

Analysis Report for: D842C75E60687D74D30FE7F9A9469FB6.exe.c

****Overall Functionality****

This C code, likely generated from a disassembled malware sample, exhibits characteristics consistent with a sophisticated, highly obfuscated piece of malware. It performs a series of operations that appear to involve:

- 1. **Module Enumeration and Search:** Functions ``sub_10001190`` and ``sub_100012E0`` iterate through loaded modules (likely using ``InLoadOrderModuleList`` and ``InMemoryOrderModuleList``), searching for specific modules based on name comparisons. The comparison uses custom string manipulation functions (``sub_100030A0``, ``sub_10003160``).
- 2. **Data Extraction and Processing:** Several functions handle data manipulation, including string operations, bitwise operations, and custom encryption/decryption routines (``sub_100027E0``, ``sub_10002F10``, ``sub_10002900``). This suggests data is being extracted from these located modules or elsewhere.
- 3. **Function Pointer Manipulation:** The code extensively uses function pointers (``dword_10061148``, ``dword_10061150``, ``dword_10061154``, etc.), which are initialized and called dynamically. This dynamic behavior is typical of malware employing polymorphism or anti-analysis techniques. The initialization of these pointers happens in ``sub_100017F0``.
- 4. **System Calls (Likely Obfuscated):** ``sub_10004482`` contains a ``sysenter`` instruction, indicating a direct system call. This call is likely obfuscated, making analysis difficult.
- 5. **Initialization Routine:** ``sub_10002DE0`` appears to gather system information (OS version, build number, etc.). This information could be used for environment checks or creating unique identifiers.
- 6. **Custom Cryptography:** The code employs functions with strong indicators of custom cryptographic routines (``sub_100027E0``, ``sub_10002F10``).
- 7. **Memory Allocation and Manipulation:** Function ``sub_10002000`` possibly allocates and initializes memory.

****Function Summaries****

Due to the obfuscation, precise function summaries are challenging. However, based on analysis, here's an attempt:

Function Name	Purpose	Parameters	Return Value
<code>`sub_10001000`</code>	Possibly an obfuscated function, likely used by other functions.	Integers and a character	Void
<code>`sub_10001190`</code>	Searches for a specific module in the process's loaded module list.	Integer (likely a string), <code>`LIST_ENTRY`</code> pointer	<code>`LIST_ENTRY`</code> pointer (module found) or NULL
<code>`sub_100012E0`</code>	Similar to <code>`sub_10001190`</code> but with wide character string input.	Wide character string, <code>`LIST_ENTRY`</code> pointer	<code>`LIST_ENTRY`</code> pointer (module found) or NULL
<code>`sub_100013F0`</code>	Core function; extracts and processes data based on module and string.	Integer, pointer to DWORD array, integer, char string	Pointer to data or NULL
<code>`sub_10001670`</code>	Calls <code>`sub_100013F0`</code> based on input parameters.	Integer, Integer	Integer
<code>`sub_100016B0`</code>	Possibly handles string manipulation and calls an external function.	Pointer to a string	Integer (result from external function call)
<code>`sub_100017F0`</code>	Initializes several global function pointers.	None	Void
<code>`sub_100019F0`</code>	Returns a function pointer initialized by <code>`sub_100017F0`</code> .	None	Function pointer
<code>`sub_10001A10`</code>	Calls a function pointer and performs additional data processing.	None	Integer
<code>`sub_10001BC0`</code>	Performs checks and possibly calls system functions.	Pointer to DWORD, pointer to Integer	Boolean (success/failure)
<code>`sub_10001D50`</code>	Complex function; performs checks and calls <code>`sub_10001BC0`</code> .	Pointer to DWORD	Boolean (success/failure)
<code>`sub_10001EC0`</code>	Iterates and processes data based on function pointers.	Pointer to DWORD	Integer
<code>`sub_10002000`</code>	Allocates and initializes memory; potentially decrypts data.	Pointer to character, unsigned int	Pointer to unsigned int
<code>`sub_10002560`</code>	Extracts data and processes based on string.	Pointer to DWORD, Pointer to character	Integer
<code>`sub_100025B0`</code>	Returns an integer, likely a handle or address.	None	Integer
<code>`sub_10002620`</code>	Possibly performs a check based on input.	Unsigned long long	Integer
<code>`sub_10002720`</code>	Performs a check based on input and calls <code>`sub_10001000`</code> .	Integer, Integer, Long long	Boolean (success/failure)
<code>`sub_100027E0`</code>	Custom encryption/decryption routine.	Integers and unsigned int	Unsigned char
<code>`sub_10002900`</code>	Custom operation on a byte array.	Pointer to byte array, Integer	Character
<code>`sub_10002940`</code>	Returns the exception list.	None	Pointer to <code>`EXCEPTION_REGISTRATION_RECORD`</code>
<code>`sub_10002950`</code>	Performs a check and copies data.	Integers, pointer to DWORD	Integer
<code>`sub_10002980`</code>	Exception handler function	Pointer to <code>`EXCEPTION_RECORD`</code>	Integer
<code>`sub_10002AC0`</code>	Initializes Exception Handlers	None	Integer
<code>`sub_10002DD0`</code>	Sets a global variable (<code>`dword_1006116C`</code>)	Integer	Integer
<code>`sub_10002DE0`</code>	Gathers system information and sets global variables.	None	Integer
<code>`sub_10002F10`</code>	Custom encryption/decryption routine.	Integers	Unsigned char
<code>`DllEntryPoint`</code>	DLL entry point.	HINSTANCE, DWORD, LPVOID	BOOL
<code>`Kixewlinaglekubupaha`</code>	Main function; orchestrates other functions.	Integers	Unsigned int
<code>`sub_10003050`</code>	Compares two byte arrays (case-insensitive).	Pointer to byte arrays, Integer	Integer (difference)
<code>`sub_100030A0`</code>	Case insensitive wide string comparison	Integer, pointer to unsigned short	Integer (difference)
<code>`sub_10003100`</code>	Copies a char array.	Integer, pointer to char, Integer	Integer

`sub_10003130`	Fills memory with a specified value.	Pointer to char, unsigned char, unsigned int	Pointer to char
`sub_10003160`	Copies a wide character array.	Pointer to short, Integer, unsigned int	Pointer to short
`sub_100031B0`	Performs complex operations, and appears to check for certain conditions	Pointer to Integer	Boolean
`sub_10003820`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`sub_10003900`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`Cudihupokoweti`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`Kiqecahmnumatepnoswer`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`Jagoxiseyag31`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`Wirwwnnmu`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`Levutorwiboba`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`Juhorexidiwi`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`Coxllwurexurlotijerwoy`	Performs a series of operations on a byte array (potentially encryption).	None	Unsigned int
`sub_10004040`	Initializes a DWORD array with data and performs custom encryption.	Pointer to DWORD	Pointer to DWORD
`sub_100042F0`	Main execution routine, calls numerous other functions.	Integers	Integer
`sub_10004460`	Simple loop, followed by a call to `sub_10004482`	Integers	Integer
`sub_10004482`	Performs a `sysenter` instruction (likely an obfuscated system call).	None	Void
`sub_10004490`	Calls a provided function with three integer parameters.	Function pointer, Integers	Integer (result from the called function)

****Control Flow****

The control flow is highly complex due to heavy obfuscation, especially within functions like `sub_100013F0`, `sub_10001EC0`, `sub_10002000`, and `sub_100031B0`. These functions feature nested loops, intricate conditional statements, and heavy use of function pointers, making a detailed analysis extremely challenging without dynamic analysis tools. The primary control flow is driven by function pointer calls and the results of string/data comparisons and environment checks.

****Data Structures****

The code uses standard C data structures like arrays and pointers extensively. The most notable data structure is `struct _LIST_ENTRY`, used for traversing linked lists of loaded modules. Custom structures are also heavily used but are obscured by names and heavy use of offsets.

****Malware Family Suggestion****

Given the extensive use of obfuscation techniques (heavy use of function pointers, custom encryption/decryption, complex control flow, and unclear names), coupled with the clear module enumeration and data extraction, this code strongly suggests a ****sophisticated, polymorphic malware sample****. The functions that seem to perform extensive bitwise and arithmetic operations on data blocks point toward encryption or complex obfuscation. The `sysenter` call indicates direct system calls, which might be used for various malicious purposes (privilege escalation, data exfiltration, etc.). Further analysis with dynamic analysis tools is needed for a more precise malware family identification. The current obfuscation level makes static analysis for this purpose alone insufficient.