	Victim	Attacker
Time window	• • •	mov eax, pcbData
	mov [eax+var_48], eax	• • •
	mov ebx, [eax+4]	•••
	add ebx, 0Ch	xor [eax], 0x80000
	mov ebx, [ebp+var_24], ebx	xor [eax], 0x80000
	test ebx, ebx	xor [eax], 0x80000
	jnz bailout	xor [eax], 0x80000
	push 1	xor [eax], 0x80000
	push 63737355h	xor [eax], 0x80000
	push ebx	xor [eax], 0x80000
	call UserAllocPoolWithQuota	xor [eax], 0x80000
	• • •	xor [eax], 0x80000
		xor [eax], 0x80000
	mov [eax+8], edi	xor [eax], 0x80000
	mov eax, ecx	<pre>xor [eax], 0x80000</pre>
	mov ecx, [eax+4]	<pre>xor [eax], 0x80000</pre>
	mov esi, [eax+8]	• • •
	mov eax, ecx	• • •
	shr ecx, 2	
	rep movsd	