Programmatically NOP the Current Selection in Ghidra

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born

The Zlob malware contains lots of bogus API calls to hinder analysis. This blag post describes how to use a script in Ghidra to automate the process of patching out those calls with NOP instructions. The malware employs some basic obfuscation techniques, one of which is performing lots of API calls without side effects. This makes both the disassembly as well as the decompile view hard to read. The following excerpts where take from a random sample belonging to this family (SHA256 hash

0b38ca277bbb042d43bd1f17c4e424e167020883526eb2527ba929b2f0990a8f):

```
ff d5 | CALL EBP=>KERNEL32.DLL::GetCurrentThreadId
ff d5 | CALL EBP=>KERNEL32.DLL::GetCurrentThreadId
ff d6 | CALL ESI=>KERNEL32.DLL::GetLastError
ff d7 | CALL EDI=>KERNEL32.DLL::GetConsoleCP
ff d6 | CALL ESI=>KERNEL32.DLL::GetLastError
ff d6 | CALL ESI=>KERNEL32.DLL::GetLastError
ff d6 | CALL ESI=>KERNEL32.DLL::GetLastError
ff d7 | CALL EDI=>KERNEL32.DLL::GetLastError
ff d6 | CALL ESI=>KERNEL32.DLL::GetConsoleCP
ff d6 | CALL ESI=>KERNEL32.DLL::GetConsoleCP
ff d7 | CALL EDI=>KERNEL32.DLL::GetConsoleCP
ff d6 | CALL ESI=>KERNEL32.DLL::GetConsoleCP
```

And the corresponding decompile view:

```
GetCurrentThreadId();
GetCurrentThreadId();
GetLastError();
GetConsoleCP();
GetLastError();
GetLastError();
GetLastError();
GetConsoleCP();
GetConsoleCP();
GetConsoleCP();
GetLastError();
```

You can "just" hit F2 on every call (and the following byte) to replace it with the NOP instruction (0x90) but this is a more than tedious process. Let's write a handy script to automate this:

```
public void run() throws Exception {
    if (currentSelection != null) {
        AddressRangeIterator addressRanges = currentSelection.getAddressRanges(true);
        for (AddressRange addressRange : addressRanges) {
            nopOut(addressRange.getMinAddress(), addressRange.getLength());
        }
    }
}
private void nopOut(Address addressStart, long length) throws CancelledException,
MemoryAccessException {
    clearListing(addressStart, addressStart.add(length));
    for (int i = 0; i < length; i++) {
        Address address = addressStart.add(i);
        setByte(address, (byte) 0x90);
    }
    disassemble(addressStart);
}
```

If you assign this script to the keyboard shortcut Ctrl-Alt-Shift-N for example, you can just select regions of disassembly and hit that combination to replace everything with NOP. ## A tiny plot-twist Since selecting calls in the decompile view will also highlight disassembly, one might think that you can as easily select region of the decompile view, execute the same script and come to the same result. Sadly this is not the case: If you select a line in the decompile view, the corresponding selection in the disassembly will always only have length 1.

```
uVar2 = ev_ReadOverlay(MyFilename, &VER_ID);
if ((char)uVar2 != '\0') {
  wsprintfA(&POLICIES_REGISTRY_KEY, "%soft\\Win%s\\Curr%s%r
10003ald 8d 44 24 3c
                                                         LEA
                                                                       uVar2=>local 330, [ESP + 0x3c]
10003a21 50
10003a22 c7 05 5c 93 00 10 e0 93 00 10
                                                          PUSH
                                                                                                                             30
31
32
33
34
35
                                                                                                                                           MOV
                                                                       dword ptr [ PoleciesRegistryKeyPtr], P
10003a2c e8 eb 1c 00 00
                                                                       st_SecurityDescriptor
10003a31 83 c4 2c
                                                         ann
                                                                       ESP. 0x2c
10003a34 ff d3
                                                         CALL
10003a36 ff d3
10003a38 ff d6
                                                         CALL
                                                                       ESI=>KERNEL32.DLL::GetLastError
10003a3a ff d7
                                                                                                                                           GetConsoleCP();
GetCurrentThreadId();
GetCurrentThreadId();
GetCurrentThreadId();
GetLastError();
GetConsoleCP();
GetLastError();
10003a3c ff d3
                                                         CALL
                                                                       EBX=>KERNEL32.DLL::GetCurrentProcessI
                                                                       EBP=>KERNEL32.DLL::GetCurrentThreadId
10003a40 ff d5
                                                         CALL
                                                                       EBP=>KERNEL32.DLL::GetCurrentThreadId
10003a42 ff d6
                                                                       ESI=>KERNEL32.DLL::GetLastError
10003a44 ff d7
                                                                       EDT=>KERNEL32.DLL::GetConsoleCP
                                                                       ESI=>KERNEL32.DLL::GetLastError
10003a46 ff d6
                                                                                                                                           GetLastError();
```

While one might think that in the screenshot above, the selection in the disassembly has a lenght of 6 and ranges from 0x10003a34 to 0x10003a3a (exclusively) it is in fact three selections, each of length 1 starting at 0x10003a34, 0x10003a36 and, 0x10003a38. Executing the above script will hence result in the byte sequence 90 d3 90 d3 90 d3 which cannot even be disassembled. So let's not pass in addressRange.getLength() into the nopOut function but instead extend the length such that the last instruction is always included completely:

```
/**
 * Searchers backwards for the last assembly instruction and returns the length
 * of the address range, potentially extended to fully include this last
 * instruction.
 */
private long assemblyAlignedLength(AddressRange addressRange) {
        long length = addressRange.getLength();
        for (int i = 1; i <= MAX_ASSEMBLY_INSTRUCTION_LENGTH; i++) {</pre>
                Instruction instruction =
getInstructionAt(addressRange.getMinAddress().add(length - i));
                if (instruction != null) {
                        return length + (instruction.getLength() - i);
                }
        }
        return length;
}
```

You can find the complete nts. java script on github!