

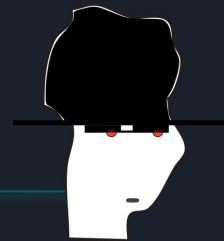
# Protecciones contra Explotación2

—  
Seguridad Ofensiva

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OLAPIC - FAMAF - IUA

# x86: Buffer Overflow (ej1)

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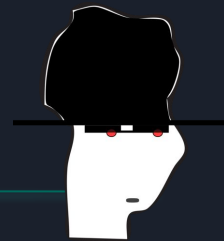
```
int main() {  
    int cookie;  
    char buf[80];
```

```
    → gets(buf); //Lee hasta el primer ...
```

```
    if (cookie == 0x41424344)  
        printf("Ganaste!\n");
```

```
}
```

# x86: Protecciones



Los sistemas operativos (kernel) y compiladores tienen distintos mecanismos para minimizar el impacto y reducir las posibles vulnerabilidades de corrupción de memoria:

- ~~DEP~~ / ~~NX~~
- ASLR
- Stack Canaries

```
joe@zoidberg:~/Seg/Rev/bof$ ~/Soft/checksec.sh/checksec --file=01-challenge
```

RELRO	STACK CANARY	NX	PIE	RPATH	RUNPATH	Symbols	FORTIFY	Fortified
Partial RELRO	No canary found	NX disabled	No PIE	No RPATH	No RUNPATH	65) Symbols	No	0

# x86: ASLR



## ADDRESS SPACE LAYOUT RANDOMIZATION

Protección para asegurar que los rangos de direcciones de memoria importantes son random en cada ejecución.

Objetivo: Mitigar ataques de/a memoria que dependen de direcciones fijas en el stack, .text, heap, libc, etc.

# x86: ASLR



## ADDRESS SPACE LAYOUT RANDOMIZATION

```
joe@zoidberg:~/Seg/Rev/bof$ cat /proc/sys/kernel/randomize_va_space  
2
```

- 0: NO ASLR
- 1: Conservative Randomization
- 2: Full Randomization

# x86: ASLR



```
joe@zoidberg:~/Seg/Rev/bof$ cat /proc/sys/kernel/randomize_va_space
2
joe@zoidberg:~/Seg/Rev/bof$ ldd ./01-challenge
linux-gate.so.1 (0xf7fb3000)
libc.so.6 => /lib/i386-linux-gnu/libc.so.6 (0xf7d9c000)
/lib/ld-linux.so.2 (0xf7fb4000)
joe@zoidberg:~/Seg/Rev/bof$ ldd ./01-challenge
linux-gate.so.1 (0xf7fcf000)
libc.so.6 => /lib/i386-linux-gnu/libc.so.6 (0xf7db8000)
/lib/ld-linux.so.2 (0xf7fd0000)
```

# x86: ASLR



```
joe@zoidberg:~/Seg/Rev/bof$ echo 0 | sudo tee /proc/sys/kernel/randomize_va_space
```

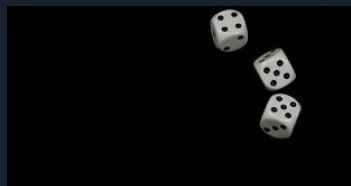
```
0
```

```
joe@zoidberg:~/Seg/Rev/bof$ ldd 01-challenge
linux-gate.so.1 (0xf7fd3000)
libc.so.6 => /lib/i386-linux-gnu/libc.so.6 (0xf7dbc000)
/lib/ld-linux.so.2 (0xf7fd4000)
```

```
joe@zoidberg:~/Seg/Rev/bof$ ldd 01-challenge
linux-gate.so.1 (0xf7fd3000)
libc.so.6 => /lib/i386-linux-gnu/libc.so.6 (0xf7dbc000)
/lib/ld-linux.so.2 (0xf7fd4000)
```

```
joe@zoidberg:~/Seg/Rev/bof$ ldd 01-challenge
linux-gate.so.1 (0xf7fd3000)
libc.so.6 => /lib/i386-linux-gnu/libc.so.6 (0xf7dbc000)
/lib/ld-linux.so.2 (0xf7fd4000)
```

# x86: ASLR



```
joe@zoidberg:~/Seg/Rev/bof$ cat /proc/self/maps
557b08357000-557b08359000 r--p 00000000 fe:02 2753679
557b08359000-557b0835e000 r-xp 00002000 fe:02 2753679
557b0835e000-557b08360000 r--p 00007000 fe:02 2753679
557b08361000-557b08362000 r--p 00009000 fe:02 2753679
557b08362000-557b08363000 rw-p 0000a000 fe:02 2753679
557b08aa3000-557b08ac4000 rw-p 00000000 00:00 0
7f75c18bc000-7f75c18de000 rw-p 00000000 00:00 0
```

```
/usr/bin/cat
/usr/bin/cat
/usr/bin/cat
/usr/bin/cat
/usr/bin/cat
[heap]
```

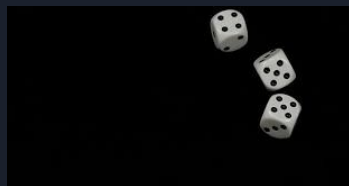
...

```
7f75c109c000-7f75c109d000 r--p 00000000 fe:02 2752715
7f75c109d000-7f75c109e000 r-xp 00001000 fe:02 2752715
7f75c109e000-7f75c109f000 r--p 00001f00 fe:02 2752715
7f75c109f000-7f75c10a0000 r--p 00000000 fe:02 3584017
7f75c10a0000-7f75c10a1000 r--p 00027000 fe:02 2752715
7f75c10a1000-7f75c10a2000 rw-p 00028000 fe:02 2752715
7f75c10a2000-7f75c10a3000 rw-p 00000000 00:00 0
7f75c10a3000-7f75c10a4000 rw-p 00000000 00:00 0
7f75c10a4000-7f75c10a5000 r--p 00000000 00:00 0
7f75c10a5000-7f75c10a6000 r-xp 00000000 00:00 0
```

```
/usr/lib/x86_64-linux-gnu/ld-2.30.so
/usr/lib/x86_64-linux-gnu/ld-2.30.so
/usr/lib/x86_64-linux-gnu/ld-2.30.so
/usr/lib/locale/en_US.utf8/LC_IDENTIFI
/usr/lib/x86_64-linux-gnu/ld-2.30.so
/usr/lib/x86_64-linux-gnu/ld-2.30.so
[stack]
[vvar]
[vdso]
```



# x86: ASLR



```
joe@zoidberg:~$ ps -aux | grep 01-chall
joe      134710  0.0  0.0  2416   612 pts/5    S+   12:10   0:00 ./01-challenge
joe      134731  0.0  0.0  6148   960 pts/1    R+   12:11   0:00 grep 01-chall
```

```
joe@zoidberg:~$ cat /proc/134710/maps
08048000-0804b000 r-xp 00000000 fe:03 22283659 /home/joe/Seg/Rev/bof/01-challenge
0804b000-0804c000 r-xp 00002000 fe:03 22283659 /home/joe/Seg/Rev/bof/01-challenge
0804c000-0804d000 rwxp 00003000 fe:03 22283659 /home/joe/Seg/Rev/bof/01-challenge
08c5d000-08c7f000 rwxp 00000000 00:00 0 [heap]
f7d36000-f7f14000 r-xp 00000000 fe:02 2755830 /usr/lib/i386-linux-gnu/libc-2.30.so
f7f14000-f7f16000 r-xp 001dd000 fe:02 2755830 /usr/lib/i386-linux-gnu/libc-2.30.so
f7f16000-f7f18000 rwxp 001df000 fe:02 2755830 /usr/lib/i386-linux-gnu/libc-2.30.so
f7f18000-f7f1a000 rwxp 00000000 00:00 0
f7f48000-f7f4a000 rwxp 00000000 00:00 0
f7f4a000-f7f4d000 r--p 00000000 00:00 0 [vvar]
f7f4d000-f7f4e000 r-xp 00000000 00:00 0 [vdso]
f7f4e000-f7f76000 r-xp 00000000 fe:02 2755805 /usr/lib/i386-linux-gnu/ld-2.30.so
f7f76000-f7f77000 r-xp 00027000 fe:02 2755805 /usr/lib/i386-linux-gnu/ld-2.30.so
f7f77000-f7f78000 rwxp 00028000 fe:02 2755805 /usr/lib/i386-linux-gnu/ld-2.30.so
ffaf6000-ffb17000 rwxp 00000000 00:00 0 [stack]
```

x86:

```
joe@zoidberg:~/Seg/Rev/bof/01-challenge$ readelf -S ~/Seg/Rev/bof/01-challenge
There are 29 section headers, starting at offset 0x3760:
```

Section Headers:

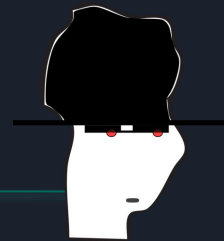
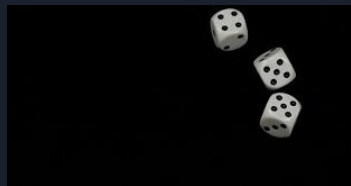
[Nr]	Name	Type	Addr	Off	Size	ES	Flg	Lk	Inf	Al
[ 0]		NULL	00000000	000000	000000	00		0	0	0
[ 1]	.interp	PROGBITS	08048194	000194	000013	00	A	0	0	1
[ 2]	.note.gnu.build-id	NOTE	080481a8	0001a8	000024	00	A	0	0	4
[ 3]	.note.ABI-tag	NOTE	080481cc	0001cc	000020	00	A	0	0	4
[ 4]	.gnu.hash	GNU_HASH	080481ec	0001ec	000020	04	A	5	0	4
[ 5]	.dynsym	DYNSYM	0804820c	00020c	000060	10	A	6	1	4
[ 6]	.dynstr	STRTAB	0804826c	00026c	00004f	00	A	0	0	1
[ 7]	.gnu.version	VERSYM	080482bc	0002bc	00000c	02	A	5	0	2
[ 8]	.gnu.version_r	VERNEED	080482c8	0002c8	000020	00	A	6	1	4
[ 9]	.rel.dyn	REL	080482e8	0002e8	000008	08	A	5	0	4
[10]	.rel.plt	REL	080482f0	0002f0	000018	08	R A I	5	22	4
[11]	.init	PROGBITS	08049000	001000	000020	00	E A X	0	0	4
[12]	.plt	PROGBITS	08049020	001020	000040	04	A D O	0	0	16
[13]	.text	PROGBITS	08049060	001060	0001c5	00	A N A	0	0	16
[14]	.fini	PROGBITS	08049228	001228	000014	00	A L Y	0	0	4
[15]	.rodata	PROGBITS	0804a000	002000	000011	00	A	0	0	4
[16]	.eh_frame_hdr	PROGBITS	0804a014	002014	000044	00	A	0	0	4
[17]	.eh_frame	PROGBITS	0804a058	002058	000118	00	A	0	0	4
[18]	.init_array	INIT_ARRAY	0804bf0c	002f0c	000004	04	W A	0	0	4
[19]	.fini_array	FINI_ARRAY	0804bf10	002f10	000004	04	W A	0	0	4
[20]	.dynamic	DYNAMIC	0804bf14	002f14	0000e8	08	W A	6	0	4
[21]	.got	PROGBITS	0804bffc	002ffc	000004	04	W A	0	0	4
[22]	.got.plt	PROGBITS	0804c000	003000	000018	04	W A	0	0	4
[23]	.data	PROGBITS	0804c018	003018	000008	00	R W A	0	0	4
[24]	.bss	NOBITS	0804c020	003020	000004	00	I W A	0	0	1
[25]	.comment	PROGBITS	00000000	003020	00001d	01	T M S	0	0	1
[26]	.symtab	SYMTAB	00000000	003040	000410	10	A B L	27	43	4
[27]	.strtab	STRTAB	00000000	003450	00020f	00	L	0	0	1
[28]	.shstrtab	STRTAB	00000000	00365f	000101	00	E	0	0	1

Key to Flags:

W (write), A (alloc), X (execute), M (merge), S (strings), I (info),  
L (link order), O (extra OS processing required), G (group), T (TLS),  
C (compressed), x (unknown), o (OS specific), E (exclude),



# x86: ASLR



## ADDRESS SPACE LAYOUT RANDOMIZATION

- 2004 (mayo) - OpenBSD 3.5 (mmap)
- 2005 (junio) - Linux Kernel 2.6.12 (stack, mmap)
- 2007 (enero) - Windows Vista (full)
- 2007 (octubre) - Mac OSX 10.5 Leopard (sys libraries)
- 2010 (octubre) - Windows Phone 7 (full)
- 2011 (marzo) - iPhone iOS 4.3 (full)
- 2011 (julio) - Mac OSX 10.7 Lion (full)

# x86: ASLR



## FUNDAMENTOS:

- Los segmentos de memoria no tienen que ser direcciones estáticas, sino que deben ser únicos para cada ejecución.
- Un buffer overflow podría servir para controlar EIP, lo cual no resulta un problema si un atacante no sabe a donde saltar para lograr.

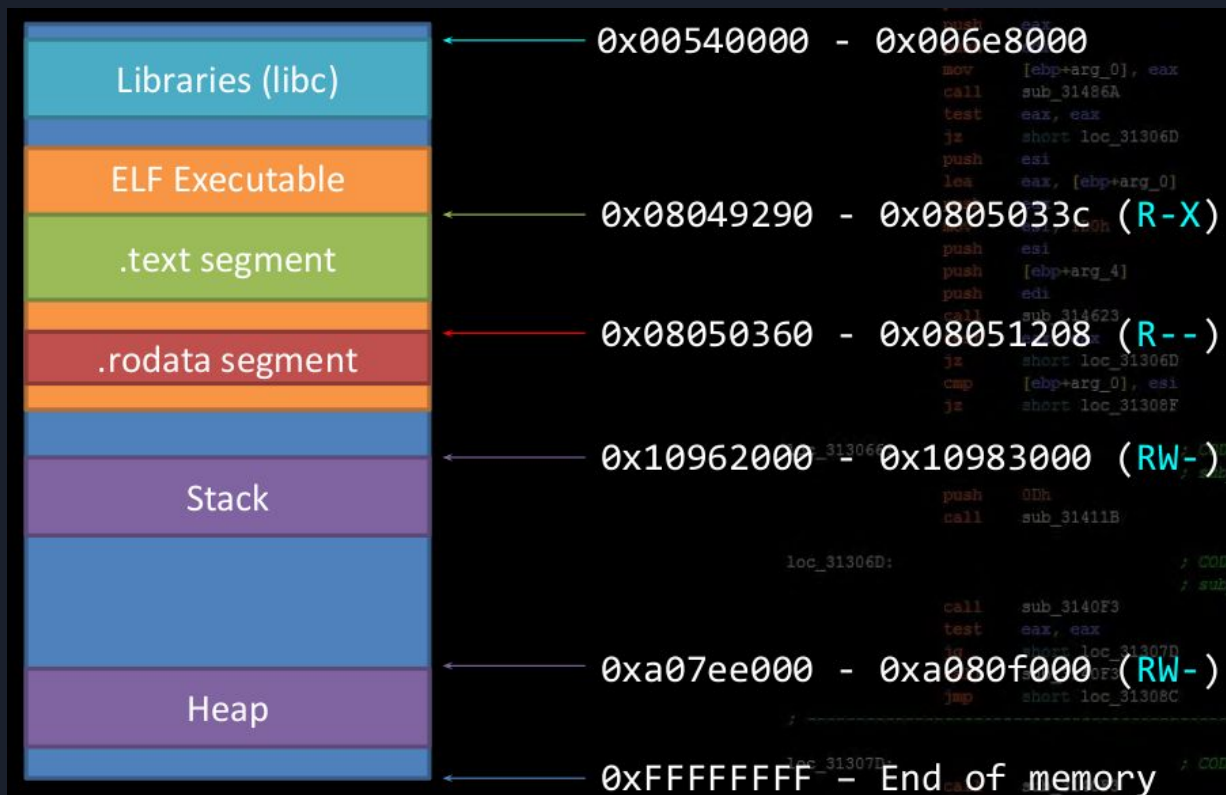
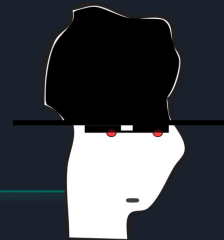
Se debe trabajar sin asumir dónde hay algo en la memoria.







# x86: ASLR on (corrida 2)



<https://github.com/RPISEC/MBE>



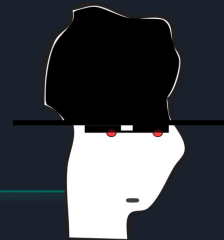
# x86: ASLR on



```
joe@zoidberg:~/Seg/Rev/bof$ echo 2 | sudo tee /proc/sys/kernel/randomize_va_space
2
joe@zoidberg:~/Seg/Rev/bof$ cat get_stack.c
int
main(int argc, char*argv[], char*envp[]){
    int local;
    printf ("STACK@ %p\n", (void*) &local + 4*2);
}
joe@zoidberg:~/Seg/Rev/bof$ ./get_stack
STACK@ 0xffd41b0c
joe@zoidberg:~/Seg/Rev/bof$ ./get_stack
STACK@ 0xffc3173c
```



# x86: ASLR on



```
joe@zoidberg:~/Seg/Rev/bof$ objdump -Intel -d 01-challenge |grep -A16 '<main>:'
```

```
08049172: <main>:
8049172: 55          push    ebp
8049173: 89 e5       mov     ebp,esp
8049175: 83 ec 54    sub     esp,0x54
8049178: c7 45 fc 00 00 00 00 mov     DWORD PTR [ebp-0x4],0x0
804917f: 8d 45 ac    lea     eax,[ebp-0x54]
8049182: 50         push    eax
8049183: e8 a8 fe ff ff call    8049030 <gets@plt>
8049188: 83 c4 04    add     esp,0x4
804918b: 81 7d fc 44 43 42 41 cmp     DWORD PTR [ebp-0x4],0x41424344
8049192: 75 0d       jne     80491a1 <main+0x2f>
8049194: 68 08 a0 04 08 push    0x804a008
8049199: e8 a2 fe ff ff call    8049040 <puts@plt>
804919e: 83 c4 04    add     esp,0x4
80491a1: b8 00 00 00 00 mov     eax,0x0
80491a6: c9         leave
80491a7: c3         ret
```

# x86: ASLR on => no todo rand

---



```
joe@zoidberg:~/Seg/Rev/bof$ python -c "print 'A'*80+'
BBBB'+ 'CCCC'+ '\x94\x91\x04\x08'" | ./01-challenge
YOU WIN!
```

Segmentation fault

```
joe@zoidberg:~/Seg/Rev/bof$ python -c "print 'A'*80+'
BBBB'+ 'CCCC'+ '\x94\x91\x04\x08'" | ./01-challenge
YOU WIN!
```

Segmentation fault

```
joe@zoidberg:~/Seg/Rev/bof$ python -c "print 'A'*80+'
BBBB'+ 'CCCC'+ '\x94\x91\x04\x08'" | ./01-challenge
YOU WIN!
```

Segmentation fault

# x86: ASLR no tan random linux

---



Según como haya sido compilado podría haber partes no randomizadas:

```
.text / .plt / .init / .fini    - (R-X)
.got / .got.plt / .data / .bss - (RW-)
.rodata                        (R--)
```

---

Entonces podrían encontrarse gadgets de todas maneras y aplicar ROP.

# x86: PIE / PIC

---



POSITION INDEPENDENT EXECUTABLE / CODE

**Feature de compilación** que permite que el código se direcciona relativamente.

Es decir cambie su base de direccionamiento en cada ejecución.

Toda biblioteca compartida moderna **DEBERÍA** ser compilada con esta opción.

# x86: PIE / PIC

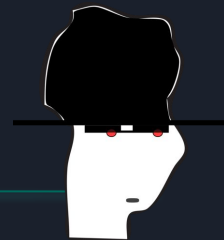


```
joe@zoidberg:~/Seg/Rev/bof$ ~/Soft/checksec.sh/checksec --file=01-challenge
RELRO          STACK CANARY      NX            PIE            RPATH          RUNPATH
Fortified      Fortifiable        FILE
Partial RELRO  No canary found    NX disabled   No PIE          No RPATH       No RUNPATH
1 01-challenge
```

```
joe@zoidberg:~/Seg/Rev/bof$ gcc -o 01-challenge 01-challenge.c
01-challenge.c: In function 'main':
01-challenge.c:11:5: warning: implicit declaration of function 'gets';
on-declaration]
 11 |     gets(buf);
    |     ^~~~
    |     fgets
```

```
joe@zoidberg:~/Seg/Rev/bof$ ~/Soft/checksec.sh/checksec --file=01-challenge
RELRO          STACK CANARY      NX            PIE            RPATH          F
Fortified      Fortifiable        FILE
Partial RELRO  No canary found    NX enabled    PIE enabled     No RPATH       M
```

# x86: PIE / PIC



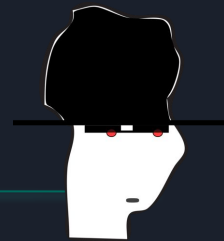
000011a9 <main>:

11a9:	8d 4c 24 04	lea	ecx,[esp+0x4]
11ad:	83 e4 f0	and	esp,0xfffffffff0
11b0:	ff 71 fc	push	DWORD PTR [ecx-0x4]
11b3:	55	push	ebp
11b4:	89 e5	mov	ebp,esp
11b6:	51	push	ecx
11b7:	83 ec 64	sub	esp,0x64
11ba:	c7 45 f4 00 00 00 00	mov	DWORD PTR [ebp-0xc],0x0
11c1:	83 ec 0c	sub	esp,0xc
11c4:	8d 45 a4	lea	eax,[ebp-0x5c]
11c7:	50	push	eax
11c8:	e8 fc ff ff ff	call	11c9 <main+0x20>
11cd:	83 c4 10	add	esp,0x10
11d0:	81 7d f4 44 43 42 41	cmp	DWORD PTR [ebp-0xc],0x41424344
11d7:	75 10	jne	11e0 <main+0x40>



# x86: Bypass ASLR?

---



Toda biblioteca compartida moderna DEBERÍA ser compilada con esta opción.

Asumiendo el control de **EIP**:

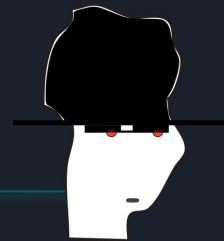
Desconocemos las direcciones de "todo".

Opciones?

- 
- Information disclosure (leak)
  - Partial Overwrite + crash state
  - Partial Overwrite + bruteforce

# x86: Leak

---



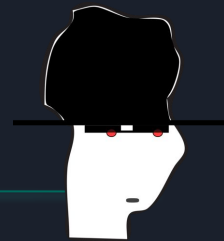
Toda biblioteca compartida moderna DEBERÍA ser compilada con esta opción.

Se trata de extraer información significativa del programa protegido, como por ejemplo una dirección de memoria de interés.

Si se puede filtrar cualquier tipo de puntero al código durante el ataque, es probable que se pueda derrotar a ASLR



# x86: 1 puntero?



Runtime Memory! ... or the North Pacific Ocean

The ocean is so vast and empty, but once you get a pointer to Hawaii...

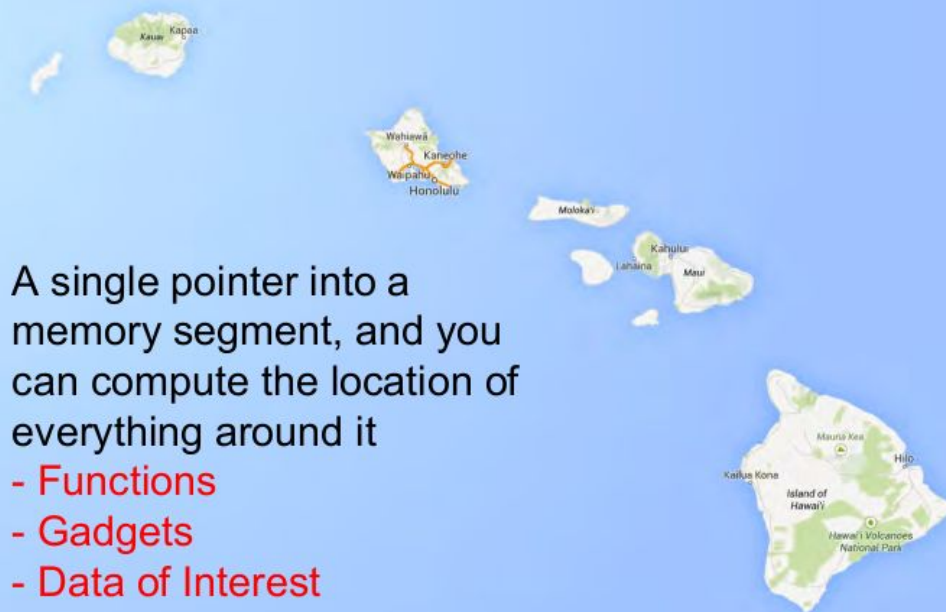


executable code!

# x86: 1 puntero?



## Everything becomes relative



A single pointer into a memory segment, and you can compute the location of everything around it

- Functions
- Gadgets
- Data of Interest

## By Example:

- ```

push    edi
mov     [ebp+arg_0], eax
call    sub_31486A
test    eax, eax
jz      short loc_31306D
lea     esi, [ebp+arg_0]
push    eax
mov     esi, 1D0h
push    esi
push    [ebp+arg_4]
call    sub_314623
test    eax, eax
jz      short loc_31306D
cmp     [ebp+arg_0], esi
jz      short loc_31306F

```

Why is **system()** from **printf()**?  
5 away from **printf()**

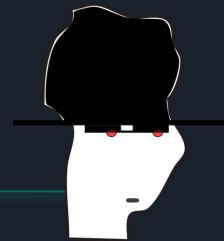
therefore `system()` is at @ `0xb7e65190`  
(`0xb7e65190-0xd0f0`)

```

call    sub_3140F3
test    eax, eax
0xb7e65190-0xd0f0)
        loc_31307D:
        sub_3140F3
        jmp     short loc_31308F
loc_31307D:

```

# x86: Partial Overwrite



Si no se tiene un leak de memoria, pero se puede sobrecribir parcialmente una direccion:

0xb756b132

0xb758e132

0xb75e5132

0xb754d132

0xb75cf132

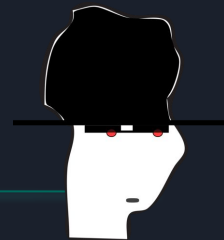
100% exploit reliability

6.25% exploit reliability

0.024% exploit reliability

```
cmp     [ebp+arg_0], esi
; call sub_3140F3
loc_313066:
; call sub_3140F3
; push 0Dh
call    sub_31411B
; call sub_3140F3
loc_31306B:
; call sub_3140F3
; test eax, eax
; jg     short loc_31307D
; jle    short loc_3140F3
; jmp    short loc_31308C
```

# x86: Resumiendo



- Buscar leaks de información interesante.
- Analizar el contexto:
  - que hay en los registros ?
  - que hay en la pila ?
- Profundizar el análisis.

Hacer y leer research:

<https://cybersecurity.upv.es/attacks/offset2lib/offset2lib-paper.pdf>



# x86: Resumiendo2

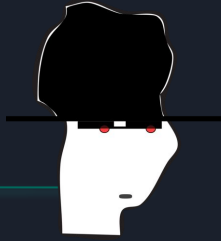
---



- Al igual que otras tecnologías de mitigación, ASLR es una solución "táctica" que solo dificulta las cosas
  - Las vulnerabilidades y exploits se vuelven más complejas y precisas
- 
- DEP y ASLR son los dos pilares principales de las tecnologías modernas de mitigación de exploits y normalmente necesitan más de 1 bug.

# x86: Stack protections

---



- Canaries | Stack guards | Cookies

Son una protección que requiere opciones de compilación y por parte del sistema operativo un chequeo de datos.

— Durante la ejecución se incorporan valores aleatorios (canaries) en cada "stack frame"

Se verifica la integridad antes de ejecutar RET

# x86: Canary

---

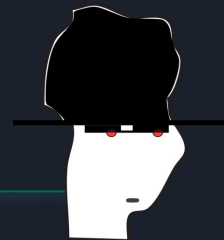


- Número aleatorio
  - Se pushea a la pila después de ciertos disparadores: ej. una llamada a funcion
  - Se popea de la pila luego de que es verificado.
-





# x86: Canary

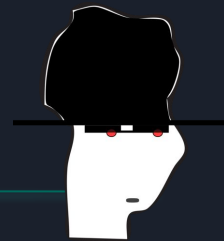


```
11c3:    55                push    ebp
11c4:    89 e5            mov     ebp,esp
11c6:    51              push    ecx
11c7:    83 ec 74        sub     esp,0x74
11ca:    89 c8            mov     eax,ecx
11cc:    8b 40 04        mov     eax,DWORD PTR [eax+0x4]
11cf:    89 45 94        mov     DWORD PTR [ebp-0x6c],eax
11d2:    65 a1 14 00 00 00 mov     eax,gs:0x14
11d8:    89 45 f4        mov     DWORD PTR [ebp-0xc],eax
11db:    31 c0            xor     eax,eax
```

```
joe@zoidberg:~/Seg/Rev/bof$ ./01-challenge
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
** stack smashing detected **: <unknown> terminated
Aborted
```

# x86: Inconvenientes

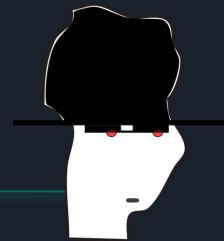
---



- Sobrecarga
  - Solo protegen contra Desbordes en la pila
  - Podrían llegar a leakearse:
    - Format String
    - Otro
-

# x86: Tipos

---



- Terminator Canaries (canary = CR, LF, 00, -1)
- Randomized Canaries (using /dev/random)
- Single XOR Canaries (xored return address)
- First Canary (1998)  
    Hardcoded 0xDEADBEEF

```
-fstack-protector-all  
-fstack-protector
```

- + char array of 8 bytes or more declared on the stack
- + --param=ssp-buffer-size=N

# x86: Bypass canaries (random)

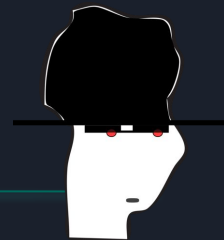
---



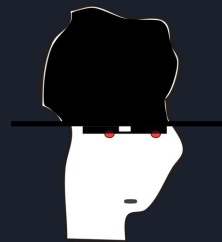
Sobreescribir:

- usando bruteforce (asumiendo mismo canary)
- predecir (buscando debilidades en los PRG)
- sobreescribir datos no protegidos
- leyendo de la pila el valor correcto  
(format string)

# x86: Hoy en /usr/bin



|               |                                       |            |             |
|---------------|---------------------------------------|------------|-------------|
| Partial RELRO | No canary found                       | NX enabled | No PIE      |
| 16            | /usr/bin/x86_64-linux-gnu-gcov-dump-8 |            |             |
| RELRO         | STACK CANARY                          | NX         | PIE         |
| Fortified     | Fortifiable                           | FILE       |             |
| No RELRO      | No canary found                       | NX enabled | No PIE      |
| 11            | /usr/bin/skipfish                     |            |             |
| RELRO         | STACK CANARY                          | NX         | PIE         |
| Fortified     | Fortifiable                           | FILE       |             |
| Full RELRO    | Canary found                          | NX enabled | PIE enabled |
| 16            | /usr/bin/nbackup                      |            |             |
| RELRO         | STACK CANARY                          | NX         | PIE         |
| Fortified     | Fortifiable                           | FILE       |             |
| Partial RELRO | Canary found                          | NX enabled | PIE enabled |
| 2             | /usr/bin/kpsewhich                    |            |             |
| RELRO         | STACK CANARY                          | NX         | PIE         |
| Fortified     | Fortifiable                           | FILE       |             |
| No RELRO      | No canary found                       | NX enabled | No PIE      |
| 2             | /usr/bin/rtpflood                     |            |             |
| RELRO         | STACK CANARY                          | NX         | PIE         |



“Preventing the introduction of malicious code is not enough to prevent the execution of malicious computations”

-Dino Dai Zovi

```
push    esi
lea     eax, [ebp+arg_0]
push    eax
mov     esi, 1Dh
push    esi
push    edi
call    sub_314673
jmp     short loc_31306F
cmp     [ebp+arg_0], esi
jz      short loc_31308F
loc_31306F:
push    0Dh
call    sub_31411B
loc_313074:
call    sub_3140F3
test    eax, eax
jg      short loc_31307D
call    sub_3140F3
jmp     short loc_31308C
; CODE XREF: sub_312FD8
; sub_312FD8+51
; CODE XREF: sub_312FD8
; sub_312FD8+49
```