



Trick-or-treat WinDbg: taming the Windows debugger

44con 2024 - Workshop

Today's goal

How to make the most of a debugger in a minimum amount of time





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Introduction to Windbg

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Tips to navigate Windbg

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The secret weapon: DrawMeATree

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Time for some trick-or-treat!

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Conclusion



@MathildeVenault

- > Security Researcher at CrowdStrike
- > Ex-volunteer firefighter
- > Like to share my work in blog posts & conferences (Black Hat USA, REcon, c0c0n ...)
- > Love baking!





Introduction to WinDbg



Why/when using a debugger

> Dynamic analysis:

- **Understand** a behavior (eg: malware analysis, crack me)
- **Identify** variables (eg: RE undocumented components)
- Change execution flow (eg: bypass evasion attempts)

> vs the static analysis that gives a “frozen view” and where you have limited interactions



Setting up a debugging session

The screenshot shows the WinDbg 1.2402.24001.0 application window. The 'Start debugging' menu is open, displaying various options. Three red arrows point from text annotations to specific menu items:

- Start a target binary** points to **Launch executable (advanced)** (Supports Time Travel Debugging).
- Attach to a running process** points to **Attach to process** (Supports Time Travel Debugging).
- Attach to a remote system (ie: VM)** points to **Attach to kernel**.

The right pane shows the configuration for the selected option, with fields for:

- Executable: [Browse...]
- Arguments: []
- Start directory: []
- Target architecture: Autodetect (dropdown)
- ☐ Debug child processes
- ☐ Record with [Time Travel Debugging](#)
- [Debug]



Interacting with Windbg

“Execute until breakpoint”

“Restart from the beginning of the execution”

“Pause execution here”

Main window

Interactive interface to enter commands

The screenshot shows the Windows Debugger (WinDbg) interface. The top menu bar includes File, Home, View, Breakpoint, Time Travel, Model, Scripting, Source, Memory, and Command. The 'Home' tab is active, showing various debugging actions like Step Out, Step Into, Step Over, Step Out Back, Step Into Back, Step Over Back, Restart, Stop Debugging, and Detach. The 'Command' window at the bottom is open, displaying a list of loaded modules (ModLoad) with their addresses and file paths. The command prompt at the bottom shows '0:000>'. Red arrows point to specific features: one to the 'Step Out' button with the text 'Execute until breakpoint', another to the 'Restart' button with 'Restart from the beginning of the execution', a third to the 'Break' button with 'Pause execution here', a fourth to the main window area with 'Main window', and a fifth to the command prompt with 'Interactive interface to enter commands'.

Address	File Path
ModLoad: 77310000 77400000	C:\Windows\SysWOW64\KERNEL32.DLL
ModLoad: 75e20000 7605a000	C:\Windows\SysWOW64\KERNELBASE.dll
ModLoad: 751a0000 75240000	C:\Windows\SysWOW64\apphelp.dll
ModLoad: 76d50000 77306000	C:\Windows\SysWOW64\SHELL32.dll
ModLoad: 73b00000 73b08000	C:\Windows\SysWOW64\VERSION.dll
ModLoad: 759e0000 75a5b000	C:\Windows\SysWOW64\msvc_p_win.dll
ModLoad: 760b0000 7616f000	C:\Windows\SysWOW64\msvcrt.dll
ModLoad: 76170000 76290000	C:\Windows\SysWOW64\ucrtbase.dll
ModLoad: 75510000 756ac000	C:\Windows\SysWOW64\USER32.dll
ModLoad: 76d30000 76d48000	C:\Windows\SysWOW64\win32u.dll
ModLoad: 76200000 762b4000	C:\Windows\SysWOW64\GDI32.dll



Setting the initial breakpoint

Command	Use
<code>bp XX</code>	Set a breakpoint at XX
<code>bp \$exentry</code>	Set a breakpoint at the entry point
<code>bl</code>	List breakpoints
<code>bc X bd X</code>	Clear disable breakpoint index X
<code>? module!func*</code>	Check if the address of a target function is “resolved”
<code>lm</code>	List Modules (shows loaded modules' info)



Executing through

Command	Use
k	Display the function call stack
p	Step over the next instruction
pc	Step until next call
pt	Step until next return
t	Step into the next instruction
g	Go: execute until a breakpoint/stop



Displaying variables

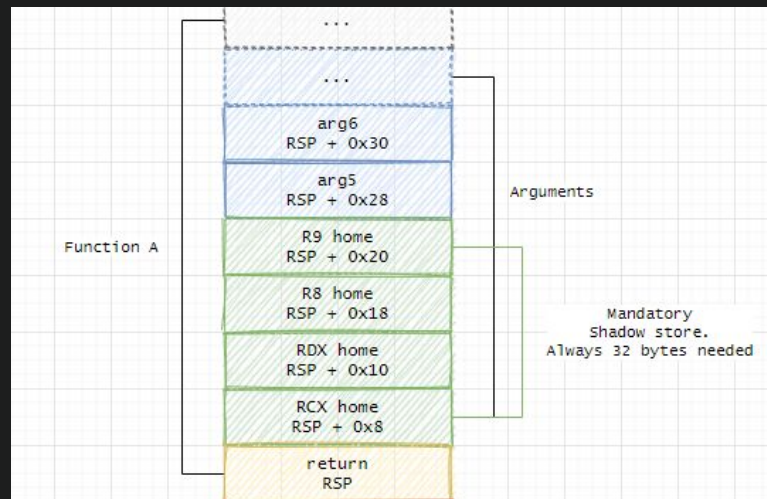
Command	Use
r	“Display registers”: shows content of major registers
? XX	“Show what X contains”
d (b w d q)	“Display byte ...qword X”: display X as bytes ...qword



X64 calling convention

> (really) long story short:

- Return value = `rax`
- 1st argument = `rcx`
- 2nd argument = `rdx`
- 3rd argument = `r8`
- 4th argument = `r9`
- 5th argument = `rsp + 0x28`
- 6th argument = `rsp + 0x28 + 4`
= `rsp + 0x30`



From www.ired.team



Miscellaneous

Command	Use
<code>.cls</code>	Clear screen
<code>.formats X</code>	Display x under different formats (hex, dec, ascii)
<code>.logopen C:\Path\.txt /.logclose</code>	Logs the debugging session into the file
<code>.childbdg 1</code>	Enable child process debugging





Tips to navigate WinDbg



Searching for symbols

> Search in symbols: `x mymodule!*`

```
0:000> x cmd!*main*
00007ff6`9476d4f8 cmd!main (void)
00007ff6`9477f760 cmd!__srt_common_main_seh (void)
00007ff6`94785450 cmd!`__srt_common_main_seh'::`1'::filt$0 (void)
00007ff6`9477f8f0 cmd!mainCRTStartup (mainCRTStartup)
00007ff6`947aca28 cmd!hMainThread = <no type information>
00007ff6`947b3020 cmd!MainEnv = <no type information>
```



Extensions

> Display the last error: `!gle (last error)`

```
0:000> !gle
```

```
LastErrorValue: (Win32) 0x490 (1168) - Element not found.
```

```
LastStatusValue: (NTSTATUS) 0xc000007c - An attempt was made to reference a token that doesn't exist.
```



Extensions

> Display structures: !handle, !sid, !process, !thread, !peb, etc...

```
0:000> !peb
PEB at 0000000f1c03f000
  InheritedAddressSpace: No
  ReadImageFileExecOptions: No
  BeingDebugged: Yes
  ImageBaseAddress: 00007ff7cca30000
  NtGlobalFlag: 70
  NtGlobalFlag2: 0
  Ldr: 00007ffb572b6440
  Ldr.Initialized: Yes
  Ldr.InInitializationOrderModuleList: 00000121a3a14010 . 00000121a3a14780
  Ldr.InLoadOrderModuleList: 00000121a3a141e0 . 00000121a3a17b10
  Ldr.InMemoryOrderModuleList: 00000121a3a141f0 . 00000121a3a17b20
      Base TimeStamp      Module
00007ff7cca30000 d557d400 Jun 03 19:48:32 2083 C:\Windows\system32\cmd.exe
00007ffb57130000 67ca8829 Mar 06 21:46:17 2025 C:\Windows\SYSTEM32\ntdll.dll
```



The next level: displaying variables

> Display a known structure: `dt dll!_structure`

```
0:000> db 000002b2`b3903720
000002b2`b3903720 36 00 38 00 00 00 00 00-30 3d 90 b3 b2 02 00 00 6.8.....0=.....
000002b2`b3903730 1e 00 20 00 00 00 00 00-68 3d 90 b3 b2 02 00 00 .. .....h=.....
000002b2`b3903740 00 00 02 00 00 00 00 00-88 3d 90 b3 b2 02 00 00 .....=.....
000002b2`b3903750 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
000002b2`b3903760 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
000002b2`b3903770 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
000002b2`b3903780 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
000002b2`b3903790 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 .....
0:000> dt nt!_UNICODE_STRING 000002b2`b3903720
ntdll!_UNICODE_STRING
"C:\Windows\System32\cmd.exe"
+0x000 Length          : 0x36
+0x002 MaximumLength   : 0x38
+0x008 Buffer           : 0x000002b2`b3903d30 "C:\Windows\System32\cmd.exe"
```



The next level: get an overview

> Trace execution: `wt (opt) -l <depth to filter>`

```
cmd!main:
00007ff7`1284d4f8 48895c2408      mov     qword ptr [rsp+8],rbx
0:000> wt -l 8
Tracing cmd!main to return address 00007ff7`1285f876
   14      0 [ 0] cmd!main
     3      0 [ 1]  KERNEL32!GetCurrentThreadId
   19      3 [ 0] cmd!main
     1      0 [ 1]  KERNEL32!OpenThreadStub
   19      0 [ 1]  KERNELBASE!OpenThread
     6      0 [ 2]    ntdll!NtOpenThread
>> More than one level popped 1 -> 1
   25      6 [ 1]  KERNELBASE!OpenThread
   22     35 [ 0] cmd!main
     9      0 [ 1]  cmd!CmdSetThreadUILanguage
     8      0 [ 2]    KERNELBASE!GetModuleHandleW
   53      0 [ 3]    ntdll!RtlInitUnicodeString
```





DrawMeATree



Our solution: DrawMeATree

- > Python tool to convert wt's output into customizable graphic trees
- > Use cases:
 - Identify components, functionalities, overall operation
 - Highlight connections between functions and modules
 - Summarize a large and complex amount of information with custom filters



DrawMeATree: Interface

> Command line interface:

```
C:\Users\User\Desktop\drawmeatree>python draw.py C:\logs\wt_output.txt
```



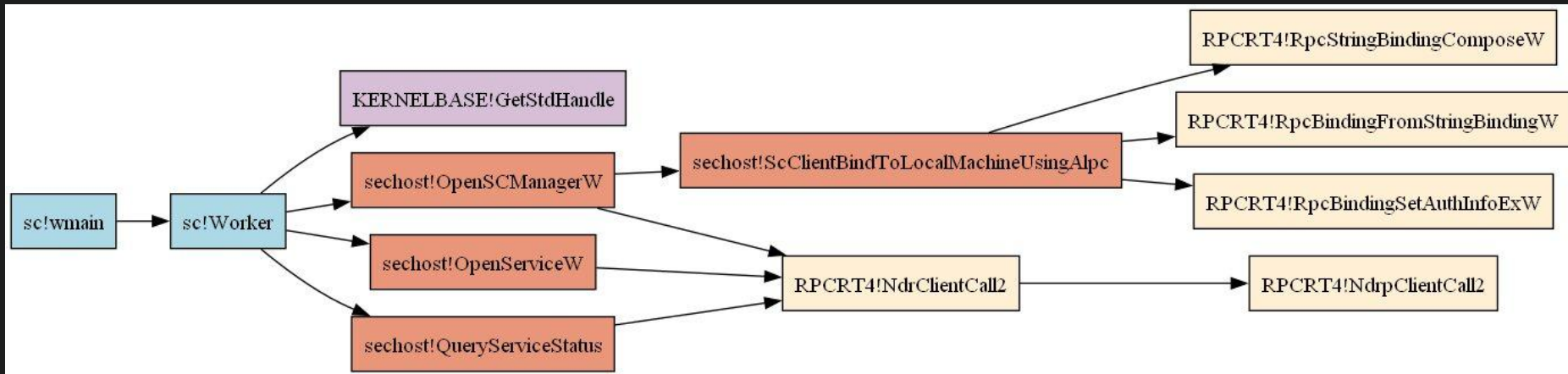
```
[16:34:45] INFO > Processing wt result with the following parameters: draw.py:405
|_ Input file: C:\logs\wt_output.txt
|_ Depth level: 9
|_ Filter words: ['CriticalSection', 'security_check', 'Alloc', 'Heap', 'free',
'operator', 'LockExclusive', 'Error', 'mkstr', 'toupper', 'tolower', 'Unicode', 'tolower',
'toupper']
|_ Print in terminal: False
|_ Direction of trees: LR
|_ Export results in: C:\Users\User\Desktop\drawmeatree

INFO > Parsing of wt output... OK draw.py:408
INFO > Creation of the trees... OK draw.py:412
[16:34:58] INFO > Generation of the pngs... OK draw.py:418
INFO [+] Success! Trees have been generated in: draw.py:423
C:\Users\User\Desktop\drawmeatree.
```



DrawMeATree: filtered tree example

> Resulting filtered tree from the previous wt's output:



DrawMeATree: limits

> Limits:

- Functions appear **without a chronological order**
- Windows' default image viewer sometimes is too slow to load, need to use another software (eg: JPEGview)
- Dependency "dot" is limits a **number of lines** (around 80 000 lines) to generate the trees



DrawMeATree: filtering methodology

1. **Generate** your wt into a log file
2. Identify the **maximum depth** required to filter it (or regenerate from a function of interest if too big)
3. Remove **irrelevant “high level” node** that will clear entire branches (allocation/freeing phases, default routines, string handling)
4. Remove nodes/modules that **do not answer your initial question**



Practice time

> Question:



How does “whoami.exe” finds the current domain + user name?

Found it? Try to set a bp at the key moment just before the programs retrieves the info, to verify your assumption.



Practice time

> Question:

How does “taskkill.exe” terminate a target process?



Basic usage of taskkill can be:

```
C:\Users\User>taskkill /im notepad.exe  
SUCCESS: Sent termination signal to the process "Notepad.exe" with PID 1456.
```

Found it? Try to find a way to change the target process killed by taskkill.exe :)



Practice time



> Question

How does “mklink.exe” creates symbolic link?





Conclusion



General methodology for debugging

- > 1/ Start the debugging at a chosen point (bp \$exentry, bp module!FunctionX, etc.)
- > 2/ If you don't have a target -> use wt + DrawMeATree to get a better overview of the execution flow
- > 3/ Get as close as possible to your target & observe behaviors



What's next?

- > Practice, struggle, and then practice again
- > Learn advanced methodology with Yarden Shafir's work



References

> MSDN official documentation:

<https://learn.microsoft.com/en-us/windows-hardware/drivers/debugger>

> Cheat sheet:

<http://windbg.info/doc/1-common-cmds.html>

> Yarden Shafir's work:

<https://medium.com/@yardenshafir2/windbg-the-fun-way-part-1-2e4978791f9b>

https://github.com/yardenshafir/WinDbg_Scripts

> Kitty images: <https://www.freepik.com/>



Bonus: conditional breakpoints

> “Break on access”: `ba w|r 4 XX`

```

UseCase0!sscanf_s:
00007ff7`b4291180 4889542410      mov     qword ptr [rsp+10h],rdx ss:0
0:000> ? r8
Evaluate expression: 928674478320 = 000000d8`394ff8f0
0:000> pt
UseCase0!sscanf_s+0x67:
00007ff7`b42911e7 c3             ret
0:000> ba r4 000000d8`394ff8f0
0:000> g
Breakpoint 4 hit
ucrtbase!_mbscmp_l+0x4a:
00007ffb`627e8e5a 3a043b        cmp     al,byte ptr [rbx+rdi] ds:00

```

Step 1. We wonder where is used an interesting value (ie: r8 here)

Step 2. We wait for our function to finish initializing the value

Step 3. We set up the break on access

Step 4. We wait until the address gets read!

