Assignment 3 Report

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Summary

The goal in this assignment was to reverse engineer executable programs and extract key information and disable specified portions of their code. The software used was x96dbg (x64 & x32dbg) which is an open source version of OllyDbg. They both look and perform very similarly.

Process

The debugging process was performed inside of a VMware virtual machine. The machine was configured, and a snapshot was created in case of a malware infection.

For each executable I looked at hard coded strings to get a sense of where in the code certain printouts occurred. This was done by right clicking on the disassembled code and selecting Search For -> All Modules -> String References.

Before doing any modifications to the code it is nice to also see what kinds of functions were loaded and used by the process. Here we use the feature found by right clicking on the disassembled code and pressing Search For -> All Modules -> Intermodular Calls. The output tables can be found in the root directory submitted with this report. The log files are called "function_calls_crackme1.txt" and "function_calls_crackme2.txt" for the function calls and "string_references_crackme1.txt" and "string_references_crackme2.txt" for string references.

Analysis

crackme1.exe

After looking at the function calls of *crackme1* it appears that the application uses scanf and printf functions and does not load any graphical functions. It may very well be a console application which asks for input and has outputs displayed as a response. When we looked at the strings inside of *crackme1* we found that it contains strings such as:

```
2 0016101F push crackmel.1620D8 "Please enter the passkey: "
3 0016102B push crackmel.1620F4 "%s"
4 00161039 mov ecx, crackmel.1620F8 "ericroolz"
5 0016106B push crackmel.162104 "Password Correct! Thanks for purchasing our product\n"
6 00161072 push crackmel.1620F8 "ericroolz"
7 00161077 push crackmel.16213C "Ready to login with: %s\n"
8 00161083 push crackmel.162158 "Sorry, wrong password. Please purchase license!"
9 00161796 push crackmel.1610A5 ";\r"
```

We will follow the string which says, "Password Correct!" and see what comparison instruction causes this code to execute.

Here is a portion of the code which will perform the authentication:

```
ine crackme1.161094

bush esi
nov esi,dword ptr ds:[<&printf>]

bush crackme1.1620D8

call esi
                                                                                                                                                                                                                          1620D8: "Please enter the passkey: "
                                                                        push crackme1.162008
call esi
lea eax,dword ptr ss:[esp+8]
push eax
push crackme1.1620F4
call dword ptr ds:[cscs-st]
add esp,c
mov ecx,crackme1.1620F8
lea eax,dword ptr ss:[esp+4]
mov dl,byte ptr ds:[eax]
cmp dl,byte ptr ds:[eax]
lea crackme1.16105E
mov dl,byte ptr ds:[ex]
le crackme1.16105E
mov dl,byte ptr ds:[ex]
le crackme1.16105E
mov dl,byte ptr ds:[ex+1]
cmp dl,byte ptr ds:[ecx+1]
lime prackme1.16105E
add eax;
FFD6
8D4424 08
50
68 <u>F4201600</u>
FF15 <u>A8201600</u>
83C4 0C
 B9 <u>F8201600</u>
8D4424 04
                                                                                                                                                                                                                           1620F8:"ericroolz"
[esp+4]:"LdrpInitializeProcess"
8A10

3A11

75 1A

84D2

74 12

8A50 01

3A51 01

75 0E

83C0 02

84D2

75 E4

33C0

EB 05

1BC0

83D8 FF
                                                                           ine crackmel.161062
add eax,2
test dl,dl
jne crackmel.161042
xor eax,eax
jmp crackmel.161067
sbb eax,eax
sbb eax,fFFFFFFF
test eav eav
                                                                            sbb eax,FFFFFFF
test eax,eax
inc crackme1.161083
push crackme1.162104
Call esi
push crackme1.162078
push crackme1.162130
Call esi
add esp,c
push crackme1.161080
push crackme1.162158
85C0
75 18
68 <u>04211600</u>
FFD6
                                                                                                                                                                                                                          162104:"Password Correct! Thanks for purchasing our product\n"
 68 <u>F8201600</u>
68 <u>3C211600</u>
FFD6
                                                                                                                                                                                                                          1620F8: "ericroolz"
16213C: "Ready to login with: %s\n"
83C4 0C
EB 0A
68 58211600
FFD6
                                                                                                                                                                                                                          162158: "Sorry, wrong password. Please purchase license!"
                                                                            call esi
add esp,4
call dword ptr ds:[<&_getch>]
pop esi
mov ecx,dword ptr ss:[esp+64]
xor eax,eax
FFD6
83C4 04
FF15 A0201600
5E
884C24 64
33CC
33C0
```

At address 00161030 scanf is called with the parameter "%s" meaning that a string is being read from stdin into eax.

Some code starting at 0016141B does not allow the debugger to step through. We could disable it but it is not required for this assignment.

```
0016141B
                     FF15 00201600
                                              call dword ptr ds:[<&IsDebuggerPresent>]
                     A3 88301600
6A 01
                                              mov dword ptr ds:[163088],eax
   ۰
      00161421
     00161426
                                              push 1
   ٠
                     E8 41040000
                                              call <JMP.&_crt_debugger_hook>
     00161428
   ۰
     0016142D
                     59
                                              pop ecx
                                              push 0
                     6A 00
     0016142E
     00161430
                     FF15 <u>14201600</u>
68 <u>D0201600</u>
                                              call dword ptr ds:[<&SetUnhandledExcept</pre>
     00161436
                                              push crackme1.1620D0
                                              call dword ptr ds:[<&UnhandledException
cmp dword ptr ds:[163088],0</pre>
                     FF15 <u>18201600</u>
833D <u>88301600</u> 00
     0016143B
     00161441
     00161448
                     75 08
                                                  crackme1.161452
     0016144A .
- •
                     6A 01
                                              push 1
                                                                                             sub_16144A
     0016144C
                     E8 1D040000
                                              call <JMP.&_crt_debugger_hook>
     00161451
                     59
                                              pop ecx
     00161452
                     68 090400C0
                                              push C0000409
 ->•
                     FF15 1C201600
     00161457
                                              call dword ptr ds:[<&GetCurrentProcess>
      0016145D
                     50
                                              call dword ptr ds:[<&TerminateProcess>]
      0016145E
                     FF15 20201600
```

Unsuccessful Authentication:

At 00161044 the input string is compared to a string literal "ericroolz". If the two strings are not equal the code jumps to 00161062 where the code proceeds to jump to 00161083. At this point the failed code pushes the string "Sorry, wrong password." Onto the stack and calls the address of the printf command to print it.

Successful Authentication:

At 00161046 the comparison determines that the two strings are equal. It tests if the dI register is equal to itself. If they are equal then it jumps to 0016105E where the eax register is cleared and we jump to 00161067. Since eax was cleared it will be equal to itself and therefore it will not jump. At 0016106B the success string is pushed onto the stack and later printf is called to display it along with the password used.

Patch:

To patch the code, we simply have to replace the JNE instruction at address 00161046 with the instruction "JMP 0016106B" which is the address at which the successful login starts. After applying the patch, we now have a new executable

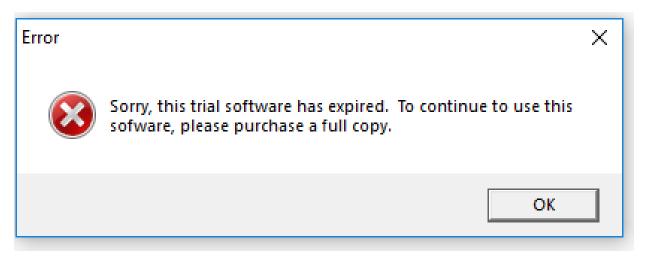


Windows PowerShell

```
PS C:\Users\Tester\Desktop\ass3> .\Crackme1_patched.exe
Please enter the passkey: wrongpassword
Password Correct! Thanks for purchasing our product
Ready to login with: ericroolz
```

crackme2.exe

After looking at the function calls of crackme2 it appears that the application uses a graphical interface as evidenced by the existence of functions such as CreateWindowExW and RegisterClassExW which are core win32 GUI functions. When we run the program, we get this message:



It says that the program has expired, and we can see in the function tables that the program does in fact use many functions which check the current system time:

```
Address Disassembly

01042579 (call dword ptr ds: (addetSystemTimeAsFileTime)

44816075 (call dword ptr ds: (addetSystemTimeFolystemTime)

44816075 (call dword ptr ds: (addetSystemTimeFolystemTi
```

With this information we will now analyze where in the code to see where the string we see in the message box is loaded.

Here we see the strings from the process:

```
Address Disassenby

On 10101014 plant racknet 104FD2C

DI0410149 plant racknet 104FD2C

DI041049 plant racknet 104FD2C

"Sorry, this trial software has expired. To continue to use this software, please purchase a full copy."

"Sorry, this trial software has expired. To continue to use this software, please purchase a full copy."
```

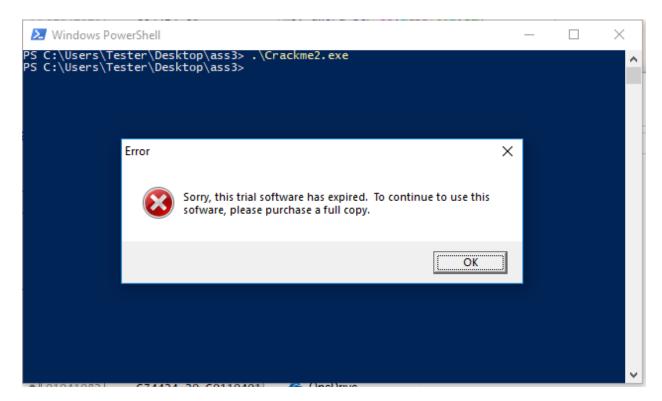
If we follow the string we can see that it is only used right at the top of the executable:

Here we can see that the process calls the win32 function GetLocalTime at address 01041024.

This program appears to not be using a password but instead checking and comparing against a date hardcoded at address 0104102F. This is evidenced by 0x7DE being equal to 2014 in decimal.

Unsuccessful Authentication:

We simply execute the code. It checks the date and because our current date is > 2014 we will get the error message.



Successful Authentication:

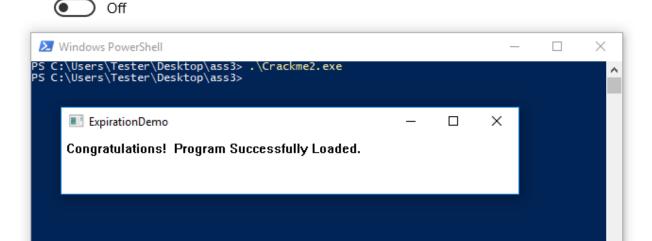
Since with the patch we will be modifying the code and the successful authentication requires a less drastic way of getting in we will try to change the current date on our PC.

Date & time

Date and time

2:15 PM, Sunday, October 27, 2013

Set time automatically

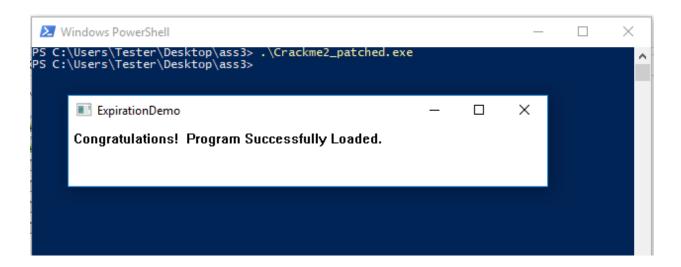


And this works! The code is simple so fooling it by changing the date is trivial.

Patch:

Since the instruction at 01041037 is checking if AX is below or equal to 2014 we can change the JBE to "JMP 01041066" which will skip all of the code which checks for tampering and or prints error messages.

The output upon running said patched executable is:



Conclusion

I learned a lot about some of the simpler ways in which developers may try to stop a developer from debugging software. The first program was made to shut down if the presence of a debugger was detected. That could be disabled via a patch, but it didn't interfere with my analysis, so I kept it. The second piece of code checked against a date which was interesting, but it also used the device's date which can be modified and should not be trusted.

This was a valuable experience in reverse engineering software with a tool like OllyDbg.