LAB 17: Using Kernel Debugging Commands with WinDbg

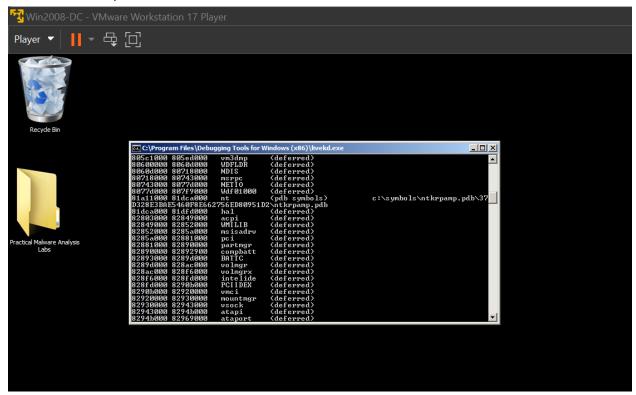
Listing Modules with lm

At the bottom of the Command window, in the command bar, execute this command: Im

A long list of loaded modules scrolls by. Scroll back to see the lm command you entered, and the first few loaded kernel modules, as shown below.

Scroll down to find the module named **nt**, as shown below. It's easy to spot because it'e one of the few modules that shows a Symbols path.

This is Ntoskrnl, the main kernel module.



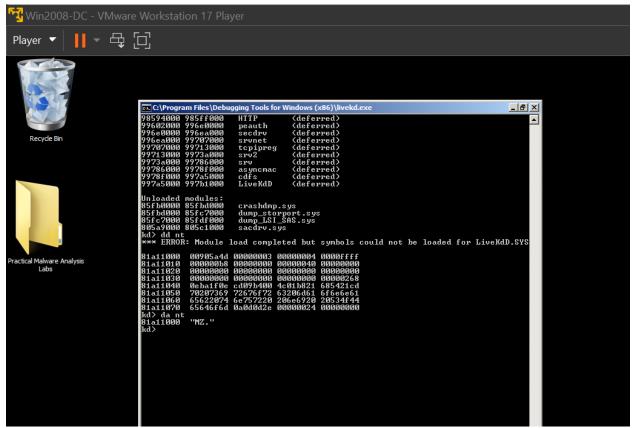
Viewing Memory

In WinDbg, execute this command: dd nt

You see the first several bytes of Ntoskrnl.exe, as shown below. This may be more familiar in ASCII.

In WinDbg, execute this command: da nt

You see the characters "MZ" -- they are at the start of every EXE file.



In WinDbg, execute this command: da nt+4c

You see the message "This program cannot be run in DOS mode", as shown below:

Searching for Functions

In WinDbg, execute this command: x nt!*

This finds all the functions in Ntoskrnl. There are a lot of them, as shown below:

```
🛰 C:\Program Files\Debugging Tools for Windows (x86)\livekd.e
```

In WinDbg, execute this command: x nt!*Create*

This finds all the functions in Ntoskrnl that contain the word "Create". There are a lot of them, too.

```
Sici83cc ntfPspCreateIhread = (no type information)

81b71104 ntfloCreateUnprotectedSymbolicLink = (no type information)

81c11eb9 ntfMiCreatePenOrleb = (no type information)

81c16b6 ntfMiCreatePenOrleb = (no type information)

81c18ca ntf0bCheckCreateObjectRecess = (no type information)

81c18dca ntf0bCheckCreateObjectRecess = (no type information)

81d07d6 ntfUfXCreateIransaction = (no type information)

81b87d4 ntfCmCreateRey = (no type information)

81b87d4 ntfCmCreateRey = (no type information)

81d61fbc ntfloCreateRootDirectories = (no type information)

81d661fbc ntfloCreateSymbolicLinkObject = (no type information)

81a62cf ntfXmCreateSymbolicLinkObject = (no type information)

81a65cf ntfXmCreateObject = (no type information)

81a65cf ntfIcCreateSymbolicLinkObject = (no type information)

81c7cdf2 ntfFstubCreateDirectoryObject = (no type information)

81c7cdf2 ntfIcCreateNortraCreateParameter = (no type information)

81c7cdf2 ntfIcCreateSymbolicLinkObject = (no type information)

81c69b6 ntfIcCreateRey = (no type information)

81c69b6 ntfBCreateRey = (no type information)

81c69c ntf
```

In WinDbg, execute this command: x nt!*CreateFile*

This finds all the functions in Ntoskrnl that contain the word "CreateFile". There are only about ten of those, including "nt!NtCreateFile", as shown below:

```
### STOCK STOCK AND CONTROLLED BY THE PROPERTY OF THE PROPERTY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  <no type information>
```

Unassembling a Function

In WinDbg, execute this command: u nt!NtCreateFile

This shows the first few bytes of the function, disassembled, as shown below:

```
blacks and matter please of the function, disassements and instrumentable of type information and instrumentable of type information and instruments are supposed in the function and supposed in the function and instruments are supposed in the fun
               kd>
```

nt!NtCreateFile+16

```
ecirybeoiceobjectnint
<no type information>
<no type information>
                                                                       mov
push
mov
push
xor
push
                                                                                              edi,edi
ebp
ebp,esp
                                                                                               ecx
                                                                                               eax,eax
                                                                                               eax
20h
                                                                        push
push
                                                                                              bh.bh
nt!ImCurrentTransaction (81c37ee8)
dword ptr [ebp+20h]
dword ptr [ebp+1Ch]
dword ptr [ebp+18h]
dword ptr [ebp+18h]
dword ptr [ebp+14h]
dword ptr [ebp+10h]
dword ptr [ebp+10h]
                                                                       sub
jne
push
push
push
                                                                        push
push
                                                                         push
```

Online Help

Close the Disassembly window. In WinDbg, execute this command: ?

You see the first page of the online help, as shown below:

```
push
                                                                                                                                                                   dword ptr [ebp+0Ch]
   Open debugger.chm for complete debugger documentation
B[C|D|E][(bps)] - clear/disable/enable breakpoint(s)
BL - list breakpoints
BA (access) (size) (addr) - set processor breakpoint
BP (address) - set soft breakpoint
DI type][(range)] - dump memory
DI [-n|y] [[mod!] name] [[-n|y]fields]
        [address] [-1 list] [-a[]|c|i|o|r[#]|v] - dump using type information
DU [(name)] - dump local variables
E[type] (address) [(values)] - enter memory values
G[H|N] [=(address) [(values)] - intermemory values
K (count) - stacktrace
KP (count) - stacktrace with source arguments
LM[k|lu|v] - list modules
LN (expr) - list nearest symbols
P [=(addr)] [(value)] - step over
Q - quit
 P [=<addr>] [<value>] — step over
Q — quit
R [[<reg> [= <expr>]]] — view or set registers
S[<opts>] <range> <values> — search memory
SX [<eid;in> [—c "Cmdi"] [—c2 "Cmd2"] [—h] <Exception;Event;*>] — event filter
T [=<address>] [<expr>] — trace into
U [<range>] — unassemble
version — show debuggee and debugger version
X [<*!module>!!<*!symbol> — view symbols
? <expr> — display expression
?? <expr> — display c++ expression
$< <filename> — take input from a command file
  Hit Enter.
```

Viewing Type Information for a Structure

In WinDbg, execute this command: dt nt!_DRIVER_OBJECT

This shows the first few lines of a driver object structure, which stores information about a kernel driver, as shown below. Notice the DriverStart pointer--this contains the location of the driver in memory.

```
iopl, of, df, if, tf, sf, zf, af, pf, #<16-bit protect-mode [seg:laddress), &<U86-mode [seg:laddress)
Open debugger.chm for complete debugger documentation
       dt nt!_DRIVER_OBJECT
                  Type
Size
DeviceObject
Flags
                                                                     _DEVICE_OBJECT
                                                         Ptr32 Void
Uint4B
                                                          int4B

tr32 Void

tr32 DRIVER_EXTENSION

UNICODE_STRING

Ptr32 _UNICODE_STRING

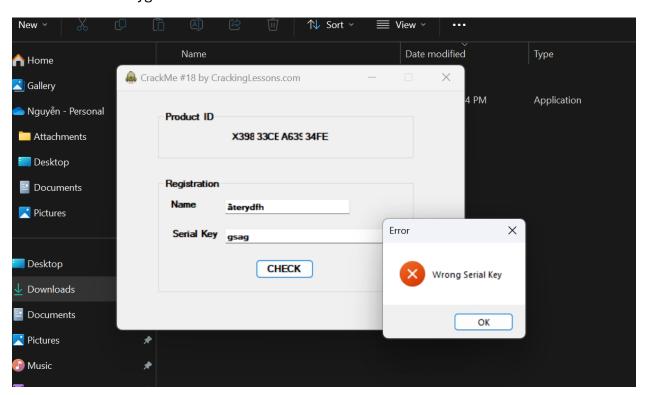
Ptr32 _FAST_IO_DISPATCH
```

....rd...\n.L

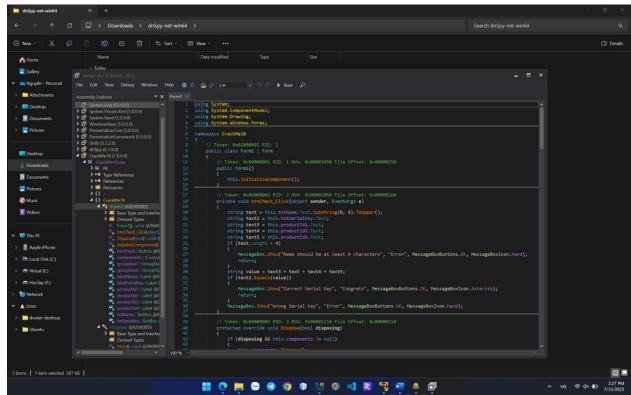
CRACK ME 18

There are 3 tasks:

- 1. Patch it to always succeed no matter what name and serial key you enter.
- 2. Do serial fishing to extract the serial key based on a given name of your choice.
- 3. Create a keygen



Because this program using .Net C#, so I using this dnSpy tool to debugging this file .exe

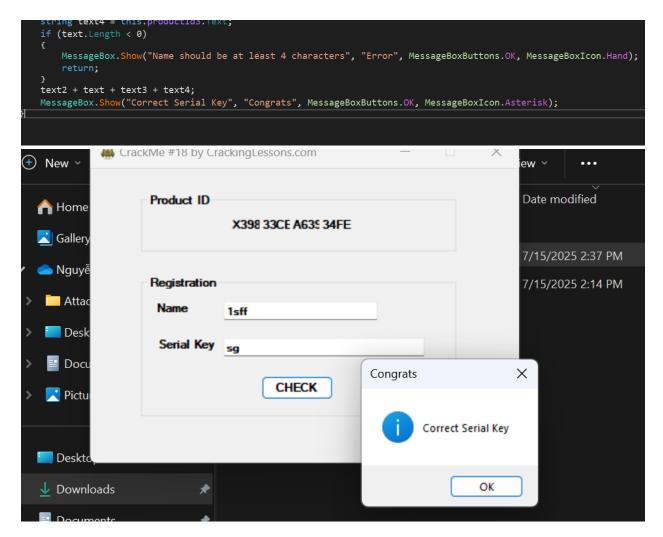


This is the code part of this check program

```
// Token: 0x06000002 RID: 2 RVA: 0x00002060 File Offset: 0x000000260
private void btnCheck_Click(object sender, EventArgs e)
{
    string text = this.txtName.Text.Substring(0, 4).ToUpper();
    string text2 = this.txtSerialKey.Text;
    string text3 = this.productId1.Text;
    string text4 = this.productId2.Text;
    string text5 = this.productId3.Text;
    if (text.Length < 4)
    {
        MessageBox.Show("Name should be at least 4 characters", "Error", MessageBoxButtons.OK, MessageBoxIcon.Hand);
        return;
    }
    string value = text3 + text + text4 + text5;
    if (text2.Equals(value))
    {
        MessageBox.Show("Correct Serial Key", "Congrats", MessageBoxButtons.OK, MessageBoxIcon.Asterisk);
        return;
    }
    MessageBox.Show("Wrong Serial Key", "Error", MessageBoxButtons.OK, MessageBoxIcon.Hand);
}</pre>
```

I change the text.Length < 0 and delete the IF block of Correct status with Incorrect satus like this and patch to check:

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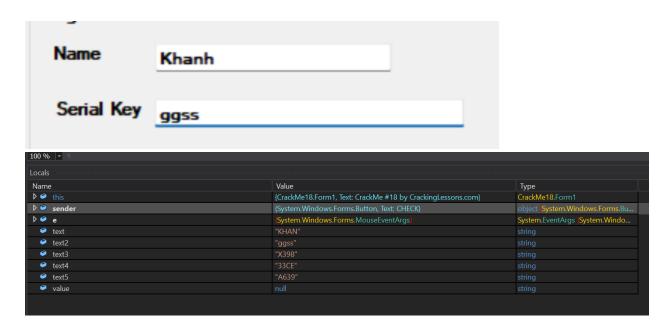
Done the mission 1.

Next to challenge 2: serial fishing

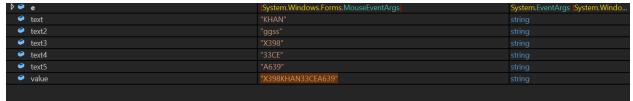
Add breakpoint to this line to view the change of String compare after this.

Run and see that:

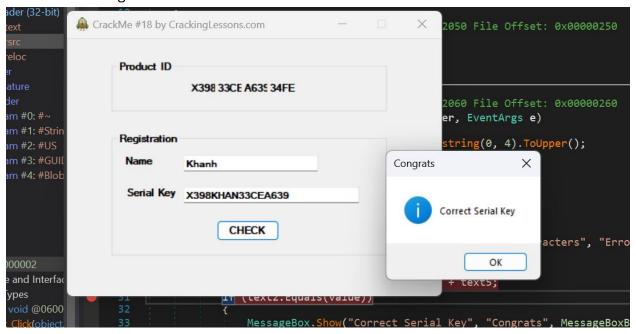
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Run to the IF compare to see the Value variable. This is the exact fishsing key we need:



That is the fishing code:



Next the final challenge:

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Create keygen means display keygen to the box, so i change the box to display keygen like this:

