Fun With Thread Local Sto

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You Can Call Me Al

Thread Local Storage callbacks were discovered in 2000.
However, widespread use didn't occur until 2004.
Now, it should be the first place to look for code, since it runs before the main entrypoint.
And that can make all the difference...

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Empty!

So the main file does nothing. If we assume that the structure is normal, then we could check the thread local storage table. Just in case.

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Empty!

So the search moves to the callbacks, of which there is only one... or is there?

The One and Only

GALIDA - tis1.exe File Edit Jump Search View Debug Options Window =[]]= IDA View-A SUBROUTI IN public TlsCallback_0 ; DATA XREF: DATA:TlsCallbacksto TlsCallback_0 proc near CODE:00401013 mov ds:TlsCallbacksEnd, offset loc_401000 TisCallback Ø ; sp-analysis failed CODE:0040101D CODE:0040101D CODE:0040101D CODE:0040101D CODE:0040101D CODE:0040101D start public start ; DATA XREF: HEADER:pe header to proc near CODE:0040101D retn CODE:0040101D start endp CODE:0040101D CODE:0040101E ; [00000006 BYTES: COLLAPSED FUNCTION ,j_MessageBoxA. PRESS KEYPAD "+" TO EXPAND] dd 77h dup(0) dd 380h dup(?) CODE:00401024 CODE:00401200 CODE:00401200 CODE CODE:00401200 ends Section 2. (virtual address 00002000) Virtual size : 00001000 Section size in file : 0000200 Offset to raw data for section: 0000800 Flags C0000040: Data Readable Writable Alignment : default DATA:00402000 DATA:00402000 4096.) DATA:00402000 DATA:00402000 DATA:00402000 DATA:00402000 DATA:00402000 DATA:00402000 DATA:00402000 Segment type: Pure data DATA:00402000 ; Segment permissions: Read/Write segment para public 'DATA' use32 assume cs:DATA DATA:00402000 DATA:00402000 DATA DATA:00402000

 JUS DIR_ENTRY <0, 0, offset TlsIndex, offset TlsCallbacks, 0, 0>

 ; DATA XREF: HEADER:pe_header10 HEADER:0040022010

 dd 0
 ; DATA XREF: DATA:TlsDirectory10

 DATA:00402000 TlsDirectory DATA:00402000 DATA:00402018 DATA:00402018 TlsIndex DATA:0040201C TlsCallbacks dd offset TlsCallback_0 ; DATA XREF: DATA:TlsDirectoryto DATA:00402020 TlsCallbacksEnd dd 0 DATA XREF: TlsCallback_0tw align 8 db 'demo',0 db 'run',0 DATA:00402024 DATA:00402028 aDemo ; DATA XREF: CODE:00401002 to DATA:0040202D aRun : DATA XREF: CODE:00401007to DATA:00402031 DATA:00402031 align 1000h DATA ends DATA:00402031

Am I Missing Somethi

CODE:00401013 CODE:0040101D

mov ds:TlsCallbacksEnd, offset loc_401000 retn

Who ever heard of a one-line callback?

Write the Right

It's about what you write, and where you write it. By writing to TIsCallbacksEnd, the array is extended in memory. Now the array contains two entries, not one.

Surprise!





The second entry is executed after the first one returns. The array can be extended infinitely. Existing entries can be altered at runtime, too. For example, one entry can decrypt the others.



Just a little something to add to the workload.