

UNICORNS

```
% python booter.py secure_img.bin
invalid register name CYCLECNT, skipping
invalid reg config value: XPSR - 69000000:APSR
invalid reg config value: IPSR - 000(NoException)
invalid register name CFBP, skipping
invalid register name MSPLIM, skipping
invalid register name PSPLIM, skipping
[-] Tracing basic block at Entry - Booter_Flow (0x15e8) - LR 0x1b6 - block size = 0x
[-] Tracing basic block at Entry - CLK_Enable_RC32M (0x155c) - LR 0x15ee - block siz
[+] Read: CRG_TOP + 0x0044 (4 bytes)
[+] Read: CRG_TOP + 0x0014 (4 bytes)
[+] Read: CRG_TOP + 0x0014 (4 bytes)
[+] Read: CRG_TOP + 0x0020 (4 bytes)
[+] Read: CRG_TOP + 0x0028 (4 bytes)
[-] Tracing basic block at Entry - WDOG_feed_ff (0x1544) - LR 0x1638 - block size = 0
[+] Read: CRG_TOP + 0x0020 (4 bytes)
[+] Read: CRG_TOP + 0x0028 (4 bytes)
[+] Read: CRG_TOP + 0x00f0 (4 bytes)
[+] Read: CRG_TOP + 0x00f0 (4 bytes)
[+] Read: CRG_TOP + 0x0020 (4 bytes)
[+] Read: CRG_TOP + 0x0028 (4 bytes)
[-] Tracing basic block at Entry - OTPC_enable_clock_and_reset (0x1cac)
[+] Read: CRG_TOP + 0x0000 (4 bytes)
[-] Tracing basic block at Entry - OTPC_set_read_mode (0x1dac) - LR 0x1
[-] Tracing basic block at Entry - QSPIC_set_manual_mode (0x2052) - LR
[+] Read: CRG_TOP + 0x0000 (4 bytes)
[+] Read: CRG_TOP + 0x0000 (4 bytes)
[+] Read: CRG_TOP + 0x0020 (4 bytes)
[+] Read: CRG_TOP + 0x0028 (4 bytes)
[-] Tracing basic block at Entry - QSPIC_Software_Reset_peripheral (0x2
[-] Tracing basic block at Entry - QSPIC_Enable_CS_active_low (0x1ee0)
[-] Tracing basic block at Entry - QSPIC_Disable_CS_active_low (0x1ef4)
[-] Tracing basic block at Entry - QSPIC_Enable_CS_active_low (0x1ee0) - LR 0x2192 - block size = 0x14
[-] Tracing basic block at Entry - QSPIC_WriteData_manual_mode (0x2460) - LR 0x2198 - block size = 0x20
QSPI: Release Power-down / Device ID
[-] Tracing basic block at Entry - QSPIC_Disable_CS_active_low (0x1ef4) - LR 0x219c - block size = 0x14
[-] Tracing basic block at Entry - QSPIC_Enable_CS_active_low (0x1ee0) - LR 0x21ba - block size = 0x14
[-] Tracing basic block at Entry - QSPIC_WriteData_manual_mode (0x2460) - LR 0x21c0 - block size = 0x20
QSPI: Enable Reset
```

```
def load_jlink_reg_str(mu, raw_str):
    ...
    loads a raw string from a jlink session of the register state. example:
    PC = 000015E8, CycleCnt = 000011CE
    R0 = 00000000, R1 = 00000000, R2 = 00000002, R3 = 00000000
    R4 = 00000000, R5 = 00000000, R6 = 00000000, R7 = 00000000
    R8 = 22F03812, R9 = 54020200, R10= 20030000, R11= 00000000
    R12= 18846521
    SP(R13)= 20040000, MSP= 20040000, PSP= 00000000, R14(LR) = 000001BB
    XPSR = 69000000: APSR = nZCvQ, EPSR = 01000000, IPSR = 000 (NoException)
    CFBP = 00000000, CONTROL = 00, FAULTMASK = 00, BASEPRI = 00, PRIMASK = 00
    MSPLIM = 00000000
    PSPLIM = 00000000
    ...
    regs = raw_str.strip().replace('\n','').replace(' ','').split(',')
```

```
mu.mmio_map(0x50000000, 4096, crg_top_read, None, crg_top_write, None)
mu.mmio_map(0x50010000, 4096, periph2_read, None, periph2_write, None)
mu.mmio_map(0x50020000, 4096, periph_read, None, periph_write, None)
mu.mmio_map(0x50040000, 4096, periph4_read, None, periph4_write, None)
mu.mmio_map(0x30070000, 4096, Otp.mmio_read, otp, Otp.mmio_write, otp)
mu.mmio_map(0x38000000, 4096, Qspi.mmio_read, qspi, Qspi.mmio_write, qspi)
mu.mmio_map(0x10080000, 4096, Otp.mem_read, otp, Otp.mem_write, otp)
```



<https://www.unicorn-engine.org/>

AIDAPAL PLUG



Manual Analysis

```
1 int __fastcall UART_reset_and_configure_uart(int result)
2 {
3     int v1; // r3
4
5     UART_UART_SRR_REG = 7; // reset UART
6     v1 = UART_UART_LCR_REG;
7     UART_UART_LCR_REG = v1 | 0x80; // set Divisor Latch Access Bit, required to set
8                                // baud rate via DLL/DLH reg
9     UART_UART_DLF_REG = result; // set the rate divisor fractional part - 0x1106
10    UART_UART_RBR_THR_DLL_REG = BYTE1(result); // set the low byte of divisor
11    UART_UART_IER_DLH_REG = BYTE2(result); // set the hibyte of the divisor
12    UART_UART_LCR_REG = 3; // datalen select b11 is 8bits
13    UART_UART_IIR_FCR_REG = 7; // setup read interrupt register
14    UART_UART_IER_DLH_REG = BYTE2(result) & 0xFE;
15    return result;
16 }
```

Pseudocode-A

```
1 int __fastcall sub_264C(int result)
2 {
3     int v1; // r3
4
5     UART_UART_SRR_REG = 7;
6     v1 = UART_UART_LCR_REG;
7     UART_UART_LCR_REG = v1 | 0x80;
8     UART_UART_DLF_REG = (unsigned __int8)result;
9     UART_UART_RBR_THR_DLL_REG = BYTE1(result);
10    UART_UART_IER_DLH_REG = BYTE2(result);
11    UART_UART_LCR_REG = 3;
12    UART_UART_IIR_FCR_REG = 7;
13    UART_UART_IER_DLH_REG = BYTE2(result) & 0xFE;
14    return result;
15 }
```

000026A6 sub_264C:14 (26A6) (Synchronized with IDA View-A, IDA View-B)

aiDAPal Results

aiDAPal Function Name

configureUartRegisters

aiDAPal Comment

This function configures various UART registers with the provided input value. It sets specific bits in the Software Reset Register, Line Control Register, Divisor Latch Fraction Register, Receive Buffer Register Threshold, Interrupt Enable Register, and Interrupt Identification Register/FIFO Control Register based on the input value.

aiDAPal Variables

result inputValue

v1 previousLcrValue

Accept

Cancel

Aidapal Analysis

```
1 // This function configures various UART registers with the provided input value.
2 // It sets specific bits in the Software Reset Register, Line Control Register,
3 // Divisor Latch Fraction Register, Receive Buffer Register Threshold, Interrupt
4 // Enable Register, and Interrupt Identification Register/FIFO Control Register
5 // based on the input value.
6 int __fastcall configureUartRegisters_264c(int inputValue)
7 {
8     int previousLcrValue; // r3
9
10    UART_UART_SRR_REG = 7;
11    previousLcrValue = UART_UART_LCR_REG;
12    UART_UART_LCR_REG = previousLcrValue | 0x80;
13    UART_UART_DLF_REG = inputValue;
14    UART_UART_RBR_THR_DLL_REG = BYTE1(inputValue);
15    UART_UART_IER_DLH_REG = BYTE2(inputValue);
16    UART_UART_LCR_REG = 3;
17    UART_UART_IIR_FCR_REG = 7;
18    UART_UART_IER_DLH_REG = BYTE2(inputValue) & 0xFE;
19    return inputValue;
20 }
```

