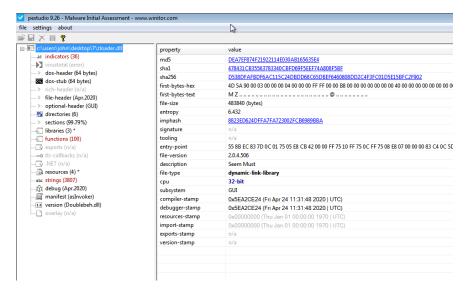
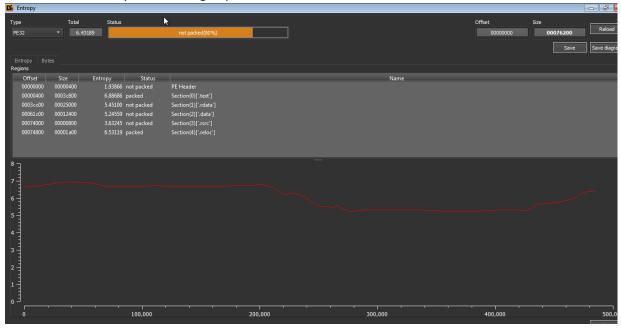
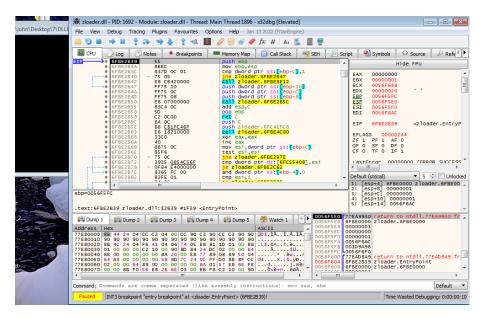
Initially we loaded the sample in pestudio. Here entropy is less so we can assume that sample is unpacked.



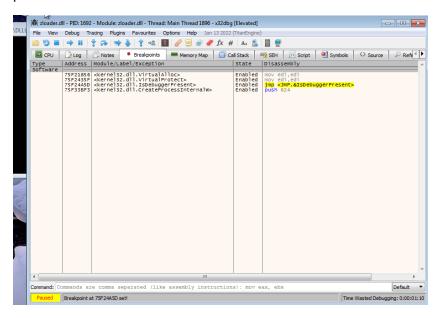
Also in Detect It Easy it is showing unpacked.



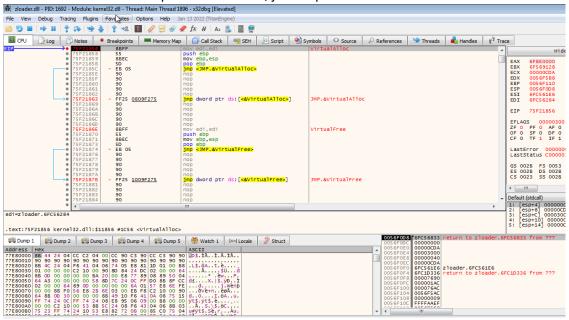
Here we uploaded the sample in x32dbg as we load the sample immediately the dll loader is started in order to load dlls.



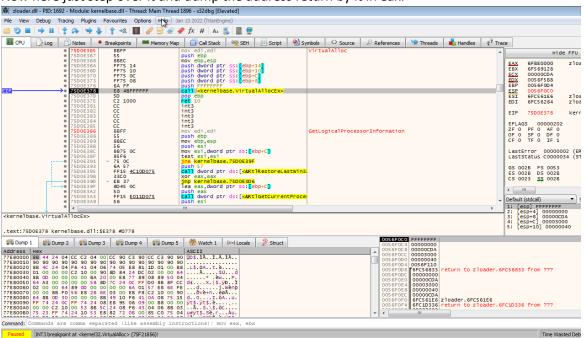
We put breakpoints on VirtualAlloc, VirtualProtect, IsDebuggerPresent, CreateProcessInternalW, now press f9.



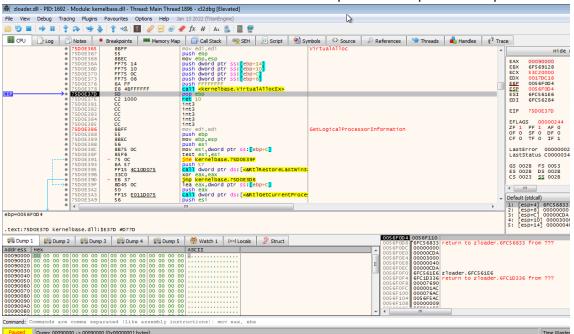
Here we hit our first breakpoint VirtualAlloc, just step over it.



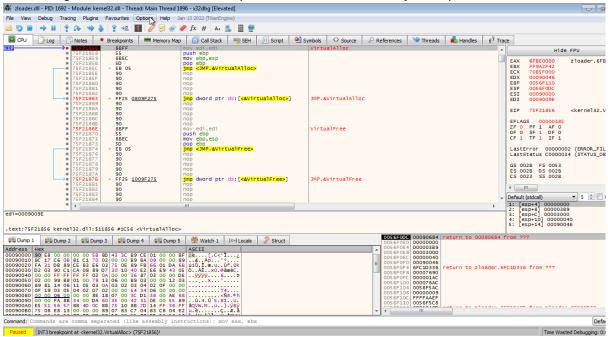
Now here just step over it and dump the address return by it in eax.



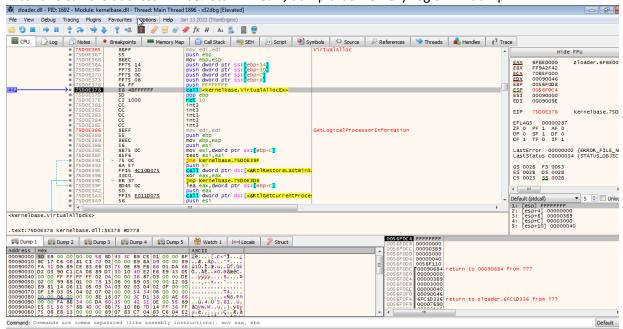
Here the address return is 90000000 in eax and we dump that in dump1 and then press f9.



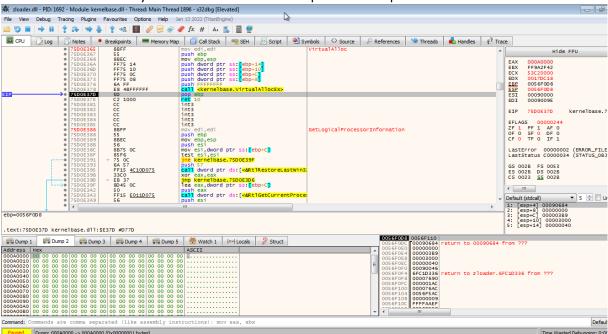
Here we again hit VirtualAlloc now dump1 is filled with values here just step over ...



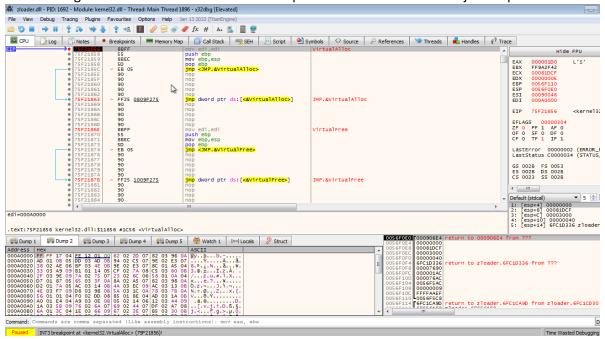
After this call the address will be return in eax, dump that memory region in dump2.



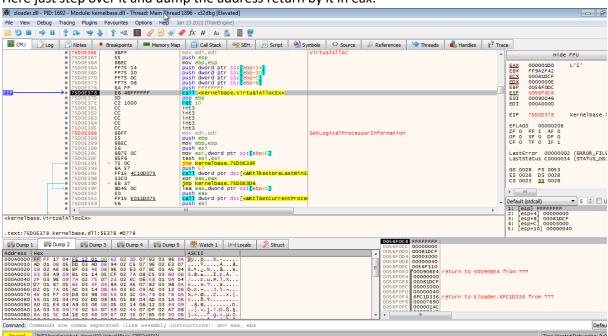
The address returned by it is 40000000 and we dumped it in dump2.



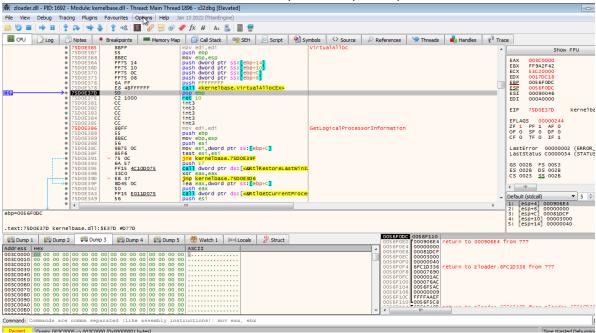




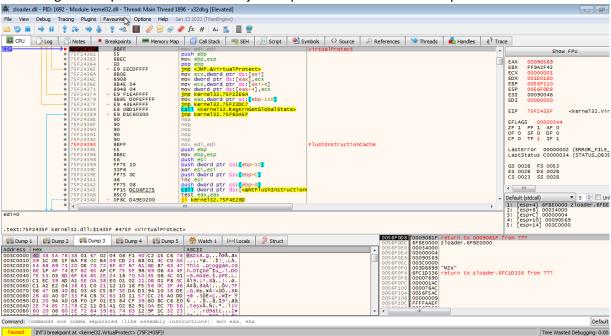
## Here just step over it and dump the address return by it in eax.



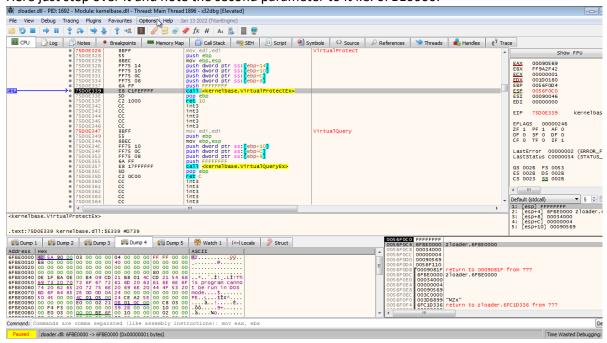
Here the address return is 3C0000, and we dump it in dump3 and press f9.



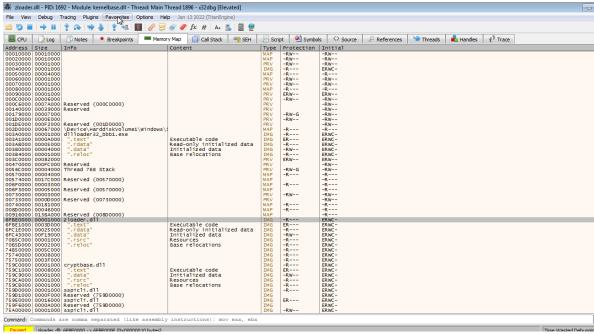
Here we get breakpoint at VirtualProtect just step over it and note the dump3 is filled with exe.



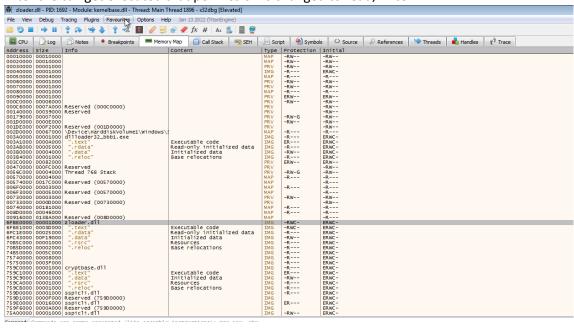
Here just step over it and note the second parameter to it i.e. 6FBE0000.



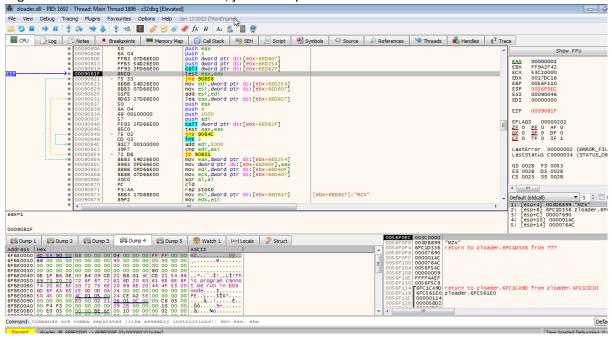
We view that memory region 6FBE0000 in Memory Map , here before the call we see that memory region has read only permission.



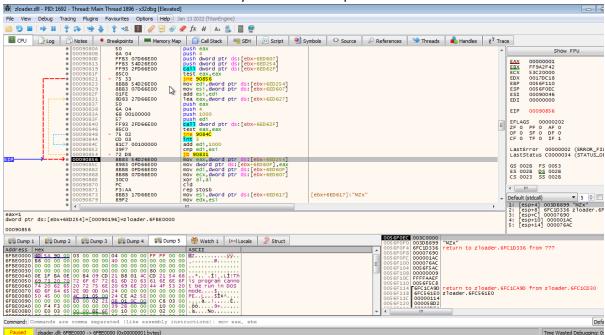
After the call get executed that permission is changed to read, write.



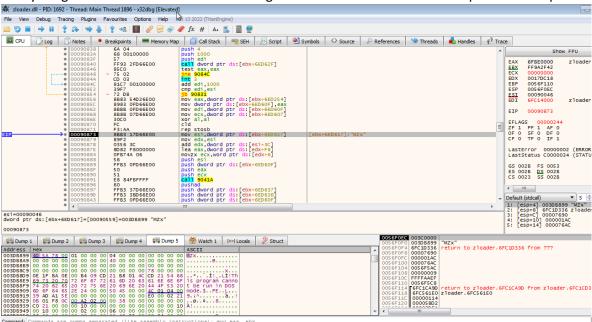
We are now return here i.e. to user code, till now the unpacking is completed ,now probably it will take jump to unpack code either by jump to eax or by some register in this case there is not any jump to register here it will use abnormal ret , just sep over .



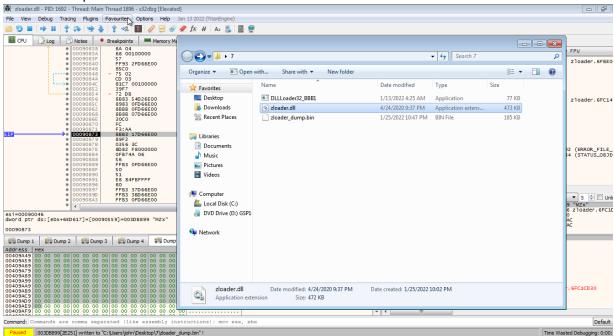
Now we need to check all these memory location in dump for executable.



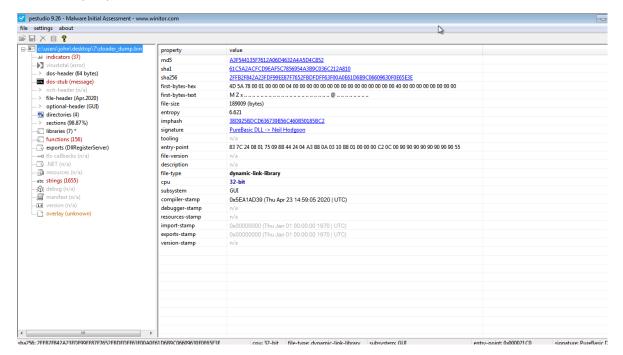
finally we got the location which is containing the executable and we also dump that in dump5.



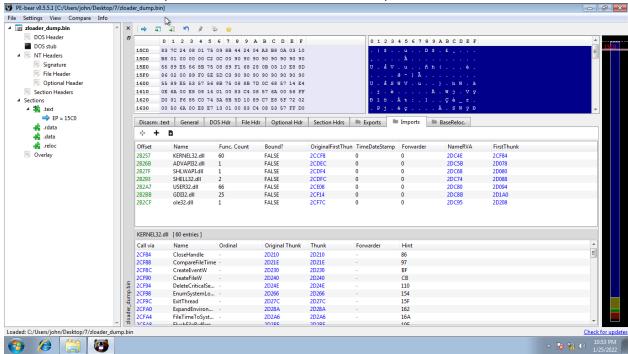
Now we dump the file here.



Now here we load the dumped file in pestudio, here the entropy is low which means that we have successfully unpack it.



Here now we load the sample in PE-bear and we can see the imports.



Here we can see the exports, when this will run it will be using DllRegisterServer.

