







```
@protocol LockdownMode.LockdownModeProtocol // 0x230c70ea8
/* instance methods */
void id /* block */
void BOOL id /* block */
void BOOL id /* block */
void id id /* block */
void id /* block */
void BOOL id id /* block */
@end

@interface LockdownModeManager : NSObject
/* instance variables */ // +size offset // +0x8 0x8

@property readonly
@property readonly nonatomic BOOL
@property readonly nonatomic BOOL

    id

    id
    BOOL
    id
    void
    void id /* block */
    BOOL enabledInAccount
    void BOOL id id /* block */
    void BOOL id /* block */
    void BOOL id /* block */
    void id
    void
@end

@interface LockdownMode.LockdownModeXNU : Swift._SwiftObject // 0x22f152888 (Swift)
@end
```





Lockdown Mode?!!?





# LockdownMode FW

➤ ipsw dyld macho dyld\_shared\_cache\_arm64e LockdownMode --objc -V

LockdownModeXNU ?!?



```
@protocol LockdownMode.LockdownModeProtocol // 0x230c70ea8
/* instance methods */
- (void)migrateIfNeededWithCompletion:(id /* block */)arg1;
- (void)enableIfNeededWithReboot:(BOOL)arg1 completion:(id /* block */)arg2;
- (void)getEnabledInAccountWithSynchronize:(BOOL)arg1 completion:(id /* block */)arg2;
- (void)notifyRestrictionChanged:(id)arg1 completion:(id /* block */)arg2;
- (void)rebootIfNeededWithCompletion:(id /* block */)arg1;
- (void)setEnabledWithEnabled:(BOOL)arg1 options:(id)arg2 completion:(id /* block */)arg3;
@end
```

```
@interface LockdownModeManager : NSObject {
/* instance variables */ // +size offset
LockdownModeManagerInternal *_underlyingObject; // +0x8 0x8
}
```

```
@property (readonly) LockdownModeManagerInternal *underlyingObject;
@property (readonly, nonatomic) BOOL enabled;
@property (readonly, nonatomic) BOOL enabledInAccount;
```

```
+ (id)shared;
```

```
- (id)init;
- (BOOL)enabled;
- (id)underlyingObject;
- (void).cxx_destruct;
- (void)migrateIfNeededWithCompletion:(id /* block */)arg1;
- (BOOL)enabledInAccount;
- (void)setEnabled:(BOOL)arg1 options:(id)arg2 completion:(id /* block */)arg3;
- (void)getEnabledInAccount:(BOOL)arg1 completion:(id /* block */)arg2;
- (void)enableIfNeeded:(BOOL)arg1 completion:(id /* block */)arg2;
- (void)notifyRestrictionChanged:(id)arg1;
- (void)rebootIfNeeded;
@end
```

```
@interface LockdownMode.LockdownModeXNU : Swift._SwiftObject { // 0x22f152888 (Swift)
@end
```



# Please don't spoiler alert... they did

```
> ipsw macho info kernelcache.release.Mac14,5_6_8_9_10_12_13_14 --fileset-entry kernel --symbols --strings | grep -i lockdown_mode
```

```
0xffffffffe0008a6aff8: (__TEXT_EXEC,__text) external      _disable_lockdown_mode
0xffffffffe0008a6afd8: (__TEXT_EXEC,__text) external      _enable_lockdown_mode
0xffffffffe0008a6af00: (__TEXT_EXEC,__text) external      _get_lockdown_mode_state
0xffffffffe00070b2910: "lockdown_mode_state"
0xffffffffe00070b2938: "lockdown_mode: error getting state from nvram\n"
0xffffffffe00070b2967: "lockdown_mode: lockdown mode in nvram is %s\n"
0xffffffffe00070b299b: "get_lockdown_mode_state"
```

```
> ipsw macho info kernelcache.release.Mac14,5_6_8_9_10_12_13_14 | grep -i lockdown
```

```
099: LC_FILESET_ENTRY offset=0x000386590 addr=0xffffffff02738a590 com.apple.driver.AppleLockdownMode
```