

# Debugging Tool - x64dbg

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# About Debugging

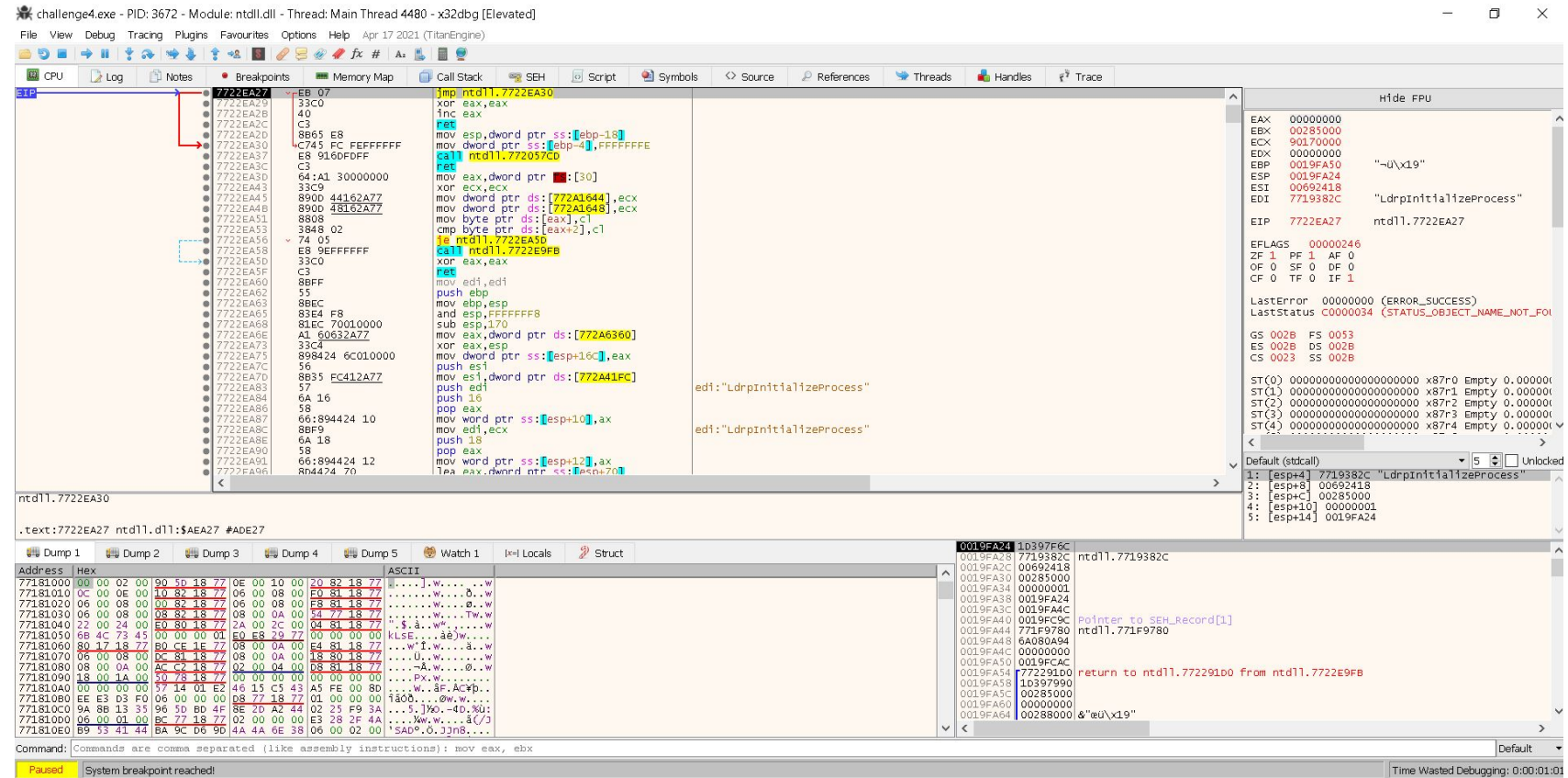
- From Wikipedia
  - Debugging is a methodical process of finding and reducing the number of bugs, or defects (...)
  - Debugger is a computer program that is used to test and debug other programs.
- Programmers usually debug their compiled program with debugging info (PDB file)
- In malware analysis, debugging has nothing to do with finding bugs.
  - We want to analyze the behaviors of unknown programs.
  - Malware author won't distribute malware with debugging info, will be a bit harder

# Why x64dbg

- The best user-mode (ring-3) debugger
- Open source
- Very powerful and user-friendly
- Can be extended with plugins
- **Suitable to debug program without source code/debugging info**

# x64dbg Windows

- CPU
- Registers
- Executables modules
- Stacks
- Memory dump
- Other windows
  - Strings
  - Intermodular Calls
  - Memory Map
  - Threads
  - Breakpoints



# Debugging In General

- Start debugging by creating a new process or attach to an existing one
- Step or trace through code
- Set breakpoints
- Read & write memory
- Read & write registers and flags
- View the call stack
- View a disassembly of the code

# Basic Debugging and Breakpoints

- Single Stepping
- Step into, step over, animate, run
- Run trace
  
- Software Breakpoint (INT3)
- Hardware Breakpoint
- Memory Breakpoint

# Single stepping

- Single stepping means executing the application one instruction at a time
  - A very typical debugger feature
- Implemented by using EFLAGS.TF (Trace Flag)
- When TF=1, the processor generates a debug exception for the next execution

# Software Breakpoints (BP)

- Used to break the execution of the debuggee at a specific address.
- Typically implemented using INT3 (0xCC)
  - Usually transparent, modification is not visible in memory view.
- Good thing
  - No limitation to the amount of software BP
- Bad
  - Modifies the actual code bytes
  - Cannot monitor reads or writes, just execution



# Hardware Breakpoints

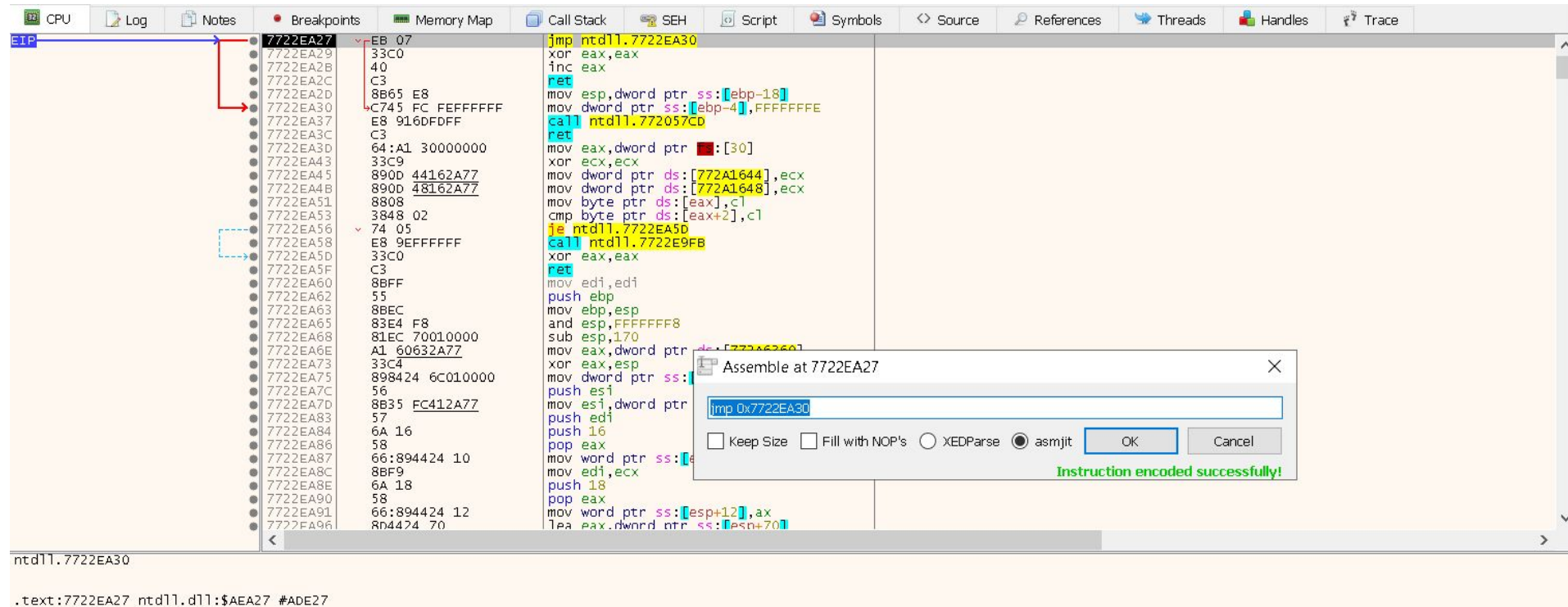
- CPU debug registers provide support for up to 4 hardware Breakpoints
- DR0-3 store the linear addresses to be monitored
- DR7 configures the type of event
  - Break on execution, break on read, break on RW
  - Length of data item to be monitored (1, 2 or 4 bytes)

# Initial Breakpoint

- First time the debugger gets control of the target
- x64dbg has many options for initial BP, the most commonly used ones are
  - System BP
    - Loader breaks into debugger before any application code is run
  - Entrypoint of main module
    - First break is at the entrypoint as defined by the main module PE header

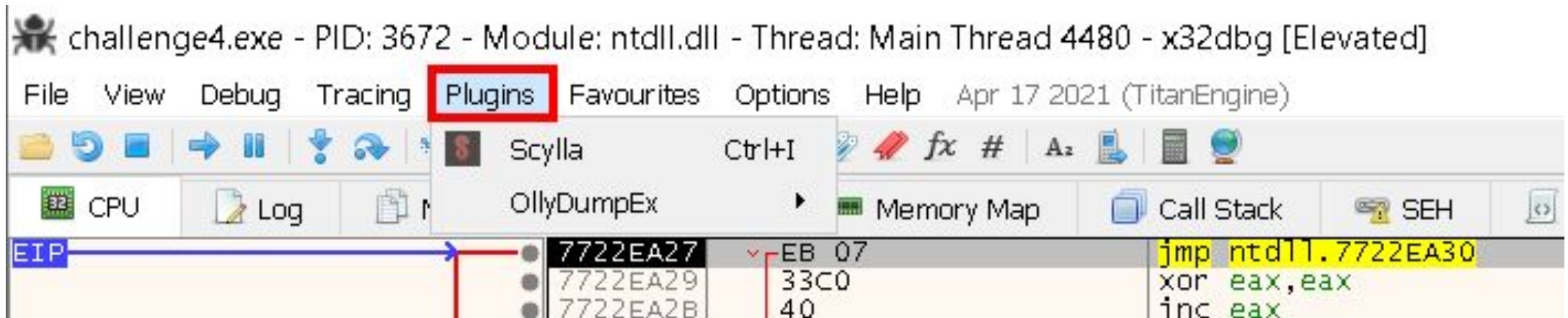
# x64dbg as Assembler

Press Space to Assemble



# Useful plugins

<https://github.com/x64dbg/x64dbg/wiki/Plugins>



# Useful shortcut keys

- Run(**F9**): This starts or resumes the process normally.
- Pause(**F12**): This suspends the current process.
- Restart(**Ctrl+F2**): This terminates the debugged process and reloads it.
- Close(**Alt+F4**): This terminates and unloads the debugged process.
- Step Into(**F7**): This allows us to enter a routine or execute the next step in a repeat instruction.
- Step Over(**F8**): This allows you to execute an entire subroutine or repeat instruction without stepping through it instruction by instruction.

...

# Note on Debugging and security

## Warning!!

- Debugging involves EXECUTING unknown code
- Even if you are doing careful, there is a good chance your debuggee will go through and start running.
  - The malware may spreading into the network
  - You may leak something (Key, password, data)
- Always debug in non-production environment (dedicated machine on separate network or virtualized environment)

Demo, Q&A, and Exercise

# Further readings

- x64dbg
  - <http://x64dbg.com/>
  - <https://github.com/x64dbg>
- Documentation
  - <https://help.x64dbg.com/en/latest/index.html>