.

**Return type** `ctypes.c_long`

#### **Thread32Next** ()

Retrieves information about the next thread of any process encountered in the system memory snapshot.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms686731%28v=vs.85%29.aspx>

##### **Parameters**

- **hSnapshot** (*HANDLE*) – A handle to the snapshot returned from a previous call to the `CreateToolhelp32Snapshot` function.
- **lppte** (*LPTHREADENTRY32*) – A pointer to a `THREADENTRY32` structure.

**Return type** `ctypes.c_long`

#### **OpenThread** ()

Opens an existing thread object.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684335%28v=vs.85%29.aspx>

##### **Parameters**

- **dwDesiredAccess** (*DWORD*) – The access to the thread object. This access right is checked against the security descriptor for the thread. This parameter can be one or more of the thread access rights.
- **bInheritHandle** (*BOOL*) – If this value is `TRUE`, processes created by this process will inherit the handle. Otherwise, the processes do not inherit this handle.
- **dwThreadId** (*DWORD*) – The identifier of the thread to be opened.

**Return type** ctypes.c\_ulong

**SuspendThread ()**

Suspends the specified thread.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms686345%28v=vs.85%29.aspx>

**Parameters** **hThread** (*HANDLE*) – A handle to the thread that is to be suspended.

**Return type** ctypes.c\_ulong

**ResumeThread ()**

Decrements a thread's suspend count. When the suspend count is decremented to zero, the execution of the thread is resumed.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms685086%28v=vs.85%29.aspx>

**Parameters** **hThread** (*HANDLE*) – A handle to the thread that is to be suspended.

**Return type** ctypes.c\_ulong

**GetThreadContext ()**

Retrieves the context of the specified thread.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms679362%28v=vs.85%29.aspx>

**Parameters**

- **hThread** (*HANDLE*) – A handle to the thread whose context is to be retrieved. The handle must have `THREAD_GET_CONTEXT` access to the thread.
- **lpContext** (*LPCONTEXT*) – A pointer to a `CONTEXT` structure that receives the appropriate context of the specified thread.

**Return type** ctypes.c\_ulong

**SetThreadContext ()**

Sets the context for the specified thread.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms680632%28v=vs.85%29.aspx>

**Parameters**

- **hThread** (*HANDLE*) – A handle to the thread whose context is to be set. The handle must have the `THREAD_SET_CONTEXT` access right to the thread.
- **lpContext** (*CONTEXT*) – A pointer to a `CONTEXT` structure that contains the context to be set in the specified thread.

**Return type** ctypes.c\_ulong

**VirtualFreeEx ()**

Releases, decommits, or releases and decommits a region of memory within the virtual address space of a specified process.

<https://msdn.microsoft.com/en-us/library/windows/desktop/aa366894%28v=vs.85%29.aspx>

**Parameters**

- **hProcess** (*HANDLE*) – A handle to a process. The function frees memory within the virtual address space of the process.
- **lpAddress** (*LPVOID*) – A pointer to the starting address of the region of memory to be freed.
- **dwSize** (*SIZE\_T*) – The size of the region of memory to free, in bytes.

- **dwFreeType** (*DWORD*) – The type of free operation.

**Return type** ctypes.c\_long

## 2.2.2 Structure

Placeholder for windows structures and constants.

**class ModuleEntry32** (*ctypes.Structure*)

Describes an entry from a list of the modules belonging to the specified process.

<https://msdn.microsoft.com/en-us/library/windows/desktop/ms684225%28v=vs.85%29.aspx>

```
_fields_ = [
    ( 'dwSize' , ctypes.c_ulong ) ,
    ( 'th32ModuleID' , ctypes.c_ulong ) ,
    ( 'th32ProcessID' , ctypes.c_ulong ) ,
    ( 'GblcntUsage' , ctypes.c_ulong ) ,
    ( 'ProccntUsage' , ctypes.c_ulong ) ,
    ( 'modBaseAddr' , ctypes.POINTER(ctypes.c_byte)) ,
    ( 'modBaseSize' , ctypes.c_ulong ) ,
    ( 'hModule' , ctypes.c_ulong ) ,
    ( 'szModule' , ctypes.c_char * 256 ) ,
    ( 'szExePath' , ctypes.c_char * 260 )
]
```

**class ProcessEntry32** (*ctypes.Structure*)

Describes an entry from a list of the processes residing in the system address space when a snapshot was taken.

[https://msdn.microsoft.com/en-us/library/windows/desktop/ms684839\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms684839(v=vs.85).aspx)

```
_fields_ = [
    ( 'dwSize' , ctypes.c_ulong ) ,
    ( 'cntUsage' , ctypes.c_ulong ) ,
    ( 'th32ProcessID' , ctypes.c_ulong ) ,
    ( 'th32DefaultHeapID' , ctypes.POINTER(ctypes.c_ulong) ) ,
    ( 'th32ModuleID' , ctypes.c_ulong ) ,
    ( 'cntThreads' , ctypes.c_ulong ) ,
    ( 'th32ParentProcessID' , ctypes.c_ulong ) ,
    ( 'pcPriClassBase' , ctypes.c_long ) ,
    ( 'dwFlags' , ctypes.c_ulong ) ,
    ( 'szExeFile' , ctypes.c_char * 260 )
]
```

**szExeFile**

**Returns** The szExeFile as a decoded utf-8 string

**Return type** string

**class ThreadEntry32** (*ctypes.Structure*)

Describes an entry from a list of the threads executing in the system when a snapshot was taken.

[https://msdn.microsoft.com/en-us/library/windows/desktop/ms686735\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms686735(v=vs.85).aspx)

```
_fields_ = [
    ( 'dwSize' , ctypes.c_ulong ) ,
    ( "cntUsage" , ctypes.c_ulong ) ,
    ( "th32ThreadID" , ctypes.c_ulong ) ,
```

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```
( "th32OwnerProcessID", ctypes.c_ulong),
( "tpBasePri", ctypes.c_ulong),
( "tpDeltaPri", ctypes.c_ulong),
( "dwFlags", ctypes.c_ulong)
]
```

## **PROCESS(object) :**

Process manipulation flags

**PROCESS\_CREATE\_PROCESS = 0x0080**

Required to create a process.

**PROCESS\_CREATE\_THREAD = 0x0002**

Required to create a thread.

**PROCESS\_DUP\_HANDLE = 0x0040**

Required to duplicate a handle using DuplicateHandle.

**PROCESS\_QUERY\_INFORMATION = 0x0400**

Required to retrieve certain information about a process, such as its token, exit code, and priority class (see OpenProcessToken).

**PROCESS\_QUERY\_LIMITED\_INFORMATION = 0x1000**

Required to retrieve certain information about a process (see GetExitCodeProcess, GetPriorityClass, IsProcessInJob, QueryFullProcessImageName).

**PROCESS\_SET\_INFORMATION = 0x0200**

Required to set certain information about a process, such as its priority class (see SetPriorityClass).

**PROCESS\_SET\_QUOTA = 0x0100**

Required to set memory limits using SetProcessWorkingSetSize.

**PROCESS\_SUSPEND\_RESUME = 0x0800**

Required to suspend or resume a process.

**PROCESS\_TERMINATE = 0x0001**

Required to terminate a process using TerminateProcess.

**PROCESS\_VM\_OPERATION = 0x0008**

Required to perform an operation on the address space of a process (see VirtualProtectEx and WriteProcessMemory).

**PROCESS\_VM\_READ = 0x0010**

Required to read memory in a process using ReadProcessMemory.

**PROCESS\_VM\_WRITE = 0x0020**

Required to write to memory in a process using WriteProcessMemory.

**SYNCHRONIZE = 0x00100000**

Required to wait for the process to terminate using the wait functions.

**PROCESS\_ALL\_ACCESS = (0x000F0000 | 0x00100000 | 0xFFF)**

All possible access rights for a process object.

**DELETE = 0x00010000**

Required to delete the object.

**READ\_CONTROL = 0x00020000**

Required to read information in the security descriptor for the object, not including the information in the SACL. To read or write the SACL, you must request the ACCESS\_SYSTEM\_SECURITY access right. For more information, see SACL Access Right.

**WRITE\_DAC = 0x00040000**

Required to modify the DACL in the security descriptor for the object.

**WRITE\_OWNER = 0x00080000**

Required to change the owner in the security descriptor for the object.

**class MemoryAllocation** (*object*)

The type of memory allocation <https://msdn.microsoft.com/en-us/library/windows/desktop/aa366890%28v=vs.85%29.aspx>

**MEM\_COMMIT = 0x00001000**

Allocates memory charges (from the overall size of memory and the paging files on disk) for the specified reserved memory pages. The function also guarantees that when the caller later initially accesses the memory, the contents will be zero. Actual physical pages are not allocated unless/until the virtual addresses are actually accessed.

**MEM\_RESERVE = 0x00002000**

Reserves a range of the process's virtual address space without allocating any actual physical storage in memory or in the paging file on disk.

**MEM\_RESET = 0x00080000**

Indicates that data in the memory range specified by lpAddress and dwSize is no longer of interest. The pages should not be read from or written to the paging file. However, the memory block will be used again later, so it should not be decommitted. This value cannot be used with any other value.

**MEM\_RESET\_UNDO = 0x1000000**

MEM\_RESET\_UNDO should only be called on an address range to which MEM\_RESET was successfully applied earlier. It indicates that the data in the specified memory range specified by lpAddress and dwSize is of interest to the caller and attempts to reverse the effects of MEM\_RESET. If the function succeeds, that means all data in the specified address range is intact. If the function fails, at least some of the data in the address range has been replaced with zeroes.

**MEM\_LARGE\_PAGES = 0x20000000**

Allocates memory using large page support.

**MEM\_PHYSICAL = 0x00400000**

Reserves an address range that can be used to map Address Windowing Extensions (AWE) pages.

**MEM\_TOP\_DOWN = 0x00100000**

Allocates memory at the highest possible address. This can be slower than regular allocations, especially when there are many allocations.

**MEM\_DECOMMIT = 0x4000**

Decommits the specified region of committed pages. After the operation, the pages are in the reserved state.

**MEM\_RELEASE = 0x8000**

Releases the specified region of pages. After this operation, the pages are in the free state.

**class MemoryProtection** (*object*)

The following are the memory-protection options; you must specify one of the following values when allocating or protecting a page in memory

[https://msdn.microsoft.com/en-us/library/windows/desktop/aa366786\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/aa366786(v=vs.85).aspx)

**PAGE\_EXECUTE = 0x10**

Enables execute access to the committed region of pages. An attempt to write to the committed region results in an access violation.

**PAGE\_EXECUTE\_READ = 0x20**

Enables execute or read-only access to the committed region of pages. An attempt to write to the committed

region results in an access violation.

**PAGE\_EXECUTE\_READWRITE = 0x40**

Enables execute, read-only, or read/write access to the committed region of pages.

**PAGE\_EXECUTE\_WRITECOPY = 0x80**

Enables execute, read-only, or copy-on-write access to a mapped view of a file mapping object. An attempt to write to a committed copy-on-write page results in a private copy of the page being made for the process. The private page is marked as PAGE\_EXECUTE\_READWRITE, and the change is written to the new page.

**PAGE\_NOACCESS = 0x01**

Disables all access to the committed region of pages. An attempt to read from, write to, or execute the committed region results in an access violation.

**PAGE\_READONLY = 0x02**

Enables read-only access to the committed region of pages. An attempt to write to the committed region results in an access violation. If Data Execution Prevention is enabled, an attempt to execute code in the committed region results in an access violation.

**PAGE\_READWRITE = 0x04**

Enables read-only or read/write access to the committed region of pages. If Data Execution Prevention is enabled, attempting to execute code in the committed region results in an access violation.

**PAGE\_WRITECOPY = 0x08**

Enables read-only or copy-on-write access to a mapped view of a file mapping object. An attempt to write to a committed copy-on-write page results in a private copy of the page being made for the process. The private page is marked as PAGE\_READWRITE, and the change is written to the new page. If Data Execution Prevention is enabled, attempting to execute code in the committed region results in an access violation.

**PAGE\_GUARD = 0x100**

Pages in the region become guard pages. Any attempt to access a guard page causes the system to raise a STATUS\_GUARD\_PAGE\_VIOLATION exception and turn off the guard page status. Guard pages thus act as a one-time access alarm. For more information, see Creating Guard Pages.

**PAGE\_NOCACHE = 0x200**

Sets all pages to be non-cachable. Applications should not use this attribute except when explicitly required for a device. Using the interlocked functions with memory that is mapped with SEC\_NOCACHE can result in an EXCEPTION\_ILLEGAL\_INSTRUCTION exception.

**PAGE\_WRITECOMBINE = 0x400**

Sets all pages to be write-combined. Applications should not use this attribute except when explicitly required for a device. Using the interlocked functions with memory that is mapped as write-combined can result in an EXCEPTION\_ILLEGAL\_INSTRUCTION exception.

**SIZE\_OF\_80387\_REGISTERS = 80**

**class FLOATING\_SAVE\_AREA** (*ctypes.Structure*)

Undocumented ctypes.Structure used for ThreadContext.

```
_fields_ = [
    ('ControlWord', ctypes.c_uint),
    ('StatusWord', ctypes.c_uint),
    ('TagWord', ctypes.c_uint),
    ('ErrorOffset', ctypes.c_uint),
    ('ErrorSelector', ctypes.c_uint),
    ('DataOffset', ctypes.c_uint),
    ('DataSelector', ctypes.c_uint),
    ('RegisterArea', ctypes.c_byte * SIZE_OF_80387_REGISTERS),
```

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```

    ('Cr0NpxState', ctypes.c_uint)
]

```

**MAXIMUM\_SUPPORTED\_EXTENSION = 512**

**class ThreadContext** (*ctypes.Structure*)

Represents a thread context

```

_fields_ = [
    ('ContextFlags', ctypes.c_uint),
    ('Dr0', ctypes.c_uint),
    ('Dr1', ctypes.c_uint),
    ('Dr2', ctypes.c_uint),
    ('Dr3', ctypes.c_uint),
    ('Dr6', ctypes.c_uint),
    ('Dr7', ctypes.c_uint),
    ('FloatSave', FLOATING_SAVE_AREA),
    ('SegGs', ctypes.c_uint),
    ('SegFs', ctypes.c_uint),
    ('SegEs', ctypes.c_uint),
    ('SegDs', ctypes.c_uint),
    ('Edi', ctypes.c_uint),
    ('Esi', ctypes.c_uint),
    ('Ebx', ctypes.c_uint),
    ('Edx', ctypes.c_uint),
    ('Ecx', ctypes.c_uint),
    ('Eax', ctypes.c_uint),
    ('Ebp', ctypes.c_uint),
    ('Eip', ctypes.c_uint),
    ('SegCs', ctypes.c_uint),
    ('EFlags', ctypes.c_uint),
    ('Esp', ctypes.c_uint),
    ('SegSs', ctypes.c_uint),
    ('ExtendedRegisters', ctypes.c_byte * MAXIMUM_SUPPORTED_EXTENSION)
]

```





Legal information, changelog are here for the interested.

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Version 3, 29 June 2007

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## Symbols

`__init__()` (Pymem method), 5

## A

`allocate()` (Pymem method), 6

`allocate_memory()` (built-in function), 13

`assemble()` (Pymem method), 7

## B

`base_address()` (built-in function), 23

## C

`close_handle()` (built-in function), 24

`close_main_thread()` (Pymem method), 7

`close_process()` (Pymem method), 6

`CloseHandle()` (built-in function), 26

`CouldNotOpenProcess`, 13

`CreateToolhelp32Snapshot()` (built-in function), 28

## D

`DebugActiveProcess()` (built-in function), 27

## F

`FLOATING_SAVE_AREA` (built-in class), 34

`free()` (Pymem method), 6

`free_memory()` (built-in function), 13

## G

`GetCurrentProcess()` (built-in function), 26

`GetLastError()` (built-in function), 26

`GetThreadContext()` (built-in function), 30

## L

`list_process_modules()` (built-in function), 25

`list_process_thread()` (built-in function), 25

`list_processes()` (built-in function), 24

## M

`MemoryAllocation` (built-in class), 33

`MemoryProtection` (built-in class), 33

`MemoryReadError`, 13

`MemoryWriteError`, 13

`Module32First()` (built-in function), 28

`Module32Next()` (built-in function), 28

`module_from_name()` (built-in function), 25

`ModuleEntry32` (built-in class), 31

## O

`open()` (built-in function), 24

`open_main_thread()` (built-in function), 24

`open_main_thread()` (Pymem method), 6

`open_process_from_id()` (Pymem method), 6

`open_process_from_name()` (Pymem method), 5

`open_thread()` (built-in function), 24

`OpenProcess()` (built-in function), 25

`OpenThread()` (built-in function), 29

## P

`Process32First()` (built-in function), 28

`Process32Next()` (built-in function), 29

`process_base_address` (Pymem attribute), 6

`process_from_id()` (built-in function), 25

`process_from_name()` (built-in function), 24

`ProcessEntry32` (built-in class), 31

`ProcessError`, 13

`ProcessNotFound`, 13

`Pymem` (built-in class), 5

`PymemError`, 13

`PymemMemoryError`, 13

## R

`read_bytes()` (built-in function), 14

`read_bytes()` (Pymem method), 7

`read_char()` (built-in function), 14

`read_char()` (Pymem method), 7

`read_double()` (built-in function), 18

`read_double()` (Pymem method), 9

`read_float()` (built-in function), 16

`read_float()` (Pymem method), 8  
`read_int()` (built-in function), 15  
`read_int()` (Pymem method), 8  
`read_long()` (built-in function), 16  
`read_long()` (Pymem method), 9  
`read_longlong()` (built-in function), 17  
`read_longlong()` (Pymem method), 9  
`read_short()` (built-in function), 15  
`read_short()` (Pymem method), 8  
`read_string()` (built-in function), 18  
`read_string()` (Pymem method), 10  
`read_uchar()` (built-in function), 14  
`read_uchar()` (Pymem method), 7  
`read_uint()` (built-in function), 16  
`read_uint()` (Pymem method), 8  
`read_ulong()` (built-in function), 17  
`read_ulong()` (Pymem method), 9  
`read_ulonglong()` (built-in function), 17  
`read_ulonglong()` (Pymem method), 9  
`read_ushort()` (built-in function), 15  
`read_ushort()` (Pymem method), 8  
`ReadProcessMemory()` (built-in function), 26  
`ResumeThread()` (built-in function), 30

## S

`set_debug_privilege()` (Pymem method), 5  
`SetThreadContext()` (built-in function), 30  
`SuspendThread()` (built-in function), 30  
`szExeFile` (ProcessEntry32 attribute), 31

## T

`TerminateProcess()` (built-in function), 26  
`Thread32First()` (built-in function), 29  
`Thread32Next()` (built-in function), 29  
`ThreadContext` (built-in class), 35  
`ThreadEntry32` (built-in class), 31

## V

`VirtualAllocEx()` (built-in function), 27  
`VirtualFreeEx()` (built-in function), 30  
`VirtualProtectEx()` (built-in function), 27

## W

`WinAPIError`, 13  
`write_bytes()` (built-in function), 18  
`write_char()` (built-in function), 19  
`write_char()` (Pymem method), 12  
`write_double()` (built-in function), 23  
`write_double()` (Pymem method), 12  
`write_float()` (built-in function), 21  
`write_float()` (Pymem method), 11  
`write_int()` (built-in function), 20  
`write_int()` (Pymem method), 10

`write_long()` (built-in function), 21  
`write_long()` (Pymem method), 11  
`write_longlong()` (built-in function), 22  
`write_longlong()` (Pymem method), 11  
`write_short()` (built-in function), 19  
`write_short()` (Pymem method), 10  
`write_string()` (built-in function), 23  
`write_string()` (Pymem method), 12  
`write_uint()` (built-in function), 20  
`write_uint()` (Pymem method), 10  
`write_ulong()` (built-in function), 21  
`write_ulong()` (Pymem method), 11  
`write_ulonglong()` (built-in function), 22  
`write_ulonglong()` (Pymem method), 12  
`write_ushort()` (built-in function), 20  
`write_ushort()` (Pymem method), 11  
`WriteProcessMemory()` (built-in function), 27