Why does the Windows debugger engine show a bunch of hex digits after one of the DLL names?

devblogs.microsoft.com/oldnewthing/20220131-00

January 31, 2022



You're using the Windows debugger engine, say ntsd or windbg, and some DLLs come with hex digits after their names. What's up with that?

```
contoso_7ffe7d0e0000!GetWidgetName:
```

00007ffe`7d0e2f50	488bc4	mov	rax,rsp
00007ffe`7d0e2f53	48895808	mov	qword ptr [rax+8],rbx
00007ffe`7d0e2f57	48896810	mov	qword ptr [rax+10h],rbp
00007ffe`7d0e2f5b	48897018	mov	qword ptr [rax+18h],rsi
00007ffe`7d0e2f5f	48897820	mov	qword ptr [rax+20h],rdi
00007ffe`7d0e2f63	4156	push	r14
00007ffe`7d0e2f65	4883ec20	sub	rsp,20h
00007ffe`7d0e2f69	33db	xor	ebx,ebx

If you look more closely, you'll see the reason:

```
0:001> lm
start
                                       module name
                  end
00007ff6`a3b30000 00007ff6`a3c70000
                                       contoso
                                                   (deferred)
00007ffe`75730000 00007ffe`759cb000
                                       COMCTL32
                                                  (deferred)
00007ffe`7d0e0000 00007ffe`7d0fa000
                                       contoso_7ffe7d0e0000
                                                               (deferred)
00007ffe`96110000 00007ffe`962b0000
                                       USER32
                                                  (deferred)
00007ffe`962b0000 00007ffe`9636d000
                                       KERNEL32
                                                  (deferred)
00007ffe`96380000 00007ffe`966d6000
                                       combase
                                                  (deferred)
. . .
```

There are two modules named **contoso** loaded into the same program. The first one gets its name the normal way, since it got there first. The second one sees that its name is already taken, so it generates a unique name by appending the module's base address.

This name conflict can occur because you have two DLLs with the same name but in different directories. Or it could be a conflict between two modules with the same base name but different extensions. (Sometimes, the debugger disambiguates by appending the extension. I'm not quite sure what the algorithm is.)

Bonus chatter: How did I know this? Did I read the debugger source code? Nope, I just figured it out by direct observation. "Why would the debugger have to add a bunch of extra information to the module name? Maybe because the module name isn't unique." It's like asking, "When Bob goes to some classes, people call him 'Bob S.' instead of just Bob. But the other students still go by just their first names." One thing you might guess is, "Maybe there are two students named Bob in those classes."

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