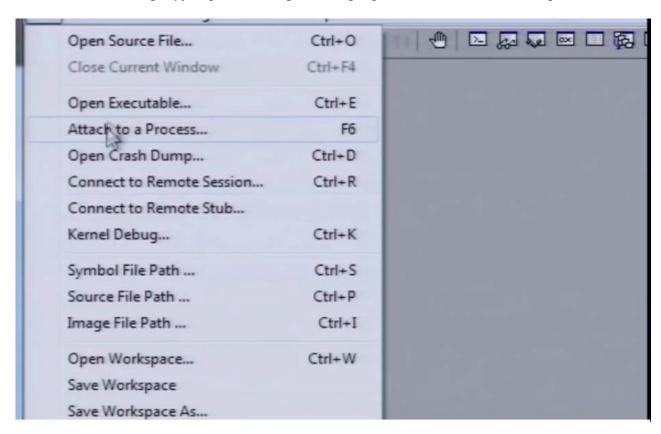
### All commands can be insert in a script and can strated when the debugger starts.

Number which is shown left in the Windbg-GUI means the number of thread which has the exception (error)

# Attach to a process with WinDBg in a physical machine to show what is going on in there.

### Press the folder symbol in the left corner and press the attach to a process menu entree

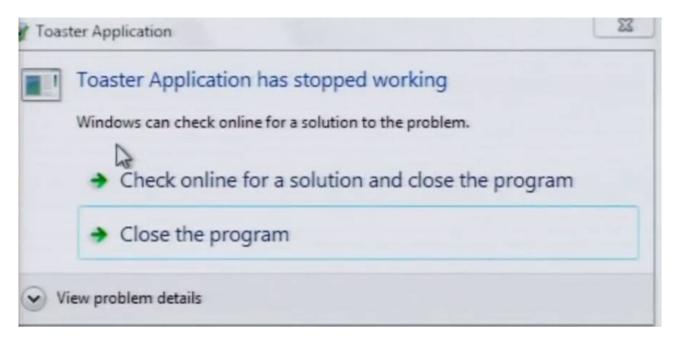
You can short this steps if you press windbg and the program name into the cmd or powershell.

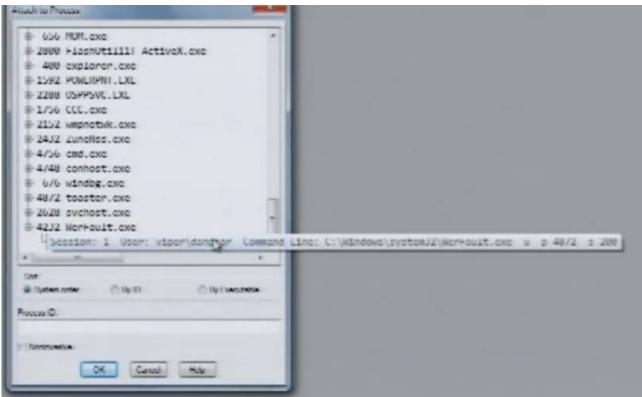


Select the program to which you want to be attached

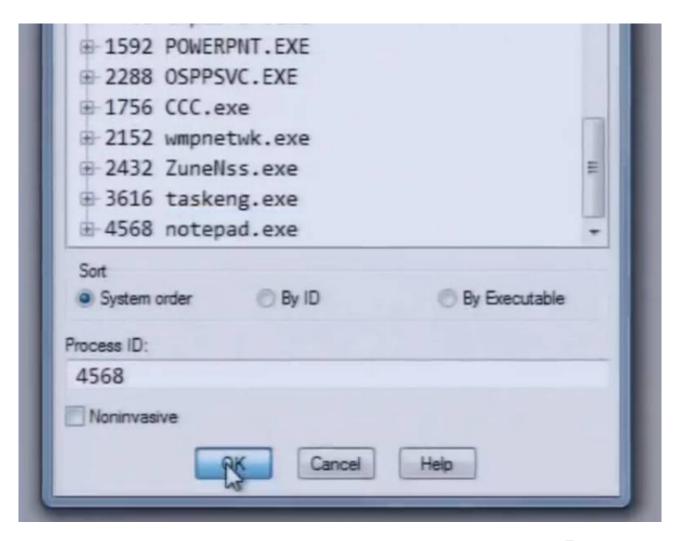
### **Additional information:**

If a program crashed and the application shows the crash windows leave it open to show on the WerFault.exe process which captured the process ID of the crashed application





In the next Step attach to the crashed process and search for the captured process ID.



At this moment a direct access to the program is not possible until you enter the g-command in the debugging tool.

Important: If you close the debugging tool and the process you be attached is running, it will be closed instantly as the debugging tool is closed!

To prevent this issue press the qd-command into the debugging tool, so the program continue where the debugging tool is deattached and closed.

To see more debugging details of a process or crashdump file you can use the following commands for diffrent information:

Press the **db** command with the memory space address to see what is inside include Hex and ASCI values you want to see more details

```
C:\Windows\sys
ModLoad: 000007fe`fe030000 000007fe`fe0f9000
ModLoad: 000007fe`fdc80000 000007fe`fdd17000
                                               C:\Windows\sys
ModLoad: 000007fe`ff350000 000007fe`ff3c1000
                                               C:\Windows\sys
ModLoad: 000007fe`fc450000 000007fe`fc644000
                                               C:\Windows\Win
ModLoad: 000007fe`fe100000 000007fe`fee88000
                                               C:\Windows\sys
ModLoad: 000007fe`f8300000 000007fe`f8371000
                                               C:\Windows\sys
ModLoad: 000007fe`ff090000 000007fe`ff293000
                                               C:\Windows\sys
ModLoad: 000007fe`ff680000 000007fe`ff757000
                                               C:\Windows\sys
ModLoad: 000007fe`fc9c0000 000007fe`fc9cc000
                                               C:\Windows\sys
ModLoad: 000007fe`ff2a0000 000007fe`ff2ce000
                                               C:\Windows\sys
ModLoad: 000007fe`ff3d0000 000007fe`ff4d9000
                                               C:\Windows\svs
0:001> db 00009000 ffba0000
```

Press the dc command with the memory space address to see what is inside as Hex as Oktal and ASCI values

```
00000000°774a0530 cc
                               int 3
0:001> db 00000000 ffba0000
00000000° ffba0000 4d 5a 90 00 03 00 00 00-04 00 00 00 ff
00000000° ffba0010 b8 00 00 00 00 00 00 00-40 00 00 00 00
00000000° ffba0030 00 00 00 00 00 00 00 00-00 00 00 00 e8
00000000° ffba0040 0e 1f ba 0e 00 b4 09 cd-21 b8 01 4c cd
00000000° ffba0050 69 73 20 70 72 6f 67 72-61 6d 20 63 61
00000000° ffba0060 74 20 62 65 20 72 75 6e-20 69 6e 20 44
00000000° ffba0070 6d 6f 64 65 2e 0d 0d 0a-24 00 00 00 00
      dc 00000000° ffba0000
0:001>
00000000° ffba0000
                00905a4d 00000003 00000004 0000ffff
00000000° ffba0010
                00000068 00000000 00000040 00000000
00000000° ffba0020
                00000000 00000000 00000000 00000000
00000000° ffba0030 00000000 00000000 00000000 000000e8
00000000° ffba0050 70207369 72676f72 63206d61 6f6e6e61
                                                 is pr
00000000° ffba0060 65622074 6e757220 206e6920 20534f44
                                                 t be
00000000° ffba0070 65646f6d 0a0d0d2e 00000024 00000000
```

You can use the Tilde  $\sim$  command to see which Threads (with numbers) is inside this memory address space

```
0:001> ~
```

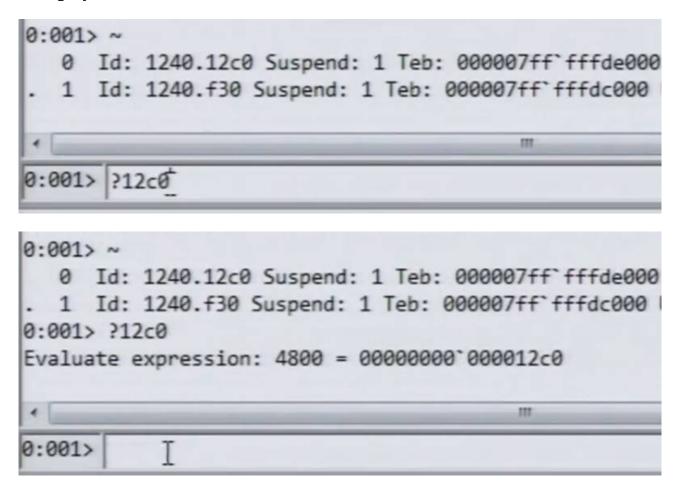
```
0:001> ~

0 Id: 1240.12c0 Suspend: 1 Teb: 000007ff`fffde000 Unfrozen

. 1 Id: 1240.f30 Suspend: 1 Teb: 000007ff`fffdc000 Unfrozen
```

First value is the Threads Number, Second is the Process ID and third is rhe Thread ID

The Thread ID is a hex code. If you want to know the decimal number of the process in task manager you have to convert this value with the ?-command



### **Debugging Steps of a Crashed Application or Process**

Press the "attach to a process" menu entree

show for the captured crashed process id looking on the WerFault.exe process

### Attache the crashed application

Show on the left side the number displayed on the command promp which shows the thread where the error or expection occurs.



Add the Tilde ~ command into the debugging tool to display open Threads

Add the k-command to display the stack and whats inside the stack of one thread or at the Tilde / Star  $\sim$ \* command to display stack and whats inside the stack for each thread.

```
ntdll!DbgBreakPoint:
00000000°774a0530 cc
                                  int
                                          3
0:002> ~
  0 Id: 1308.f10 Suspend: 2 Teb: 000007ff`fffde000 Unfrozer
   1 Id: 1308.2e0 Suspend: 1 Teb: 000007ff fffda000 Unfrozer
  2 Id: 1308.6e8 Suspend: 1 Teb: 000007ff`fffd8000 Unfrozer
0:002> k
Child-SP
                  RetAddr
                                    Call Site
00000000 0207fbd8 00000000 77547ef8 ntdll!DbgBreakPoint
00000000 0207fbe0 00000000 7724652d ntdll!DbgUiRemoteBreakin-
00000000 0207fc10 00000000 7747c521 kernel32!BaseThreadInitTh
00000000 0207fc40 00000000 00000000 ntdll!RtlUserThreadStart-
```

```
# 2 Id: 1308.6e8 Suspend: 1 Teb: 000007ff`fffd8000 Unfrozer Child-SP RetAddr Call Site 00000000`0207fbd8 00000000`77547ef8 ntdll!DbgBreakPoint 00000000`0207fbe0 00000000`7724652d ntdll!DbgUiRemoteBreakin+00000000`0207fc10 00000000`7747c521 kernel32!BaseThreadInitTh 00000000`0207fc40 00000000`00000000 ntdll!RtlUserThreadStart+
```

Now looking for e.g exceptions ... to find the module which occures the crash

```
000000`774a1278 ntdll!RtlDispatchException+0x45a
00007fe`fc441178 ntdll!KiUserExceptionDispatcher+0x2e
0ad completed but symbols could not be loaded for C:\Windows\syst
00007fe`fc441196 nalware+0x1178
000000`7724652d malware*0x1196
000000`7747c521 kernel32!BaseThreadInitThunk+0xd
000000`00000000 ntdll!RtlUserThreadStart+0x1d
```

If you find something press the  $lm\ v\ m$  command combination include the module name you found. This means list modules(lm) in verbose mode ( $v\ /$  show as mutch information you find) and match (m) it



Image path: C:\Windows\system32\malware.dll

Image name: malware.dll

Timestamp: Mon Feb 13 22:44:16 2012 (4F397620)

CheckSum: 000073B8
ImageSize: 00007000
File version: 1.0.326.0
Product version: 1.0.326.0

File flags: 8 (Mask 3F) Private

File OS: 40004 NT Win32

File type: 2.0 Dll

File date: 00000000.00000000

Translations: 0409.04b0

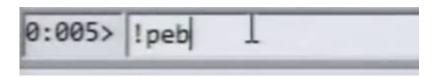
CompanyName: Malware Industries

ProductName: Malware DLL
InternalName: malware.dll
OriginalFilename: malware.dll
ProductVersion: 1.0.326.0
FileVersion: 1.0.326.0

# **Debugging Steps to analyze a Dump file**

Open the dump file with the "open dump file" menu entree

Add bang peb | !peb into the command promp which displays the process environment block which shows a lot of system information include corrupted process



CommandLine: 'C:\WINDOWS\System32\svchost.exe -k netsvcs 'C:\WINDOWS\System32;C:\WINDOWS\system32;C: DllPath: Environment: 00010000 ALLUSERSPROFILE=C:\Documents and Settings\All Users AVENGINE=C:\PROGRA~1\CA\SHARED~1\SCANEN~1 BAB HOME=C:\Program Files\CA\BrightStor ARCserve Back ClusterLog=C:\WINDOWS\Cluster\cluster.log CommonProgramFiles=C:\Program Files\Common Files COMPUTERNAME=EDITED ComSpec=C:\WINDOWS\system32\cmd.exe FP NO HOST CHECK=NO IGW LOC=C:\Program Files\CA\SharedComponents\iTechnol NUMBER OF PROCESSORS=2 OS=Windows NT Path=C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System PATHEXT=.COM; .EXE; .BAT; .CMD; .VBS; .VBE; .JS; .JSE; .WSF;

NUMBER\_OF\_PROCESSORS=2
OS=Windows\_NT
Path=C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System
PATHEXT=.COM;.EXE;.BAT;.CMD;.VBS;.VBE;.JS;.JSE;.WSF;.
PROCESSOR\_ARCHITECTURE=x86
PROCESSOR\_IDENTIFIER=x86 Family 6 Model 15 Stepping 8
PROCESSOR\_LEVEL=6
PROCESSOR\_REVISION=0f08
ProgramFiles=C:\Program Files
SystemDrive=C:
SystemRoot=C:\WINDOWS
TEMP=C:\WINDOWS\TEMP
TMP=C:\WINDOWS\TEMP
USERPROFILE=C:\Documents and Settings\Default User
windir=C:\WINDOWS ]

Show on the left side the number displayed on the command promp which shows the thread where the error or expection occurs.



Add the Tilde ~ command into the debugging tool to display open Threads

Add the k-command to display the stack and whats inside the stack of one thread or at the Tilde / Star ~\* command to display stack and whats inside the stack for each thread.

```
ntdll!DbgBreakPoint:
00000000° 774a0530 cc
                                  int
                                          3
0:002> ~
  0 Id: 1308.f10 Suspend: 2 Teb: 000007ff fffde000 Unfrozer
   1 Id: 1308.2e0 Suspend: 1 Teb: 000007ff fffda000 Unfrozer
  2 Id: 1308.6e8 Suspend: 1 Teb: 000007ff`fffd8000 Unfrozer
0:002> k
Child-SP
                  RetAddr
                                    Call Site
00000000 0207fbd8 00000000 77547ef8 ntdll!DbgBreakPoint
00000000 0207fbe0 00000000 7724652d ntdll!DbgUiRemoteBreakin-
00000000 0207fc10 00000000 7747c521 kernel32!BaseThreadInitTh
00000000 0207fc40 00000000 00000000 ntdll!RtlUserThreadStart-
```

```
# 2 Id: 1308.6e8 Suspend: 1 Teb: 000007ff`fffd8000 Unfrozer Child-SP RetAddr Call Site 00000000°0207fbd8 00000000°77547ef8 ntdll!DbgBreakPoint 00000000°0207fbe0 00000000°7724652d ntdll!DbgUiRemoteBreaking 00000000°0207fc10 00000000°7747c521 kernel32!BaseThreadInitTh 00000000°0207fc40 00000000°00000000 ntdll!RtlUserThreadStarts
```

Now looking for e.g exceptions ... to find the module which occures the crash

```
000000`774a1278 ntdll!RtlDispatchException+0x45a
00007fe`fc441178 ntdll!KiUserExceptionDispatcher+0x2e
oad completed but symbols could not be loaded for C:\Windows\syst
00007fe`fc441196 nalware+0x1178
000000`7724652d malware+0x1196
000000`7747c521 kernel32!BaseThreadInitThunk+0xd
000000`00000000 ntdll!RtlUserThreadStart+0x1d
```

IT is possible that you can't finde the exception directly rather show continuing Hex-Code

```
d7ee54 77e7650f faultrep!ReportFault+0x3d2
d7f0b0 77e792a3 kernel32!UnhandledExceptionFilter+0x494
d7f0b8 77e61ac1 kernel32!BaseThreadStart+0x4a
d7f0e0 7c828752 kernel32!_except_handler3+0x61
d7f104 7c828723 ntdll!ExecuteHandler2+0x26
d7f1ac 7c82855e ntdll!ExecuteHandler+0x24
d7f1ac 78040065 ntdll!KiUserExceptionDispatcher+0xe
RNING: Frame IP not in any known module. Following frames may d7f4a8 00d7f555 0x78040065
d7f4ac 00d7f5c8 0xd7f555
```

In this case you have to convert the Hex code using **dc** command with the memory space address to see what is inside as Hex as Oktal and ASCI values

```
d7f4a8 00d7f555 0x78040065
d7f4ac 00d7f5c8 0xd7f555
d7f555 00000000 0xd7f5c8
```

If the converted entree shows ??? the Hex code before has handle the last executions before the exception or error occurs and the system crashed. Repeat the last step with the dc command using the Hex code before this process handling.

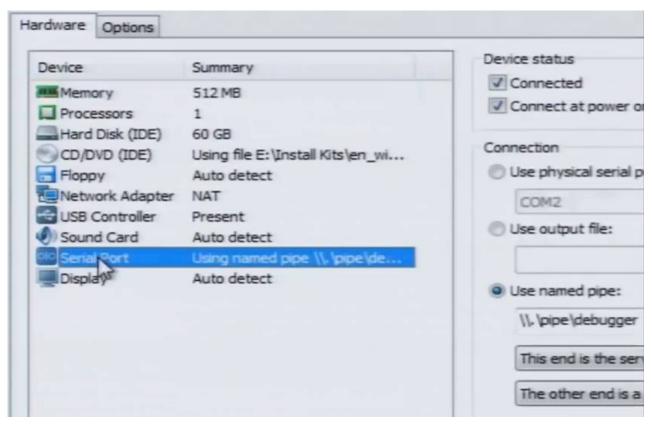
So the general process handling steps are different lines showing below. The Hex code in the upper line is handling the command showing in the next line and so on.

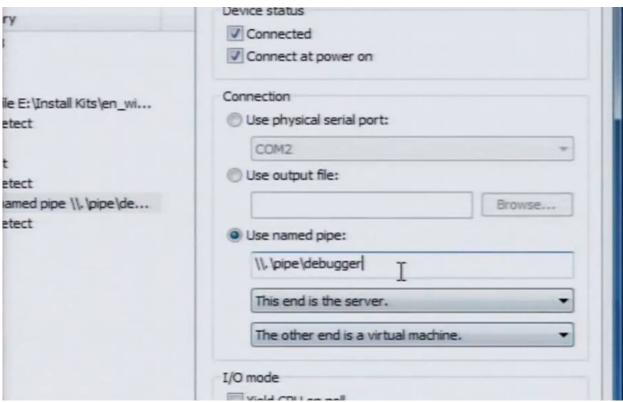
```
OOU/ JAUC / COZ/ UOU | IICUII: KIFAS CJYS CEIIICAIINEC
00d79ac0 77e61d1e ntdll!NtWaitForSingleObject+0xc
00d79b30 77e61c8d kernel32!WaitForSingleObjectEx+0xac
00d79b44 6951163f kernel32!WaitForSingleObject+0x12
00d79bac 69506136 faultrep!MyCallNamedPipe+0x15b
00d7e008 69508b5c faultrep!StartManifestReport+0x1d5
00d7ee54 77e7650f faultrep!ReportFault+0x3d2
00d7f0b0 77e792a3 kernel32!UnhandledExceptionFilter+0x494
00d7f0b8 77e61ac1 kernel32!BaseThreadStart+0x4a
00d7f0e0 7c828752 kernel32! except handler3+0x61
00d7f104 7c828723 ntdll!ExecuteHandler2+0x26
00d7f1ac 7c82855e ntdll!ExecuteHandler+0x24
00d7f1ac 78040065 ntdll!KiUserExceptionDispatcher+0xe
WARNING: Frame IP not in any known module. Following frames
00d7f4a8 00d7f555 0x78040065
00d7f4ac 00d7f5c8 0xd7f555
00d7f555 00000000 0xd7f5c8
0:005> dc 78040065
78040065 ???????? ??????? ??????? ????????
                                               0:005> dc d7f5c8
00d7f5c8 6d6c7275 99006e6f 68d95d23 3a707474
                                               urlmon..#].htt
          30312f2f 312e322e 362e3331 31383a30
                                               //10.2.113.60:
00d7f5d8
                                               95/cruciz.MSSI
00d7f5e8 632f3539 69637572 534d007a 4d514953
00d7f5f8
         754e4453 6453467a 614e726b 51715757
                                               SDNuzFSdkrNaW
00d7f608
         70417869 44594d6c 6353626b 504d4c43
                                               ixAplMYDkbScCl
         67656c42 5674755a 6e594c62 504e5165
                                               BlegZutVbLYne(
00d7f618
          616c667a 71436348 45776d6a 4464647a
                                               zflaHcCqjmwEzd
00d7f628
          50624149 506d6359 61507364 6b644766
                                               IAbPYcmPdsPaf(
00d7f638
```

The last picture shows the last code which was executed and crashed the system. Now futher investigating steps are needed also without the WinDbg.

# **Debugging Steps on Virtual / Remote Machine**

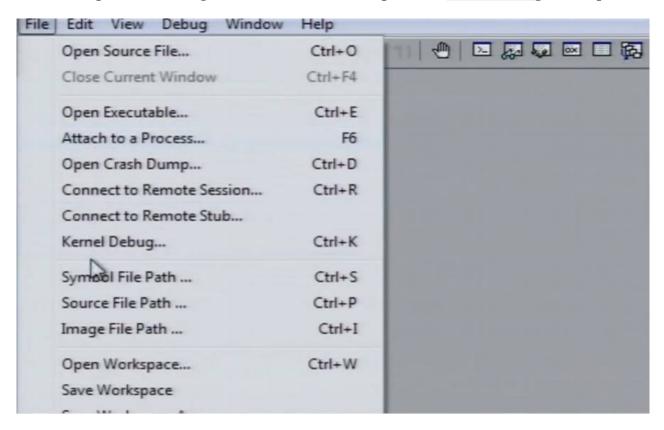
To debug a virtual machine or other clients you can add a connection pipe on the virtual machine settings  $\rightarrow$  Hardware  $\rightarrow$  Serial Port to connect with a WinDbg from another machine.



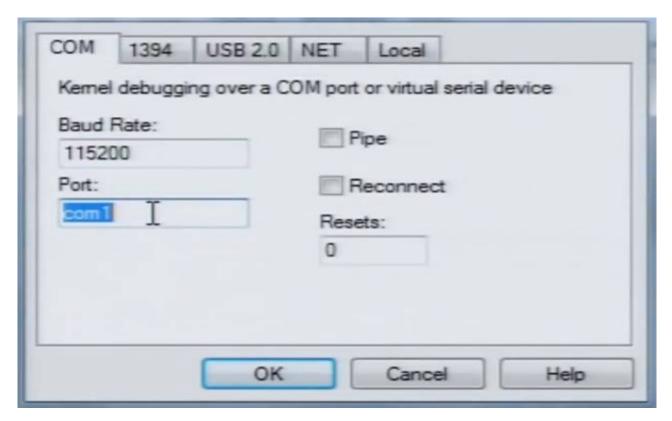


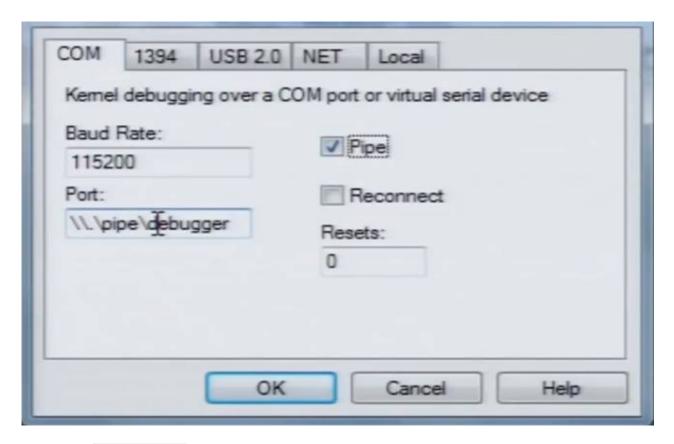
Add a debugging pipe eg. \\.\pipe\debugger in the virtual machine menu path.

After that open the WinDbg on the own machine and press the Kernel Debug menu option

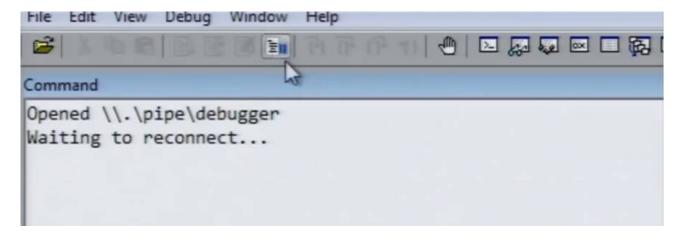


On the open window the default port option is "com1" enter the pipe from the VM and mark the pipe option

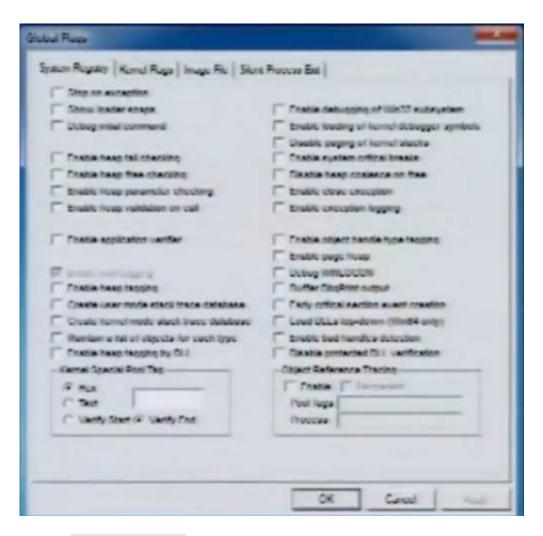




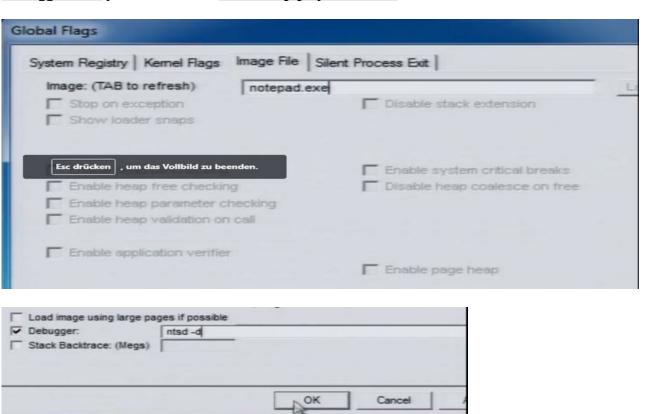
After that press the icon showing in the picture to connect to the machine with the WinDbg. The connected machine is frozen until press the g-command



On the virtual machine install the sysinternal program global flags which provides more debugging options for the virtual machine.



On the option ImageFile it is possible to select the process which you want to debug. On the Debugger field you have also to enter the pipe you choiced

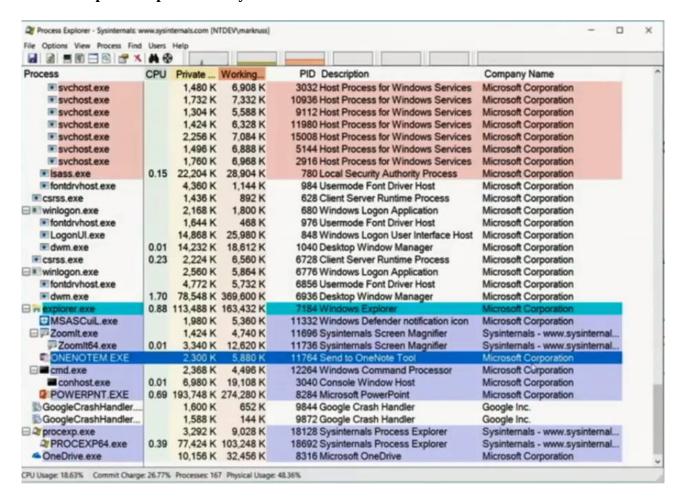


# WinDbg – Important Commands in short Overview

g - go	go start the program which is debugged			
qd - quite detach	quite detach the debugged programm without close them (important for debugging server)			
r – registry values	show register values			
db – display bytes	display bytes of specific address include ASCII values			
dc - display in bit counter	display in bit counter include ASCII values			
~ - Tilde	show number and information of threads			
k – kernel thread	show stack information of one kernel thread			
~* - Tilde / Star	show stack information of all threads (compare e.g xarg by Linux)			
lm - list loaded modules	list loaded modules inside this space			
v - verbose	verbose information / most information it can find			
m - matching results	matching results into one big output			
Machting to one command	example: lm v m malware			
!peb – process environment block	displays the information of the process environment block (peb)			

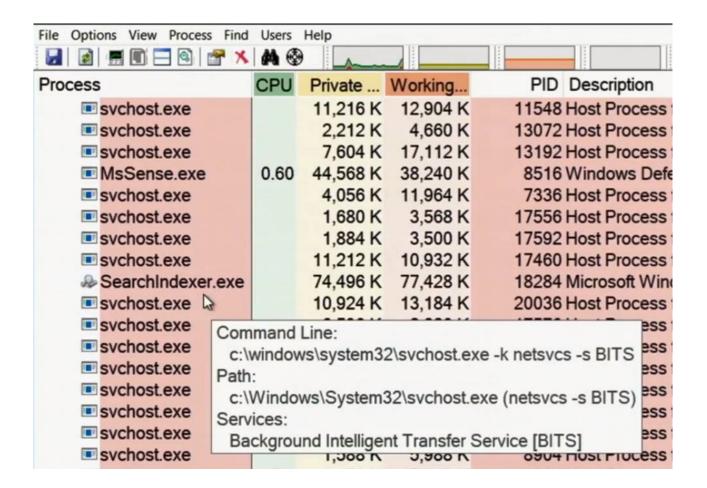
### **Troubelshooting with Process Explorer**

Process Explorer is part of the sysinternal tools of windows.

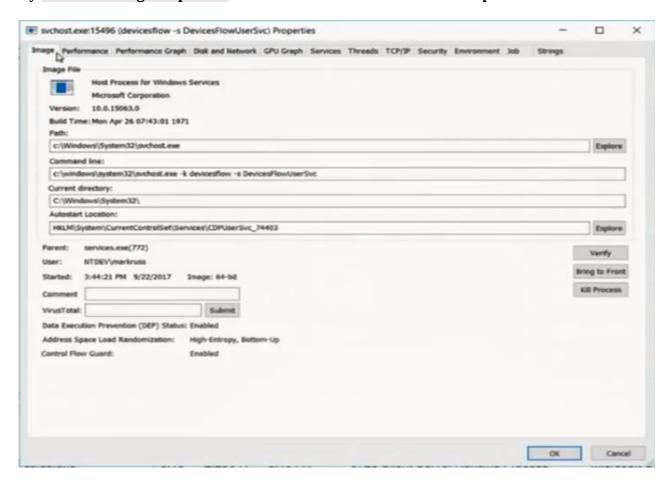


Process Explorer is called the super taskmanager because he displays very detailed information about currently running processes and futher information. The following Options are of important interest:

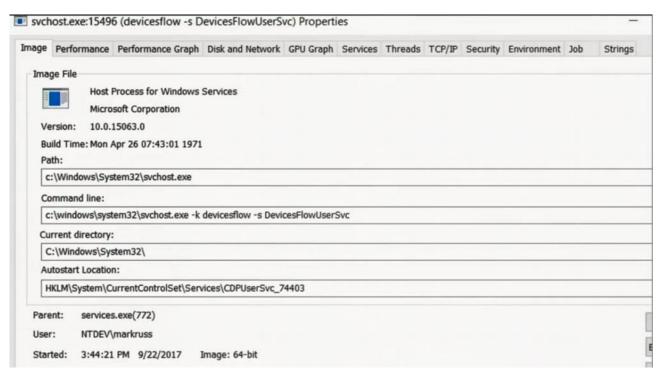
By scrolling over a specific process with the mouse it shows the command line command include the name of the program which is running inside them.

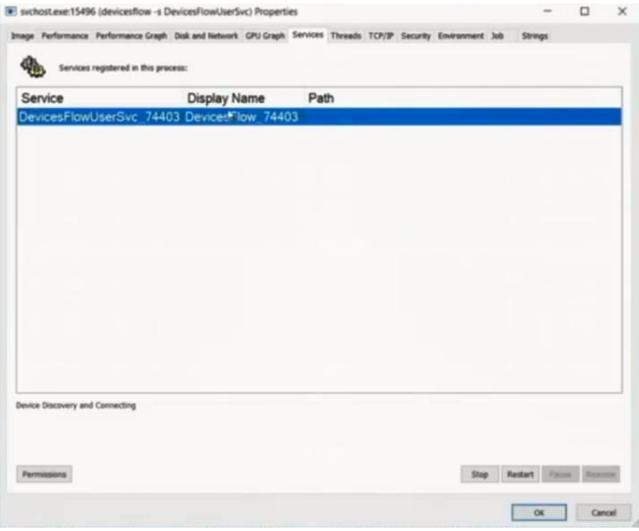


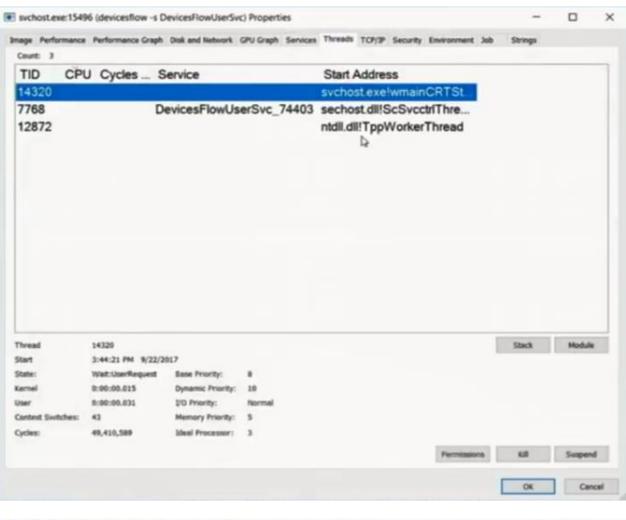
By double clicking to a process a window with detailed overview is open.

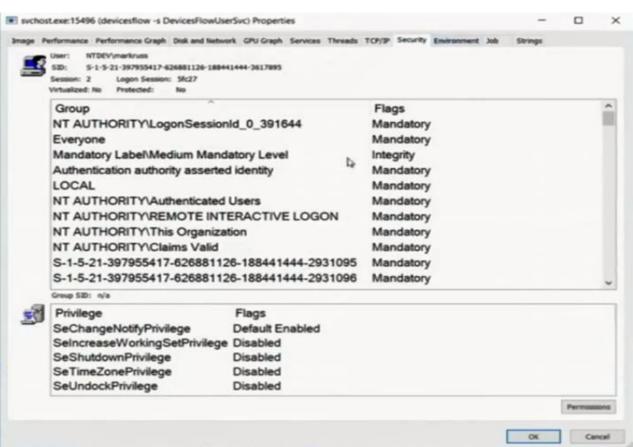


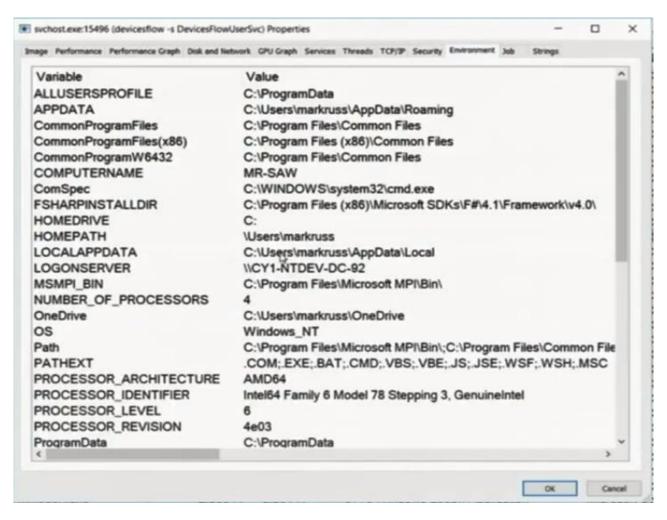
### The important windows are:

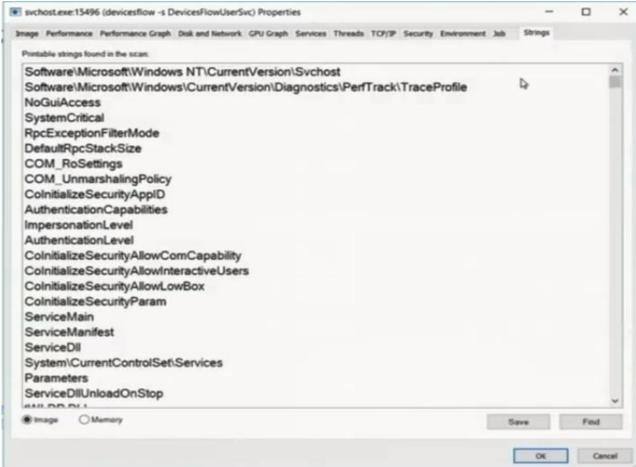






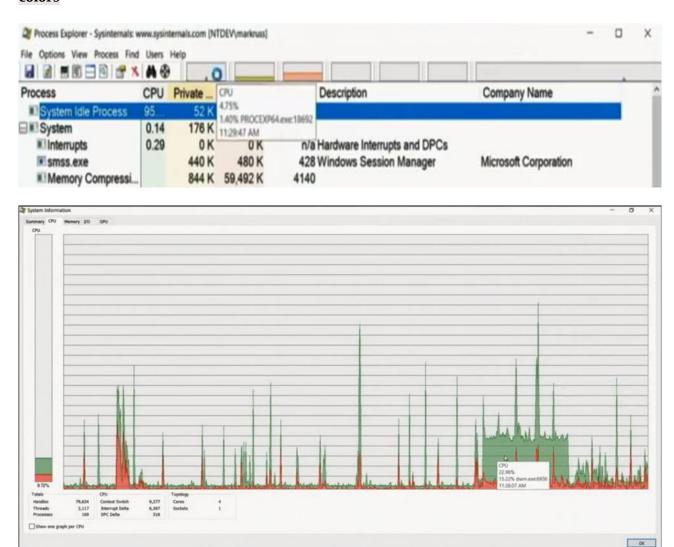




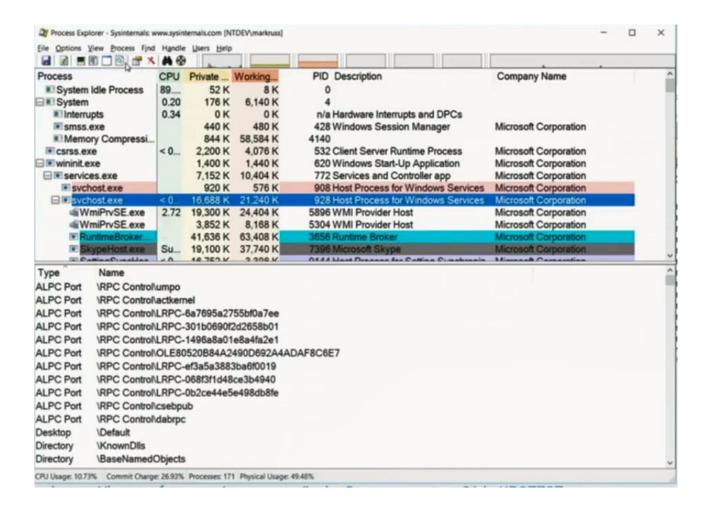


So the important windows of interest are Image, Services, Threads, Security, Environment Variables and Strings.

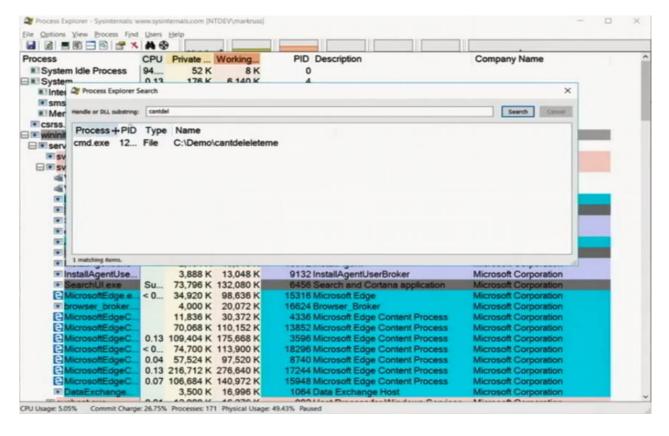
By double click to one of the graphical monitoring blocks on the top of the process explorer it open a window which shows the different processes with the name and marked in diffrent colors

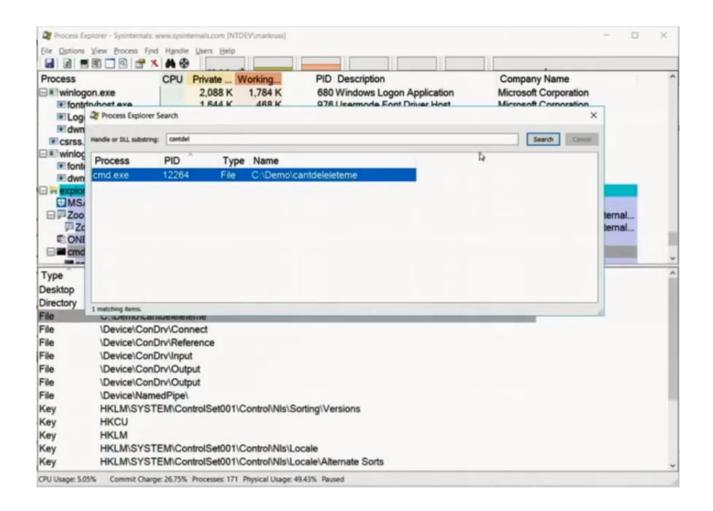


By clicking in the process explorer of one of the symbols of the middle right top you can switch between the active kernel ressources and the dll file resources view.



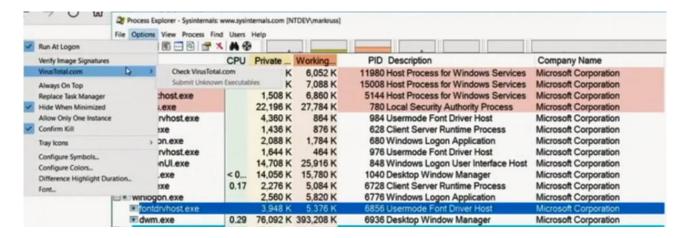
Clicking on the telescope button it opens a search bar which you can search for different matches for the current problem. So it scan the complete bunch in process explorer for that and shows the matched results. By double clicking the result it jumps into details.



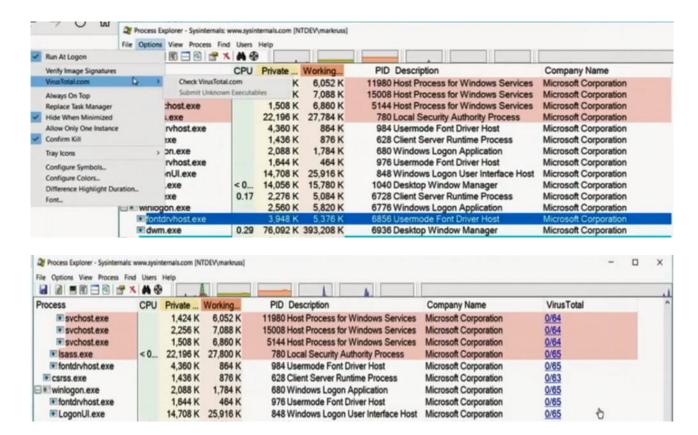


# **Use Process Explorer to find Malware**

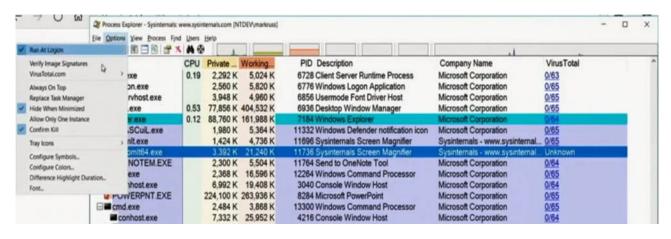
You can also search for malware use the integrated virus total check (internet connection required). Therefore use the Options register.

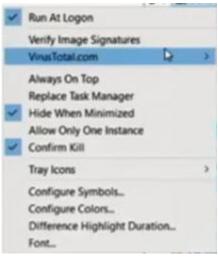


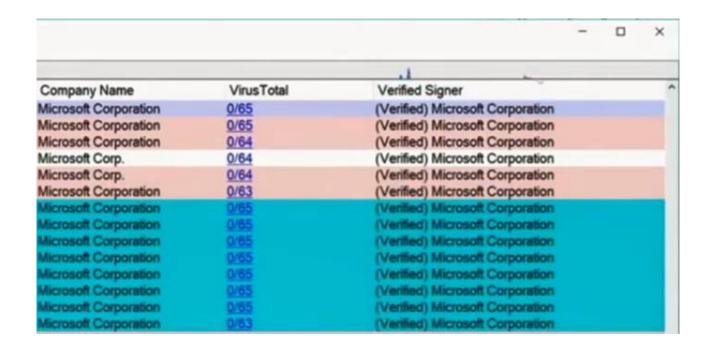
After that hashes of the process files will be uploaded to virus total and checked. So the results will be displayed in process explorer as a new field. A match which is up to 10 or more virus engines are highly sure malware.



A second option is added in the Option register for virus total called Verify Image Signatures which verify all signatures on the system showing in process explorer

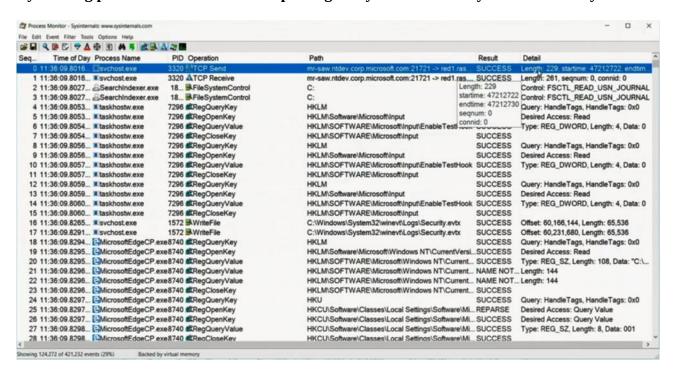




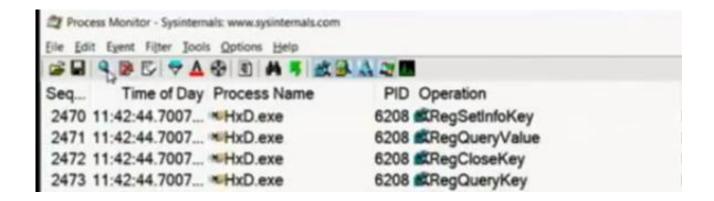


# **Troubelshooting with Process Monitor (Procmon)**

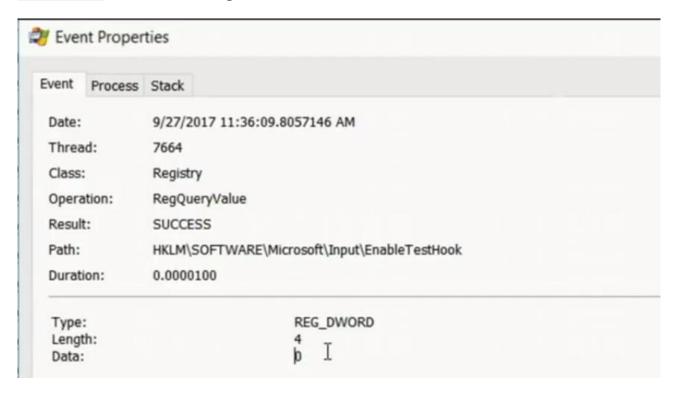
By starting process monitor it starts capturing every traffic on the system immediatly.



To stop process monitor to capture the traffic clicking on the search button on the top. It will stop and display a searchbutton with a black string. You can continue capturing by cklicking the search button again.



By double clicking of one of the running processes it opens a window which shows detailed information about the current process.

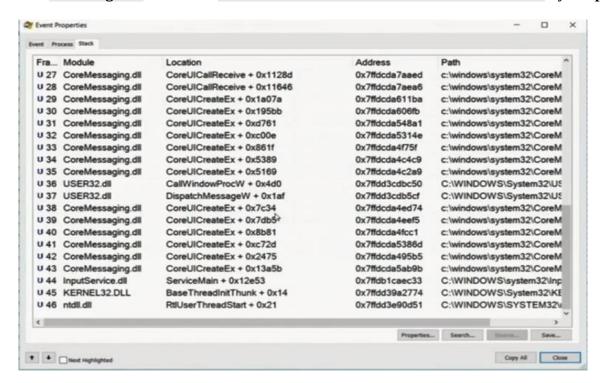


The Process register contains the same information as process explorer including dll Moduls.

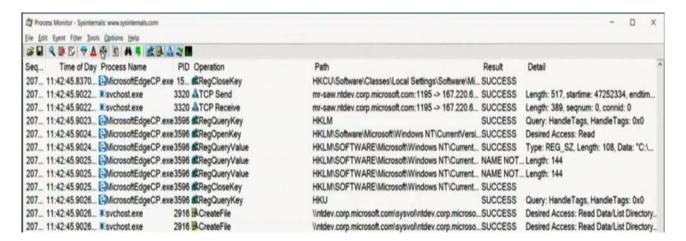


Modules:					
Module	Address	Size	Path	Company	Version
taskhostw.exe	0x7ff786ed0000	0x18000	c:\windows\system32\taskhostw.exe	Microsoft Corpor	10.0.1506
tiptsf.dll	0x7ffdb0cf0000	0xa1000	C:\Program Files\Common Files\micros	Microsoft Corpor	10.0.1506
EditBufferTestHoo	0x7ffdb1c70000	0x18000	c:\windows\system32\EditBufferTestHo	Microsoft Corpor	10.0.1506
InputService.dll	0x7ffdb1c90000	0x2d7000	C:\WINDOWS\system32\InputService.dll	Microsoft Corpor	10.0.1506
PlaySndSrv.dll	0x7ffdb2010000	0x1a000	C:\WINDOWS\System32\PlaySndSrv.dll	Microsoft Corpor	10.0.1506
MSUTB.dll	0x7ffdb2030000	0x77000	C:\WINDOWS\system32\MSUTB.dll	Microsoft Corpor	10.0.1506
MsCtfMonitor.dll	0x7ffdb2360000	0x16000	C:\WINDOWS\system32\MsCtfMonitor.dll	Microsoft Corpor	10.0.1506
innuthest dll	0v7ffdb3a20000	0v24000	C-\WINDOWS\SYSTEM32\innuthost dll		

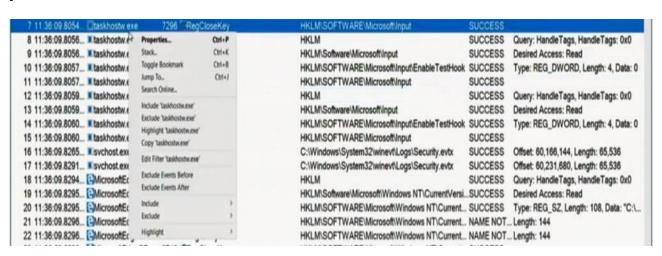
#### The Stack register shows the functions in the dll modules which was executed by the program

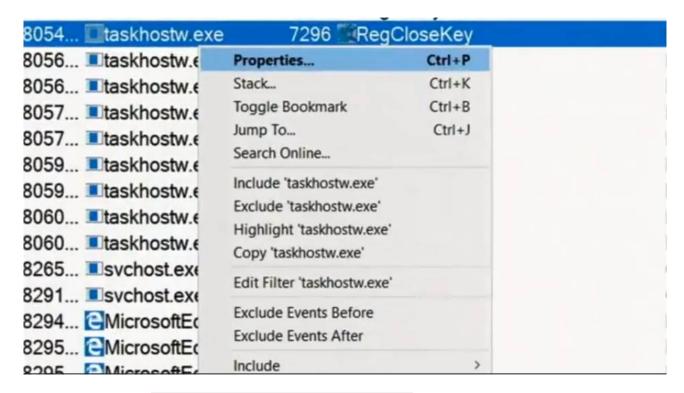


For filtering for a specific process the easiest way if the program is running in forground is to use the capture button and capture this process by sliding with the mouse to the program window.

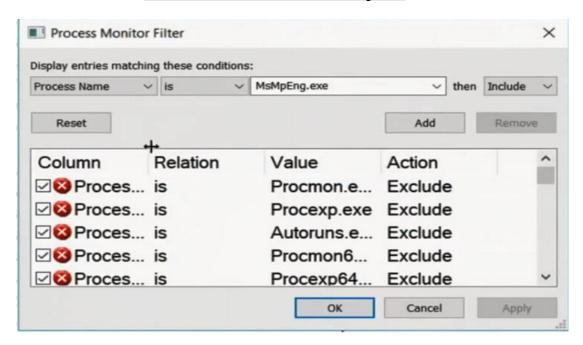


It is also possible to filter for relevant information by right clicking and selecting the options you need.

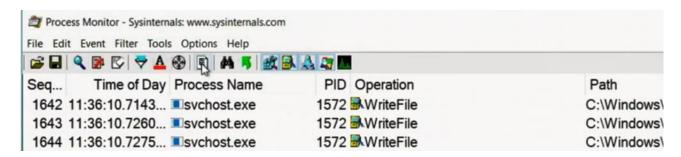


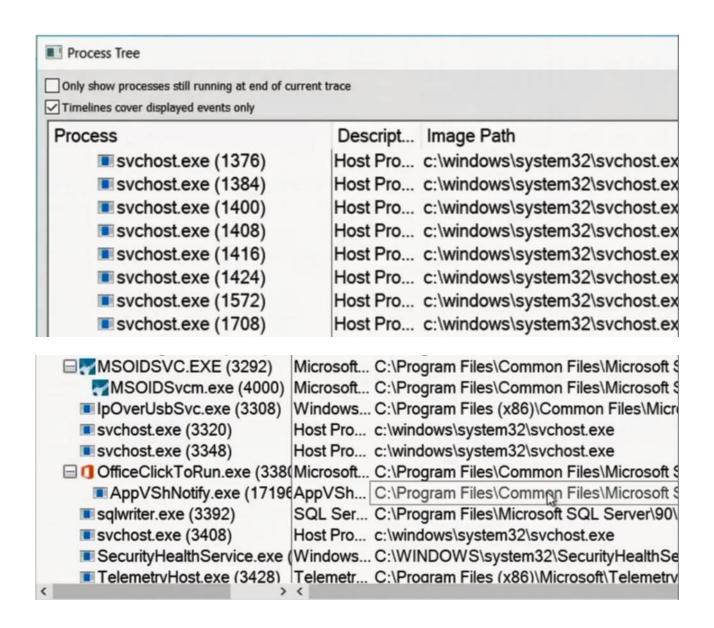


You can also use a own filter to use the Edit Filter option.



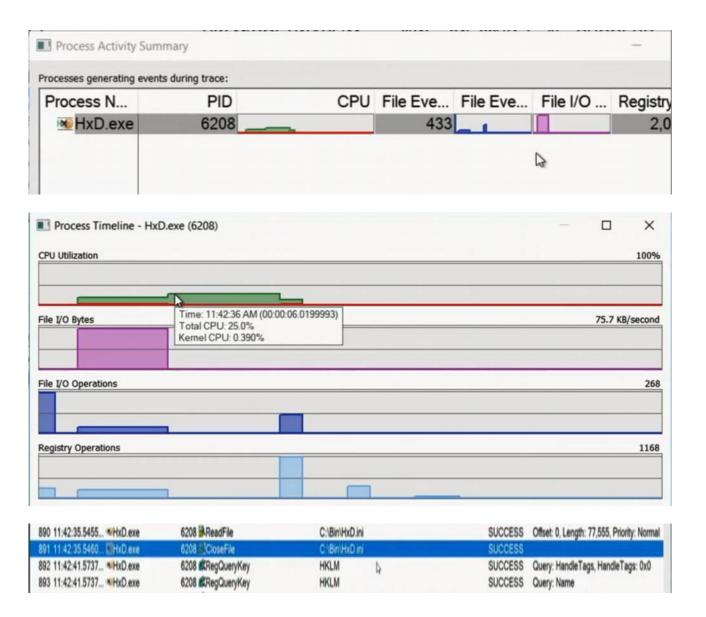
If you searching for a specific process it is also possible to search it on the process tree and select them. To open the process tree click on the note symbol in the middle of the process monitor.



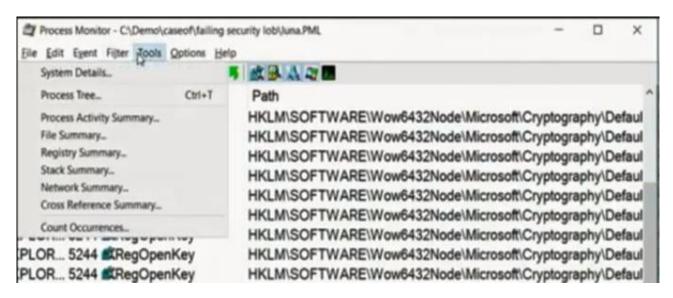


By filtering a specific process a advanced option of process monitor is also useful. So by clicking on the Tool register on the top you can use the diffrent summary graphs of hardware and software activities e.g Process Activity Summary (CPU, File I/O etc) and after selecting you can jump to the specific line in the capturing trace.

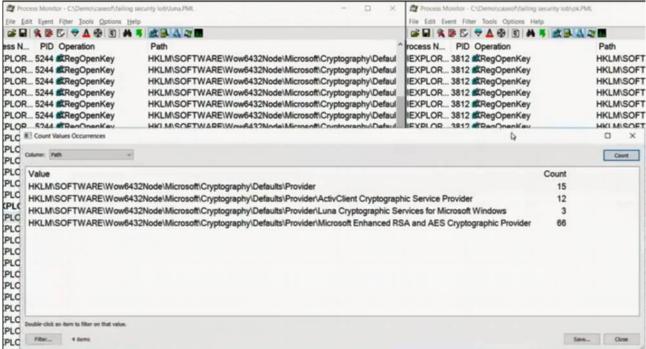
<u>File Edit Event Filte</u>	r <u>T</u> ools <u>O</u> pti	ons <u>H</u> elp		
System Details		45 数量	NA 20 III	
Process Tree	Ctrl+T	ss Name	PID Operation	Path
Process Activity Summary.		.exe	6208 QueryNameInformationFile	C:\Windo
File Summary	D	exe	6208 BCloseFile	C:\Windo
Registry Summary		exe	6208 RegOpenKey	HKLM\S
Stack Summary		exe	6208 ≰RegQueryValue	HKLM\S
Network Summary Cross Reference Summary		exe	6208 ≰RegQueryValue	HKLM\S
		exe	6208 RegCloseKey	HKLM\S
Count Occurrences		J.exe	6208 QueryEAFile	C:\Winde
45 11:42:30.4	729 Hx	D.exe	6208 QueryStreamInformationFile	C:\Wind



Antoher helpful option by filtering issues is to use the Count Occurences in the Tool register You can more specifice the Occurences by selecting the drop-down-menu

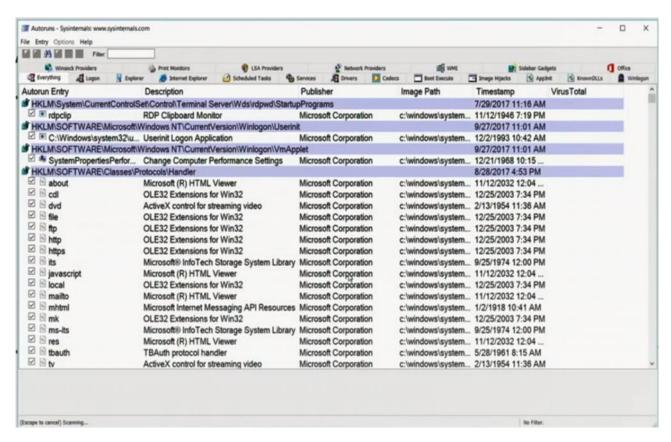






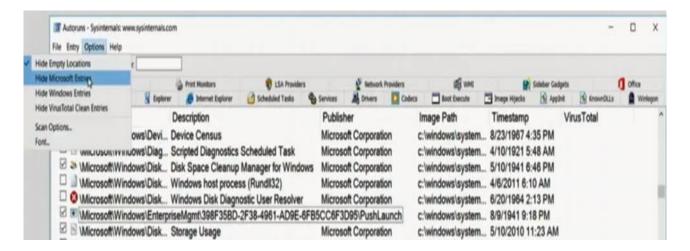
# **Using Autoruns for Troubelshooting**

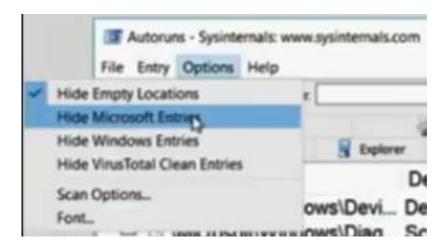
Autoruns also shows you detailed information about diffrent system components e.g dll files, drivers, services, scheduled tasks, codecs, office plugins etc.



You can also use Autoruns to filter information or for malware scanning

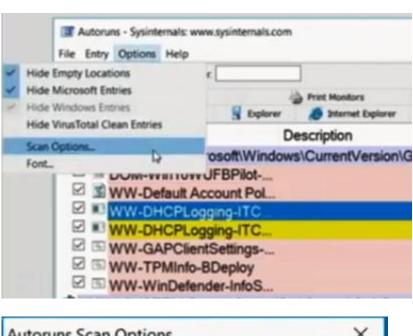
To filter information use the Options register at the top and turn on and off default filters or use a own filter option

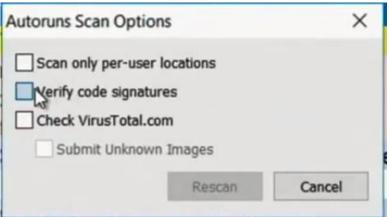




To use the Autoruns for scanning malware use the Entry register at the top and use the Scan Options. Select the options you want.

Be careful with the Submit Unknown Images Option because this file information we be published in public and are not possible to delete so it could be a privacy incident!





Signatures can also be checked with the tool sigcheck

# Quellen:

Steve Whiting - Case of the Unexplained

Tech-Days 2012 – Windows Debugging and Troubelshooting

Windows Debugging and Troubleshooting - Invidious (kavin.rocks)

<u>Case of the Unexplained Windows Troubleshooting with Mark Russinovich - 2017 - Invidious (kavin.rocks)</u>

https//dumpanalysis,.org

https://blogs.msdn.com/ntdebugging