

# Why doesn't the MachO Patcher find any symbols in macOS 11 (Kernel Collections)?

Beitrag von „hyux1“ vom 7. August 2024, 17:38

Someone is helping with the development, but there are problems. No symbols are found. I don't know what exactly he changed.

Can anyone say something about this?

I think it's this part of the code that causes it to fail. At least according to the log, but he didn't tell me.

Code

```
1. if (MachOInfo->Is64Bit) {
2.
3. struct nlist_64 *nlist64 = NULL;
4.
5. nlist64 = PTR_OFFSET(MachOInfo->LinkEditAddress, (symtabCommand->symoff -
MachOInfo->LinkEditOffset) + MachOInfo->RelocBase, struct nlist_64 *);
6.
7. // Iterate the x86_64 Symbol List
8.
9. while (symbolIndex < symtabCommand->nsyms) {
10.
11. MachOUpdateSymbol (MachOInfo,
12. symbolString + nlist64->n_un.n_strx,
13. (UINT32)nlist64->n_value);
14.
15. symbolIndex++;
16. nlist64++;
17.
18. }
19.
20. } else {
21.
22. struct nlist *nlist = PTR_OFFSET(MachOInfo->LinkEditAddress, (symtabCommand-
>symoff - MachOInfo->LinkEditOffset) + MachOInfo->RelocBase, struct nlist *);
23.
24. // Iterate the i386 Symbol List
25.
```

```
26. while (symbolIndex < symtabCommand->nsyms) {
27.
28. MachOUpdateSymbol (MachOInfo,
29. symbolString + nlist->n_un.n_strx,
30. nlist->n_value);
31.
32. symbolIndex++;
33. nlist++;
34.
35. }
36.
37. }
```

Alles anzeigen