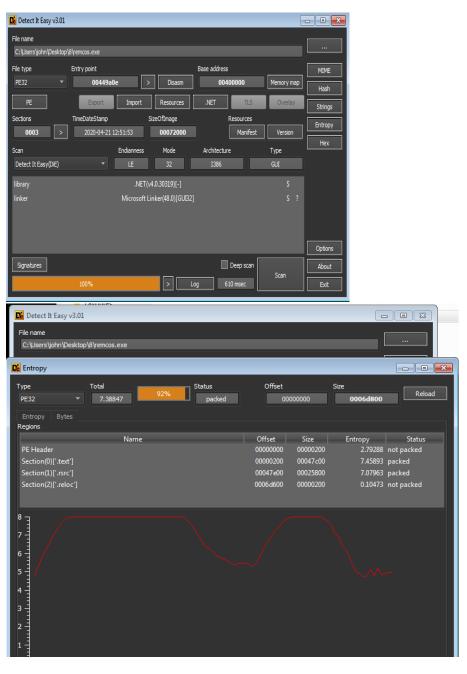
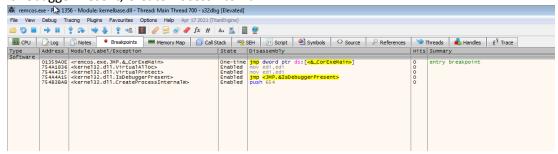
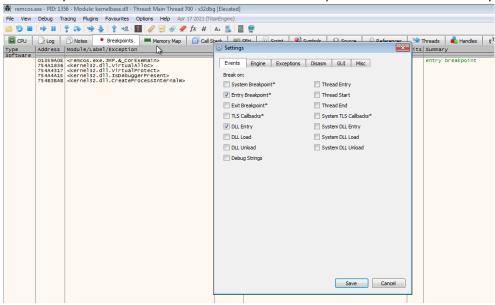
Here initially we uploaded the sample in Detect It Easy to check whether the sample is packed or not , here click on entropy tab we will be able to view the entropy which is high 7.38 and also it is also showing the status as packed.



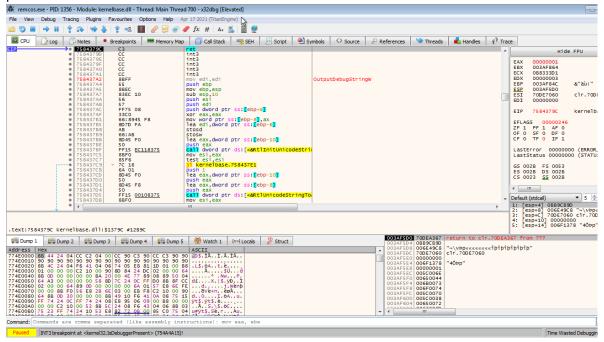
Now we uploaded the sample in x32dbg and put breakpoint VirtualAlloc, VirtualProtect, IsDebuggerPresent, CreateProcessInternalW.



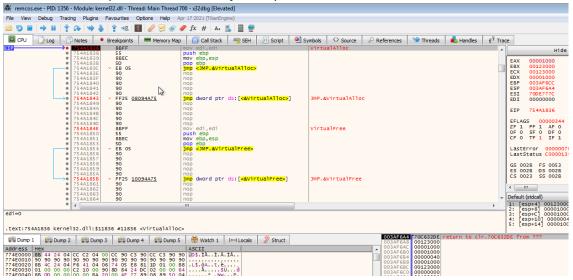
Click on Options->Preferences->Event tabs Mark the option i.e. Break on DLL Entry and press f9.



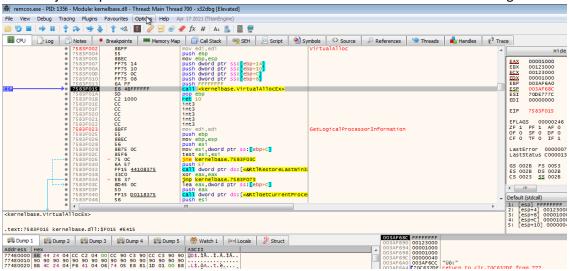
Here we hit our first breakpoint at IsDebuggerPresent and we change its return value from 1 to 0 and press f9.



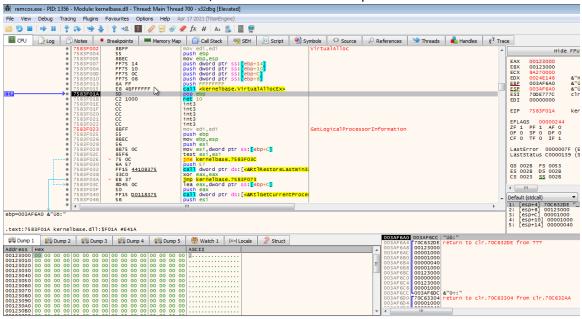
Now we hit breakpoint at VirtualAlloc just step over it.



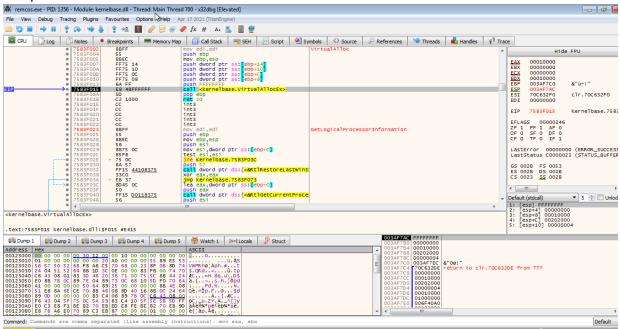
Here we just step over this and we can see the return address after this call in eax register.



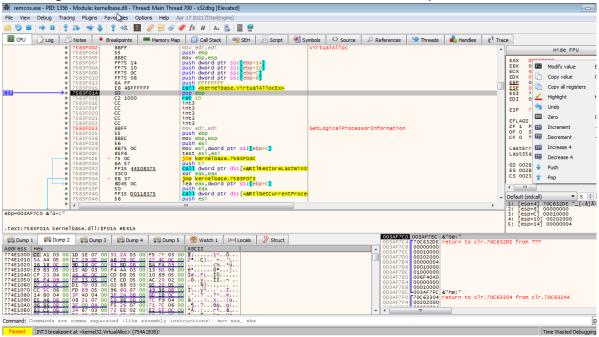
Here the return address is 123000, so we follow this in dump1



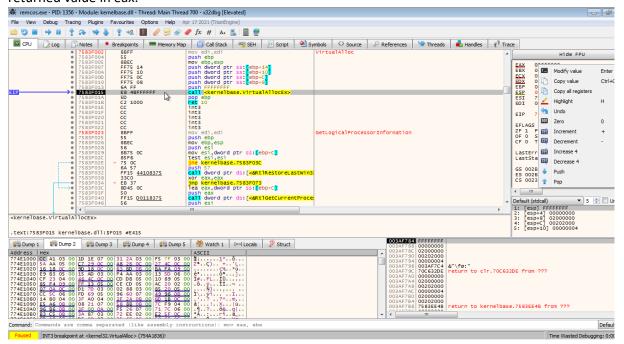
Here we hit breakpoint at VirtualAlloc and step over it, and here the there are some values filled in dump1.



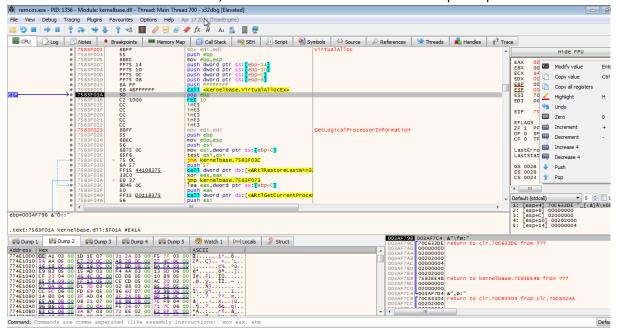
Here we got the return address in eax, but here we are not able to dump it.



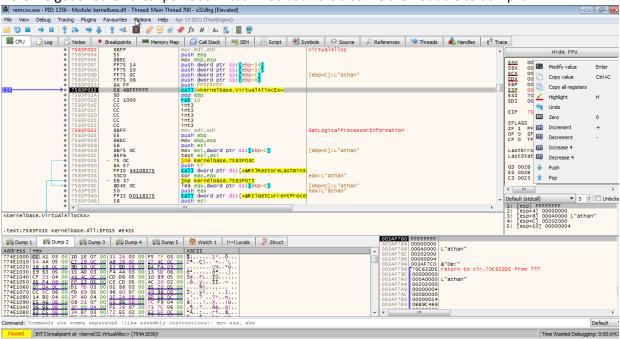
Here we again hit the brekapoint at VirtualAlloc ,here just step over it and then after the call ,view the returned value in eax.



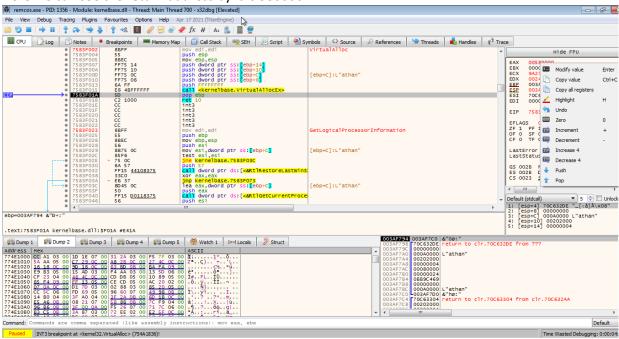
Here the address is returned in eax, but here also we are not able to dump it so press f9.



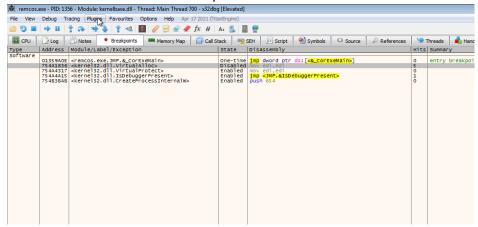
Here we got another breakpoint at VirtualAlloc but here also we are not able to dump it .



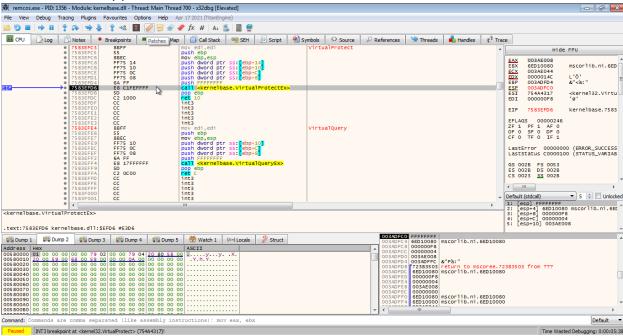
Here we can see the return address by it is 580000.



This is the total count of the breakpoints hit till now and now here we disable the VirtualAlloc.

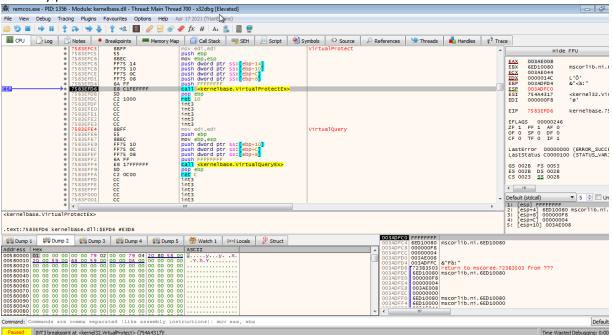


Now here we hit the breakpoint at VirtualProtect just step over it ,here we look at the second parameter here it is referring to the mscorlib library which is library for dotnet framework so we don't need to follow it in memory pressf9.

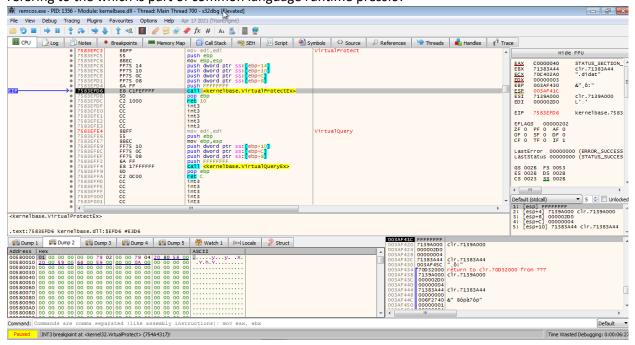


Here again we hit VirtualProtect just step over it ,here we look at the second parameter here it is refering to the mscorlib library which is library for dotnet framework so we don't need to follow it in

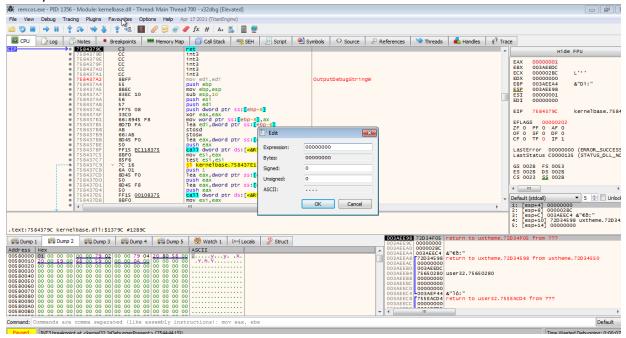
memory pressf9.



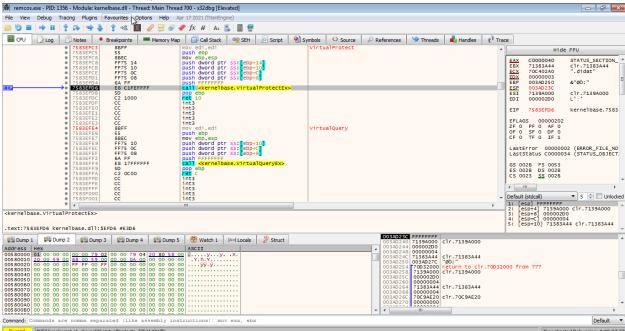
Here again we hit VirtualProtect just step over it ,here we look at the second parameter here it is referring to the which is part of common language runtime pressf9.



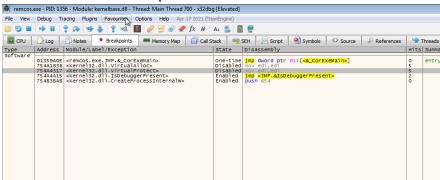
Here we hit the breakpoint at IsDebuggerPresent here now we will make it execute till return and then modify the value return n eax form 1 to 0.



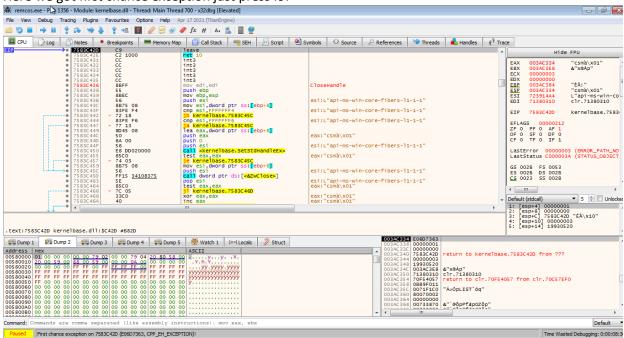
So here now here again get breakpoint at VirtualProtect and here again the second parameter is clr.Now we will disable the breakpoint at VirtualProtect.



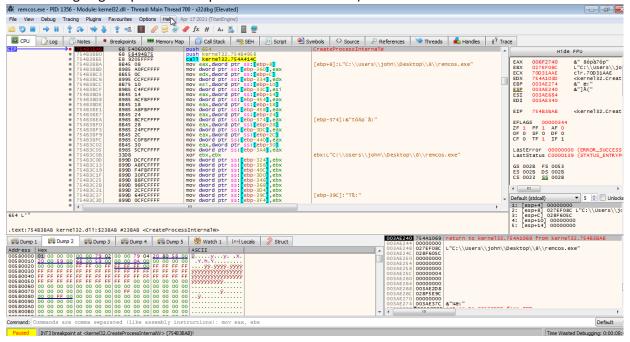
Here we disable the breakpoint at VirtualProtect.



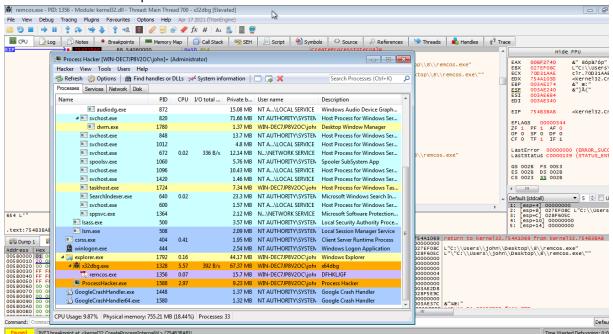
Here we got first chance exception just press f9.



Now here we got breakpoint at CreateProcessInternalW (here in its parameter it have remcos.exe that means it is going to spawn a child process from his ownself).

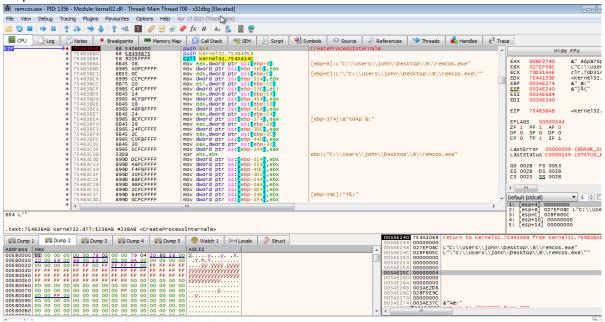


Here we can view that process in Process Hacker.

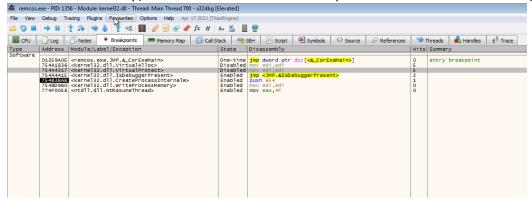


Here we look at the seventh parameter i.e 4 which indicates that it will create the new process at suspended state. Now here we can add breakpoint at NtResumeThread which would bring this out of

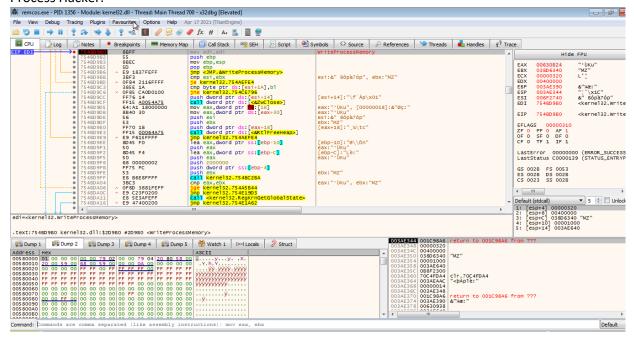
suspended state.



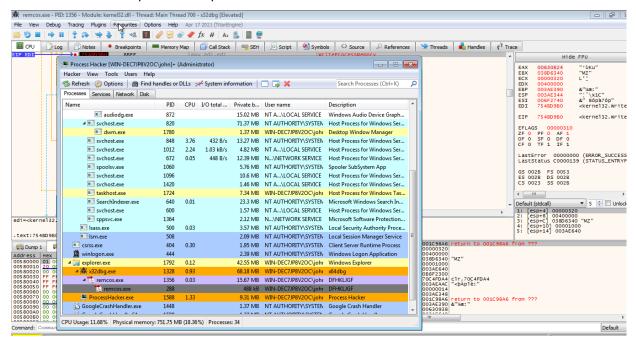
Here we add breakpoint at NtResumeThread(to resume a process from a suspended state) and also at WriteProcessMemory(to overwrite the section of child process with some another code).



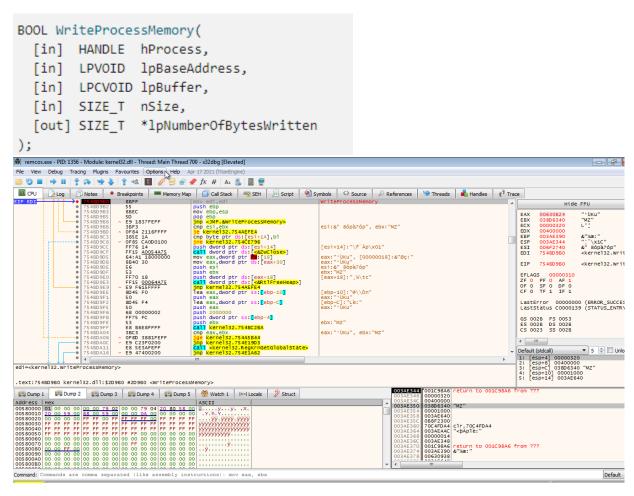
Here we hit breakpoint at WriteProcessMemory , here it will write to the child process we can view it in Process Hacker.



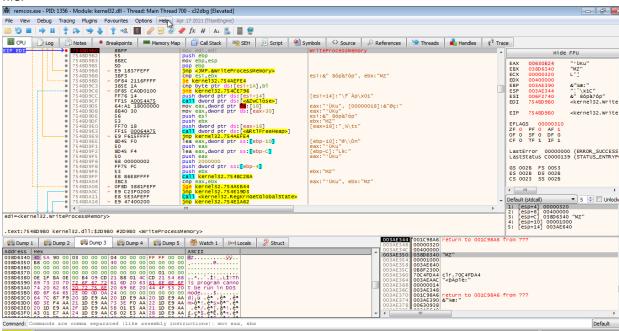
Here we can see that parent has spawn a child.



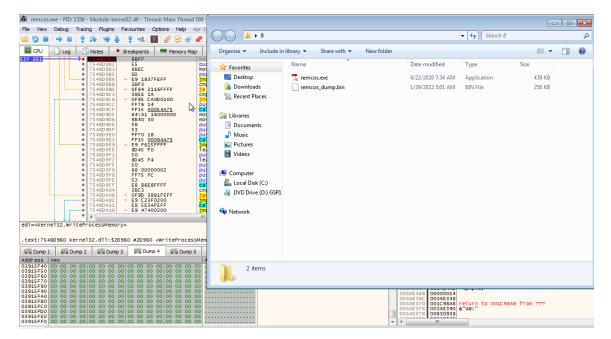
Here we can view the third parameter of the API which is the buffer from where the data will be copied.



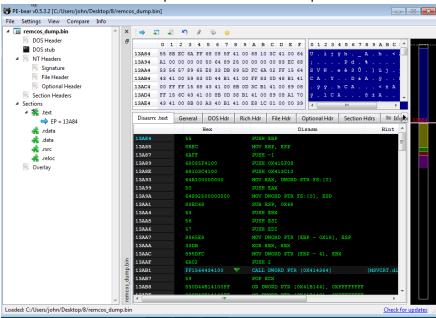
So here now we dump the location 38D6340 in dump3 this is an exe from here we can dump this to a file.



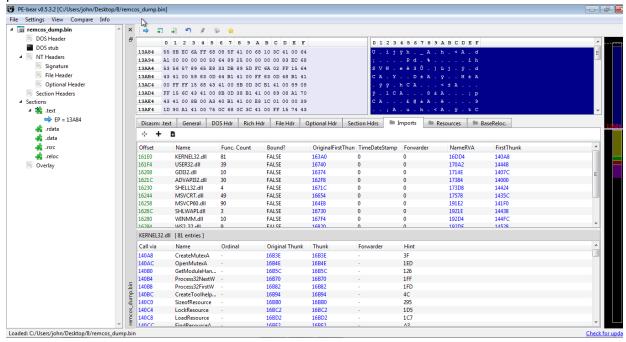
Here we save it.



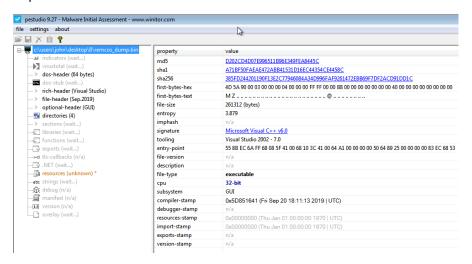
Now here we load the dump file in PE-bear to unmap it.



Here we can see that everything is in order so unmapping is not required ,Now we can analyse it with pestudio .



Here we loaded the sample in pestudio , here the entropy is 3.8 which means we have successfully unpacked it.



Here also in Detect It Easy we can see that now we have successfully unpacked the sample.

