DVIA-V2

Jailbreak Test 1

It begins by searching for the string "Device is Jailbroken" as shown from the error message on the app itself.



Jailbreak Detection

Some developers do a check for a jailbroken device and allow the application to function only if it isn't. Your task is to run this application on a jailbroken device and fool the application into thinking it is not jailbroken.

Jailbreak Test 1

Jailbreak Test 2

Device is Jailbroken

OK

Subsequently, the app needs to be disassembled, and the relevant string(s) need to be searched.



By zeroing on the highlighted swift method and changing the view to code flow graph. There is a preceding code that determines whether a device is jailbroken.

This is the most important code here in arm assembly.

tbz w0, 0x0, loc_10017206c



There are two ways to hijack this.

A. You find the offset for "tbz" and modify the register values.

B. You just hook into the affected swift method and tamper with the method argument so that it appears to the app that the device is not jailbroken.

Enlisting GPT's help to draft up Frida's code. Here it is: 🕮

```
// Define the name of the target module (app binary)
     // The module name is the name of the app binary, found using "frida -U -n TargetApp -i"
     var moduleName = "DVIA-v2";
     // Find the base address of the module in memory
     var baseAddr = Module.findBaseAddress(moduleName);
     if (baseAddr) {
         console.log("[*] Found base address of " + moduleName + ": " + baseAddr);
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         // Offset of the target function from our static disassembly
         // This is calculated as: function_address - base_address
         var functionOffset = 0x171F18; // Offset from our analysis
         // Calculate the actual memory address of the function in runtime
         var targetFunction = baseAddr.add(functionOffset);
         console.log("[*] Hooking function at: " + targetFunction);
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         \ensuremath{//} Attach an interceptor to the function to monitor or modify its behavior
         Interceptor.attach(targetFunction, {
             onEnter: function(args) {
                 console.log("[*] Hooked into showAlert function!");
                 // The first argument (args[0]) is a Swift Bool (true/false)
                 // In Swift, a Bool is passed as an integer (1 for true, 0 for false)
                 var jailbreakDetected = args[0].toInt32();
                 console.log("[*] Original Jailbreak Detection Status: " + jailbreakDetected);
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                 // Modify the jailbreak detection result (force it to false)
                 // Setting args[0] to 0 means we are telling the app "no jailbreak detected"
                 args[0] = ptr(0);
                 console.log("[*] Overwritten Jailbreak Detection to: 0 (Not Jailbroken)");
             onLeave: function(retval) {
                 // Log the return value (if applicable)
                 console.log("[*] Function finished execution. Return value: " + retval);
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         // If the module (app binary) isn't found, print an error message
         console.log("[!] Error: Could not find base address of module " + moduleName);
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```

How the offset is found is via hooking to the first instruction of the affected method. As ASLR is enabled, it means that on every program runtime, address will change so you need offset(s) to get the real address of the method during runtime.

