```
#include <windows.h>
#include <stdio.h>
#include <winternl.h>
58, 57, 10, 13, 6, 88, 87, 9, 9, 9, 9, 21, 125,0 };
#pragma comment(linker, "/INCLUDE:__tls_used")
void NTAPI TLS_CALLBACK1(PVOID DLLHandle,DWORD Reason,PVOID Reserved) {
#ifdef WIN64
   PPEB peb = (PPEB)_readgsqword(0x60);
#else
   PPEB peb = (PPEB)_readfsdword(0x30);
#endif
   if (IsDebuggerPresent()) {
       MessageBoxA(0i64, "Watch OUT! Hacker!", "TLS Callback", 0);
       ExitProcess(0xffffffff);
   }
   if (peb->BeingDebugged) {
       MessageBoxA(0i64, "Maybe you know something about anti-debug", "TLS
Callback",0);
       ExitProcess(0xffffffff);
   }
}
void NTAPI TLS_CALLBACKO(PVOID DLLHandle, DWORD Reason, PVOID Reserved) {
   t[8] = 8;
   t[9] = 67;
   t[10] = 93;
   t[11] = 94;
   t[12] = 71;
   t[13] = 28;
   t[14] = 89;
   t[15] = 95;
   t[16] = 87;
   t[17] = 102;
   t[18] = 61;
   t[19] = 81;
   t[20] = 85;
   t[21] = 86;
   t[22] = 66;
   t[23] = 65;
   t[24] = 108;
   t[25] = 50;
   t[26] = 89;
   t[27] = 5;
   t[28] = 95;
   t[29] = 19;
}
#pragma data_seg(".CRT$XLX")
PIMAGE_TLS_CALLBACK _tls_callback[] = { TLS_CALLBACK0 ,TLS_CALLBACK1,0 };
#pragma data_seg()
int main()
   printf("Please input your flag:");
   char s[32] = \{0\};
```

```
scanf("%s", &s);
for (int i = 0; i < 30; i++) {
    s[i] ^= s[i + 1];
}
if (!memcmp(s, t,31))printf("Good!The flag is your input");
else {
    printf("Try harder!");
    exit(0);
}</pre>
```

exp如下:

```
ans="}"
1 =
[66,0,68,70,2,2,1,72,8,67,93,94,71,28,89,95,87,102,61,81,85,86,66,65,108,50,89,5
,95,19,125]
for i in range(len(l)-1,0,-1):
    ans+=chr(l[i]^l[i-1])
    l[i-1] = l[i]^l[i-1]
print(ans[::-1])
```

## 下面是详细版wp:

进入ida查看主函数逻辑,配合上文源代码食用更佳。

已知Buf1存储了用户的输入,经过逐位异或完成了加密,之后与用于校验的数组逐位比较,若相同即代表flag正确。

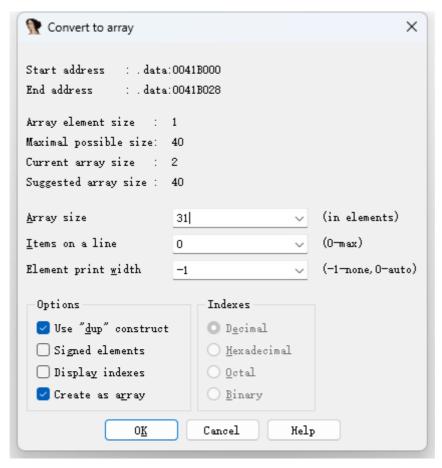
```
int __cdecl main_0(int argc, const chan **argv, co
```

双击check字段进入反汇编窗口,发现有很多的交叉引用..真的很多。

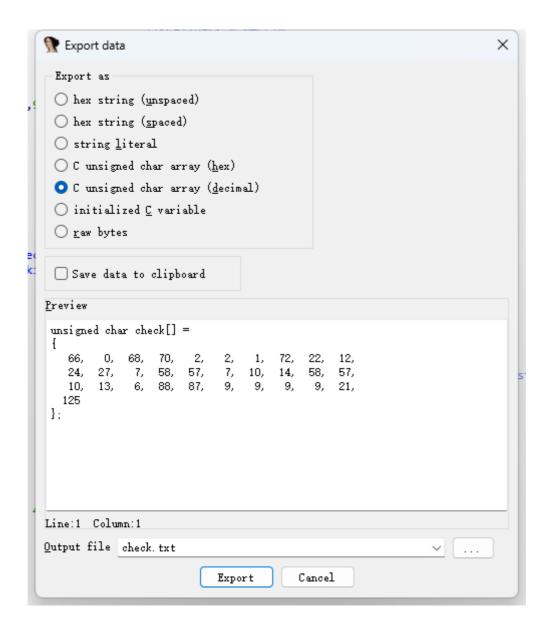
```
; char check[31]
                             ; DATA XREF: TlsCallback_0 0+291w
check db 42h
                             ; TlsCallback_0_0+381w
                             ; TlsCallback_0_0+471w
                             ; TlsCallback_0_0+561w
                             ; TlsCallback_0_0+651w
                             ; TlsCallback_0_0+741w
                             ; TlsCallback_0_0+831w
                             ; TlsCallback_0_0+92↑w
                             ; TlsCallback_0_0+A1↑w
                             ; TlsCallback_0_0+B01w
                             ; TlsCallback_0_0+BF1w
                             ; TlsCallback_0_0+CE1w
                             ; TlsCallback_0_0+DD↑w
                             ; TlsCallback_0_0+EC^w
                             ; TlsCallback_0_0+FB↑w ...
align 2
db 44h; D
db 46h; F
db
     2
db
     2
db
     1
db 48h; H
db 16h
db 0Ch
db
   18h
db 1Bh
db
db 3Ah;:
db 39h; 9
db
db 0Ah
db 0Eh
db 3Ah;:
db 39h; 9
db 0Ah
db 0Dh
db
   6
db 58h; X
db 57h; W
db
    9
db
     9
   9
db
db
    9
db 15h
db 7Dh; }
db
    0
db
     0
db
     0
db
     0
db
     0
db
     0
db
     0
db
      0
db
```

## 先提取出check数组的数据:

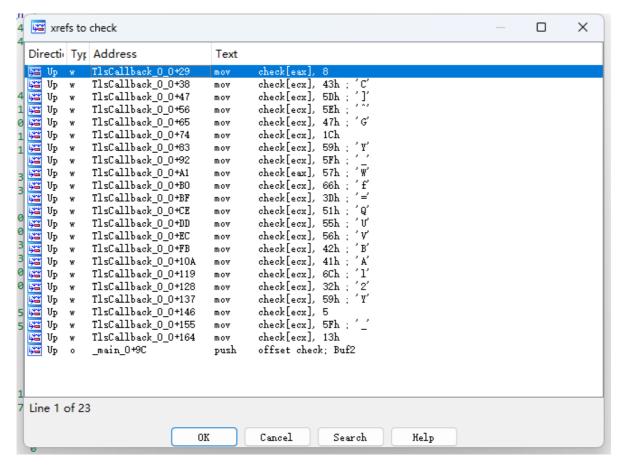
右键点击check,在弹出的菜单中选择array,让ida将其识别为array,根据刚才分析出的长度,填入array的长度为31



按shift+e提取:



按x查看都在什么地方引用了这个check数组,可以发现在一个TlsCallback\_0\_0的函数中对其进行了修改。



双击进入该函数,发现无非就是修改了check数组的对应位置。

```
int __stdcall TlsCallback_0_0(int a1, int a2, int a3)
  int result; // eax
    _CheckForDebuggerJustMyCode(&unk_41D0A3);
  \frac{\mathsf{check}}{\mathsf{[8]}} = 8;
  check[9] = 67;
  check[10] = 93;
  check[11] = 94;
  check[12] = 71;
  check[13] = 28;
  check[14] = 89;
  check[15] = 95;
  check[16] = 87;
  check[17] = 102;
  check[18] = 61;
  check[19] = 81;
  check[20] = 85;
  check[21] = 86;
  check[22] = 66;
  check[23] = 65;
  check[24] = 108;
  check[25] = 50;
  check[26] = 89;
  check[27] = 5;
  check[28] = 95;
  result = 1;
  check[29] = 19;
  return result;
```

## 最后的check数组为

[66,0,68,70,2,2,1,72,8,67,93,94,71,28,89,95,87,102,61,81,85,86,66,65,108,50,89,5,95,19,125]

编写exp即可。