

# Ghiribizzo's Cracking Tutorial

## NuMega's BoundsChecker 5.xx

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### NuMega's BoundsChecker 5.xx

NuMega's BoundsChecker is a tool for software development but is also useful for crackers. NuMega have been nice enough to distribute their software for free (14 day trial) so go to their site and download their stuff (you can get SoftIce too!).

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### PGP and Signed Tutorials

My tutorials and programs should be signed electronically using PGP. PGP 5 supports DSS/Diffie-Hellman keys. These keys are not supported by previous versions of PGP.

You should check the signature to make sure that the tutorial and especially its program files have not been tampered with. All cracks, tutorials and zip files I release will be signed. This will prevent tampering and will hopefully reduce the chances of viral infection.

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When I download the program (BoundsChecker 5.01 C++ Builder version), I installed it and went directly to cracking! (a sad affliction of crackers - cracking the software is so much more fun than using it). I ran BoundsChecker and when you load a program into it, you're presented with a screen and an option to purchase. A 16 digit serial number is also displayed. It looks like a standard serial/key combination. It turns out that the key depends entirely upon the 16 digit serial number and not on your name/company.

In my hurry to crack the program, I registered it instantly so I couldn't go back to looking at the key generator routine. The crack itself is trivial - a by the book serial/key generation. I can't remember exactly how I did it but I'll try to give an accurate description. I placed a bpx on hmemcpy and (if I remember correctly) followed the stack backwards. I then scanned the code under SoftIce looking around until I saw the following code:

```

push  eax
push  ecx
call  some function
...
followed by compare routines and a conditional jump to a messagebeep (I think)

```

This couldn't be more suspicious. I dumped the contents of eax and ecx and then found that they contained my guessed key and the correct key. So leaving SoftIce, I typed in the correct serial and that was it. Luckily, I ran C++ and the C++ version of BoundsChecker hadn't been registered yet so I get to go through it again! This time I did a bpx getwindowtext and placed breakpoints on the serial code (search through memory for it). Looking around you can quickly find the following pieces of code (even easier if you bpr on the serial locations) anyway the following code listings are taken from Shadows tutorial on cracking the Visual C++ version of BoundsChecker. The comments are by him the code is pretty self-explanatory.

#### Processing and storing the serial:

```

014F:014F28C6 PUSH  1501070
                LEA   EAX,[EBP-04]
                PUSH  EAX
                INC   ESI
                CALL  14F4E80
                ADD   ESP,08
                LEA   ECX,[ESP-04]
014F:014F28BD MOVSBX EAX, BYTE PTR [ESI:015044DF]
                PUSH  EAX
                PUSH  015014B8
                PUSH  ECX
                CALL  14F4E10
                ADD   ESP,0C
                LEA   ECX,[EBP-04]
                PUSH  ECX
                CALL  14F4E00
                ADD   ESP,04
                MOV   [ESI*4+EBP-48],EAX           ; Store Number
                CMP   ESI,10                       ; Ox10=16 Digits
014F:014F2904 JB   014F28C6
                PUSH  DWORD PTR [EBP-34]
014F:014F2904 JB   014F28C6

```

Notice that there are 16 blocks of code similar to the one below. Five numbers are passed as parameters and a call is made to a function which generates one digit of the key from the 5 numbers.

```

PUSH  DWORD PTR [EBP-34] ;P1
PUSH  DWORD PTR [EBP-08] ;P2
PUSH  DWORD PTR [EBP-5C] ;P3
PUSH  DWORD PTR [EBP-28] ;P4

```

```

PUSH  DWORD PTR [EBP-44] ;P5
CALL  014F257B
ADD   ESP,14
MOV   [EBP-009C],EAX

```

The following function is the generator itself. It's pretty easy to understand.

```

014F:014F257B PUSH  EBP
MOV   EAX,[ESP+08] ;EAX=P5
MOV   EBP,ESP
ADD   EAX,[ESP+0C] ;EAX=P4+P5
CMP   EAX,9 ;if (EAX>9) EAX-=0A
JLE   BR1
SUB   EAX,0A
BR1:  SUB   EAX,[EBP+10] ;EAX-=P3
JNS   BR2 ;if (EAX<0) EAX+=0A
ADD   EAX,0A
BR2:  ADD   EAX,[EBP+14] ;EAX+=P2
CMP   EAX,9 ;if (EAX>9) EAX-=0A
JLE   BR3
SUB   EAX,0A
BR3:  SUB   EAX,[EBP+18] ;EAX-=P1
JNS   BR4 ;if (EAX<0) EAX+=0A
ADD   EAX,0A
BR4:  POP   EBP
RET

```

There are 6 numbers in memory before the serial number. This is the version of the program and the build number.

Also, if you enter the wrong code and step through the code afterwards you'll see that a conditional jump which makes a call to a function *which overwrites the correct key in memory with a false one!* This is quite interesting. I assume that the code has been put in to thwart attempts to 'hear the echo'. The false key is placed in memory *directly before* the key you entered. Anyone who runs the program once through and then tries to do a memory dump will fall for this trap. I don't know what entering this key will do, and I can't test it as I've already registered the C++ builder version. But it could do anything from falsely 'registering' you or something more sinister...

That was the only special thing in the protection scheme. It is otherwise quite boring and very easy to break. Let me finish by giving the build numbers of some of the versions you can download from NuMega's website.

BoundsChecker 5.02 Visual C++ Edition: 502597

BoundsChecker 5.01 C++ Builder Edition: 501697

BoundsChecker 5.01 Delphi Edition: 510597

Well a cracker's work is never finished. Having registered both the standard version and the Builder edition, I couldn't look at the protection further (never be too quick to register!). So I downloaded the Delphi edition. There was an initial fiasco of pressing 'cancel' on the trial screen - this altered things so that BoundsChecker no longer loaded when starting Delphi. I tried to sift through the registry and put in 'IntegratedDebugging=1' as it appeared in the Builder version, but this didn't help. In the end I had to uninstall BoundsChecker, restore an earlier copy of the registry (these are VERY useful!) and then reinstall BoundsChecker. When I loaded Delphi, BoundsChecker popped up, but it said that my 14 day trial had ended. Though it kindly offered me the chance to purchase it so I could look at the protection scheme again.

Looking through the code again, I noticed some things that I missed first time round. In the earlier WinIce sessions, I had jotted down some search strings to locate some sections of the protection code.

Searching the main executable for this yielded nothing. Probably a .dll then. There are many ways you could find this. I chose to use WinIce because there were other things I wanted to check (e.g. the build number for Delphi version etc.). Once I landed in the protection code, I looked at the stack and was amazed by what I saw: TL32V20! NuMega is using TimeLock to protect it's code! Now I haven't looked at TimeLock protections before (not knowingly anyway!) but I vaguely remember seeing some tutorials written about it before. Strange that no one has spotted this yet as the key generator is quite distinguishable! Anyway it happens that version A of TimeLock is used TL32V20.DLL is 91,648 bytes long.

Let's use Hiew and dump some of the code:

This is where the Version/Build number is fetched and stored and straight after that the serial number is fetched and stored.

```
.000025CB: 6870100110          push    010011070
..
..    snip
..
*.00002602: 8944B5A0          mov     [ebp][esi]*4[-0060],eax
*.00002606: 83FE06          cmp     esi,006
*.00002609: 72C0          jb     .0000025CB ----- (4)
.0000260B: 33F6          xor     esi,esi
.0000260D: 6870100110          push    010011070
..
..    snip
..
*.00002644: 8944B5B8          mov     [ebp][esi]*4[-0048],eax
*.00002648: 83FE10          cmp     esi,010
*.0000264B: 72C0          jb     .00000260D ----- (8)
```

This is where I got my serial for the standard version of BoundsChecker. It is an obvious compare, test, jump sequence.

```
.00003ED0: FF15DC630110     call   GetWindowTextA ;USER32.dll
.00003ED6: 8D45D8          lea   eax,[ebp][-0028]
.00003ED9: 50             push  eax
.00003EDA: E885E9FFFFFF     call   .000002864 ----- (3)
.00003EDF: 83C404          add   esp,004
.00003EE2: 8D45EC          lea   eax,[ebp][-0014]
.00003EE5: 8D4DD8          lea   ecx,[ebp][-0028]
*.00003EE8: 50             push  eax <-key you entered
*.00003EE9: 51             push  ecx <-real key
*.00003EEA: E891170000     call   .000005680 ----- (4)
*.00003EEF: 83C408          add   esp,008
*.00003EF2: 85C0          test  eax,eax
*.00003EF4: 7553          jne   .000003F49 ----- (5)
```

Now let's take a look at what happens when we enter the wrong code:

```
.00003F49: 8D45D8          lea   eax,[ebp][-0028]
.00003F4C: 50             push  eax
*1.00003F4D: E859E6FFFFFF     call   .0000025AB ----- (1)
```

\*1 Routine to overwrite key with hardwired key

```
.00003F52: 83C404          add   esp,004
.00003F55: 8D45EC          lea   eax,[ebp][-0014]
.00003F58: 8D4DD8          lea   ecx,[ebp][-0028]
*2.00003F5B: 50             push  eax
*.00003F5C: 51             push  ecx
```

```

*.00003F5D: E81E170000      call  .000005680  ----- (2)
*.00003F62: 83C408                add   esp,008
*.00003F65: 85C0                  test  eax,eax
*.00003F67: 753E                  jne   .000003FA7  ----- (3)

```

\*2 Your key is compared with the hardwired key

```

*3.00003F69: 6A6B                push  06B
*.00003F6B: E8CAD1FFFF          call  .00000113A  ----- (4)
*.00003F70: 83C404              add   esp,004
*.00003F73: 85C0                test  eax,eax
.00003F75: 7420                je    .000003F97  ----- (5)

```

\*3 What does this call do? Does it really restore you trial period?

```

*4.00003F77: 6800200000          push  000002000
*.00003F7C: 68193B0110          push  010013B19
*.00003F81: 6855410110          push  010014155
*.00003F86: 56                  push  esi
*.00003F87: FF15A8630110        call  MessageBoxA ;USER32.dll

```

\*4 This message box says that your trial period has been restored!

```

.00003F8D: C7053410011001000000  mov   d,[010011034],000000001
.00003F97: 6A01                push  001
.00003F99: 56                  push  esi
.00003F9A: FF15B8630110        call  EndDialog ;USER32.dll
.00003FA0: B801000000          mov   eax,000000001
.00003FA5: EB5D                jmps  .000004004  ----- (6)

```

```

*5.00003FA7: 6800200000          push  000002000
*.00003FAC: 68193B0110          push  010013B19
*.00003FB1: 68EB410110          push  0100141EB
*.00003FB6: 56                  push  esi
*.00003FB7: FF15A8630110        call  MessageBoxA ;USER32.dll
.00003FBD: EB2D                jmps  .000003FEC  ----- (7)

```

This is just the 'incorrect key' message box.

Now I didn't execute the code listed in 3. Call it a healthy dose of paranoia! (Have you read my tutorial - 'How to Protect Better: A Strategy'?). I'll leave you to investigate for yourself. Placing the protection in the TimeLock dll opens a world of opportunity. There is more than enough space within the dll to place your own routines. Keeping a 'cracked' copy of this dll could mean automatic registering of all TimeLock protected programs... but where's the fun in that? If you decide to patch the dll itself, I'd recommend putting in code to display the correct key in a message box rather than have it perform an automatic registration. Then you can continue to crack the program and also have a check for later. See my tutorial on cracking HexWorkshop to find out the half-baked way to creating this sort of message box. Also for those who can't be bothered, get my keymaker. This will register all the BoundsChecker programs currently available for trial by NuMega and may also work for TimeLock protections in general - though I have yet to test it on such a program.

OK. I just can't help myself. Still curious about TL32V20.DLL, I loaded it into W32DASM and had a look around. Try it, there's some quite interesting stuff in there. Remember the key generation scheme? The block of 16 of these:

```

PUSH  DWORD PTR [EBP-34] ;P1
PUSH  DWORD PTR [EBP-08] ;P2
PUSH  DWORD PTR [EBP-5C] ;P3

```

```
PUSH  DWORD PTR [EBP-28] ;P4
PUSH  DWORD PTR [EBP-44] ;P5
CALL  014F257B
ADD   ESP,14
MOV   [EBP-009C],EAX
```

You can't fail to miss it really. And you certainly can't fail to miss 2 blocks of 16. Two blocks? Taking a closer look, I discover that the same key digit function is called and the same version/build/serial numbers are called, only the parameters passed into the key digit function are different. I already am thinking that this is the generator for the 'fake' key and that the key isn't hardcoded into TimeLock nor in BoundsChecker as I had first thought (I already took a quick look at a few of the files and had found nothing). I quickly rewrite a new keygenerator for these new parameters and out pops the 'fake' key.

I've still not tried entering in this key yet, but what I imagine happens is that the trial period is reset and then the serial must be changed to prevent someone reusing this key. This would give NuMega the option of restoring a customers installation if it went wrong. I'll be phoning NuMega soon to ask if my trial can be reset.

Well, I couldn't be bothered contacting NuMega. Instead, I went ahead and entered the 'fake' key. My prediction was right. The trial period is reset and then the serial number is changed. I did this while filemon and regmon were running. Having a quick peek around, I noticed that certain registry entries were changed and also a file (bcdlphi5.tsf - 2602 bytes) was accessed. Having a quick look through some tutorials regarding TimeLock protections I found that decrypting the tsf file has already been covered so I went go into it here. Also I noticed that Riz la+ had commented in his tutorial: "What about testing your knowledge on [tlock32.dll], which seems to be TimeLock v1.0? It is used by NuMega's BoundsChecker". So it was already known that early versions of BoundsChecker used TimeLock.

I think that I had better end the tutorial here as it is dragging on. I am astounded that such a poor protection scheme is used by so many programs. I cracked BoundsChecker standard edition in less than 5 minutes.

If you have further comments on this or want to send me your tutorials, then contact me. Don't send me any tutorials without first asking!