

Analyzing CrackMe2 with String Decryption

Objective: Learn to analyze a CrackMe challenge with obfuscated strings by using breakpoints to observe runtime decryption, then identify and bypass the password validation logic.

Introduction: What Makes This CrackMe Different?

Unlike CrackMe1, which had plaintext strings, **CrackMe2 uses string obfuscation**. This means:

- Strings are encrypted in the executable
- They are decrypted at runtime (when the program runs)
- We cannot find password messages by simply searching for strings
- We must observe the program's behavior dynamically

Why do programs obfuscate strings?

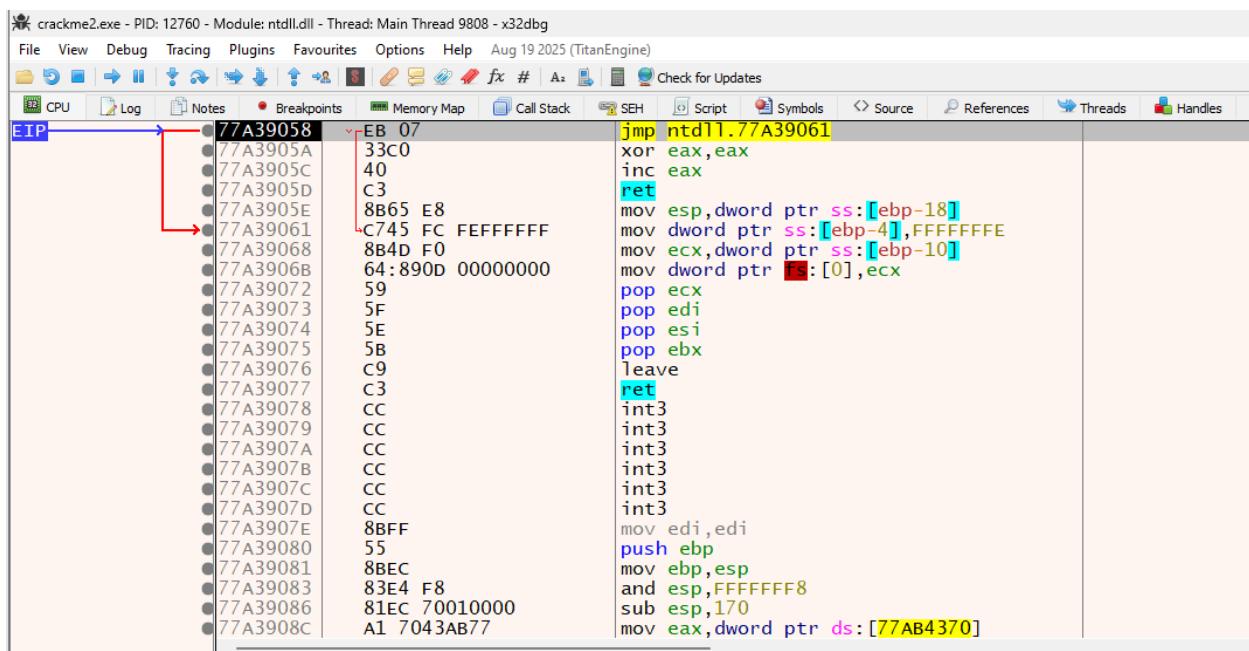
- Hide functionality from static analysis
- Prevent detection by antivirus
- Protect intellectual property
- Make reverse engineering more difficult

Step 1: Load the Executable into the Debugger

Instructions:

1. **Open your debugger** (x32dbg or OllyDbg)
2. **Load CrackMe2.exe**:
 - o File → Open
 - o Navigate to the CrackMe2.exe file
 - o Click Open
3. **Observe the initial state**:
 - o The debugger pauses at the system initialization code
 - o Notice the title bar displays **"Module: ntdll.dll"**

What you're seeing: The Windows system loader (ntdll.dll) preparing the program to run. This is **not** the actual program code yet.



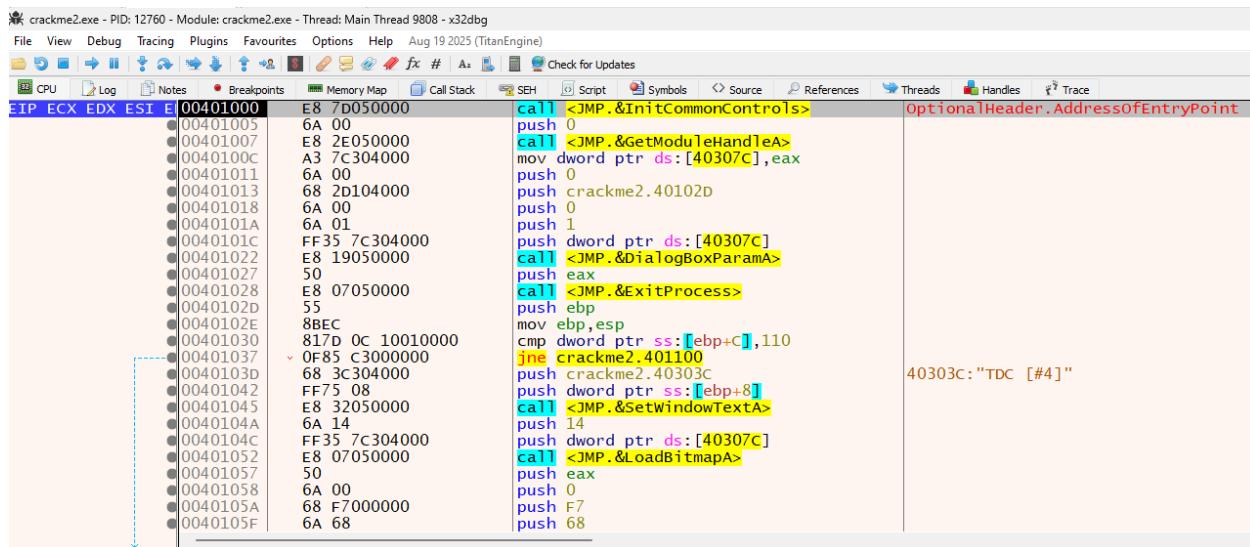
Address	OpCode	Instruction
77A39058	EB 07	jmp ntdll.77A39061
77A3905A	33C0	xor eax, eax
77A3905C	40	inc eax
77A3905D	C3	ret
77A3905E	8B65 E8	mov esp, dword ptr ss:[ebp-18]
77A39061	C745 FC FFFFFFFF	mov dword ptr ss:[ebp-4], FFFFFFFF
77A39068	8B4D F0	mov ecx, dword ptr ss:[ebp-10]
77A3906B	64:890D 00000000	mov dword ptr [s: [0]], ecx
77A39072	59	pop ecx
77A39073	5F	pop edi
77A39074	5E	pop esi
77A39075	5B	pop ebx
77A39076	C9	leave
77A39077	C3	ret
77A39078	CC	int3
77A39079	CC	int3
77A3907A	CC	int3
77A3907B	CC	int3
77A3907C	CC	int3
77A3907D	CC	int3
77A3907E	8BFF	mov edi, edi
77A39080	55	push ebp
77A39081	8BEC	mov ebp, esp
77A39083	83E4 F8	and esp, FFFFFFF8
77A39086	81EC 70010000	sub esp, 170
77A3908C	A1 7043AB77	mov eax, dword ptr ds:[77AB4370]

Step 2: Navigate to the Program Entry Point

Instructions:

1. **Run to the Address of Entry Point (AEP):**
 - Press **F9** (or click the blue **Run** button ▶)
 - The debugger will execute through system initialization
 - Execution will pause at the program's first instruction
2. **Verify you're at the correct location:**
 - Check the title bar: It should now show "**Module: CrackMe2.exe**" (or similar)
 - The CPU view should display the program's actual code

Important: The "Module:" section changing from "ntdll.dll" to "CrackMe2.exe" confirms you're now analyzing the actual program, not Windows system code.



crackme2.exe - PID: 12760 - Module: crackme2.exe - Thread: Main Thread 9808 - x32dbg

File View Debug Tracing Plugins Favourites Options Help Aug 19 2025 (TitanEngine)

CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace

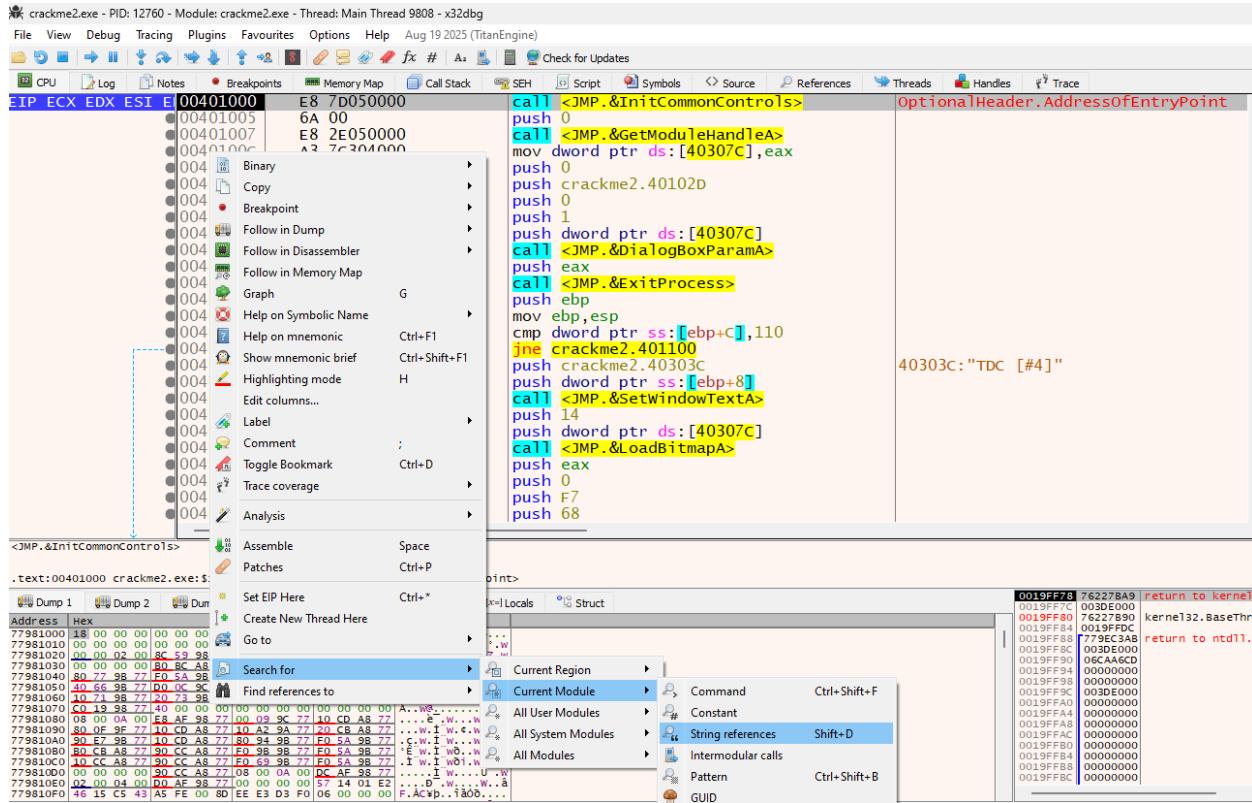
EIP ECX EDX ESTI	Address	Instruction	Comment
00401000	E8 7D050000	call <JMP.&InitCommonControls>	
00401005	6A 00	push 0	
00401007	E8 2E050000	call <JMP.&GetModuleHandleA>	
00401008	A3 7C304000	mov dword ptr ds:[40307C],eax	
00401011	6A 00	push 0	
00401013	68 2D104000	push crackme2.40102D	
00401018	6A 00	push 0	
0040101A	6A 01	push 1	
0040101C	FF35 7C304000	push dword ptr ds:[40307C]	
00401022	E8 19050000	call <JMP.&DialogBoxParamA>	
00401027	50	push eax	
00401028	E8 07050000	call <JMP.&ExitProcess>	
0040102D	55	push ebp	
0040102E	8BEC	mov ebp,esp	
00401030	817D 0c 10010000	cmp dword ptr ss:[ebp+C],110	
00401037	7F85 C3000000	jne crackme2.401100	
0040103D	68 3C304000	push crackme2.40303C	40303C: "TDC [#4]"
00401042	FF75 08	push dword ptr ss:[ebp+8]	
00401045	E8 32050000	call <JMP.&SetWindowTextA>	
0040104A	6A 14	push 14	
0040104C	FF35 7C304000	push dword ptr ds:[40307C]	
00401052	E8 07050000	call <JMP.&LoadBitmapA>	
00401057	50	push eax	
00401058	6A 00	push 0	
0040105A	68 F7000000	push F7	
0040105F	6A 68	push 68	

Step 3: Search for Strings

Instructions:

1. Open the strings window:

- While at the Address of Entry Point, press **Shift+D**
- Alternative: Right-click → Search for → String references*
- A window will appear showing all strings found in the executable



2. Observe the strings:

- You'll notice many strings appear **obfuscated** or **encrypted**
- These are **NOT** readable text - they're encrypted!

3. What you **WON'T** find:

- Clear messages like "Correct password!" or "Access denied!"
- Obvious validation logic
- Readable error messages

Why strings are obfuscated: The program encrypts strings at compile time and decrypts them at runtime. This prevents analysts from finding interesting code by searching for obvious strings.

Since we cannot identify interesting strings by reading them, we need a different approach: **observe the program decrypt them at runtime.**

Step 4: Strategic Breakpoint Placement

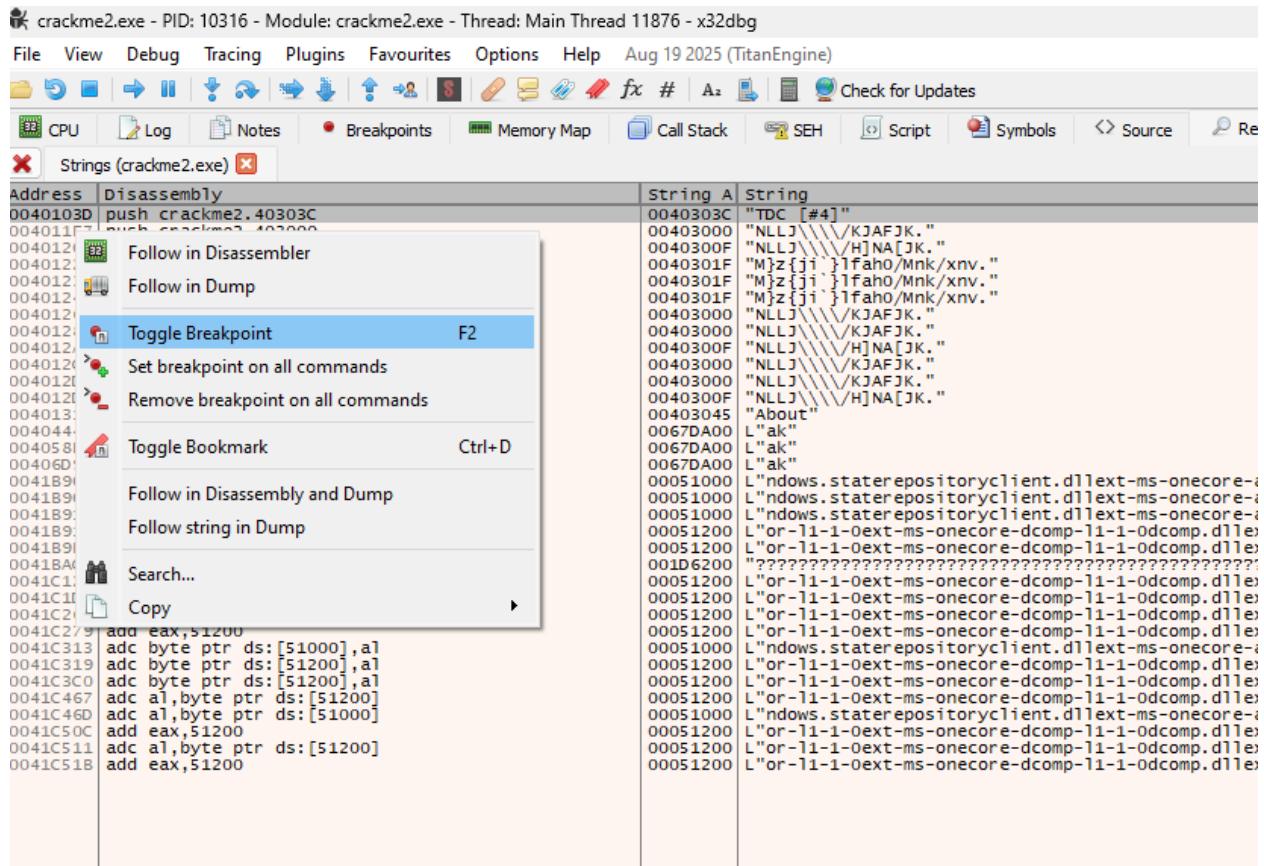
The Strategy:

Since we don't know which strings are important, we'll:

1. Set breakpoints on **unique encrypted strings**
2. Run the program and let it hit each breakpoint
3. Observe if the string gets decrypted
4. Identify what the decrypted string reveals

Instructions:

1. **In the strings window (Shift+D):**
 - Identify unique encrypted strings (avoid duplicates)
 - Select diverse strings from different parts of the program
2. **Set breakpoints on strings: Method A - From the strings window:**
 - **Double-click** on an encrypted string
 - This takes you to where that string is referenced in the code
 - Press **F2** to set a breakpoint at that location
 - The line will be highlighted (usually red)
3. **Method B - Right-click method:**
 - Right-click on the string reference
 - Select "Toggle Breakpoint" or "Set Breakpoint"



crackme2.exe - PID: 10316 - Thread: Main Thread 11876 - x32dbg

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CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source

Strings (crackme2.exe)

Address	Disassembly	String A	String
0040103D	push crackme2.40303C	0040303C	"TDC [#4]"
004011F7	push crackme2.403000	00403000	"NLLJ\\\\\\\\KJAFJK."
00401203	push crackme2.40300F	0040300F	"NLLJ\\\\\\\\H]NA[JK."
0040122D	push crackme2.40301F	0040301F	"M}z{ji`1fah0/Mnk/xnv."
00401237	push crackme2.40301F	0040301F	"M}z{ji`1fah0/Mnk/xnv."
00401249	push crackme2.40301F	0040301F	"M}z{ji`1fah0/Mnk/xnv."
0040126E	push crackme2.403000	00403000	"NLLJ\\\\\\\\KJAFJK."
00401282	push crackme2.403000	00403000	"NLLJ\\\\\\\\KJAFJK."
004012A1	push crackme2.40300F	0040300F	"NLLJ\\\\\\\\H]NA[JK."
004012C0	push crackme2.403000	00403000	"NLLJ\\\\\\\\KJAFJK."
004012D2	push crackme2.403000	00403000	"NLLJ\\\\\\\\KJAFJK."
004012DE	push crackme2.40300F	0040300F	"NLLJ\\\\\\\\H]NA[JK."
0040131E	push crackme2.403045	00403045	"About"
00404447	inc dword ptr ds:[edx+67DA00]	0067DA00	L"ak"
004058EF	inc dword ptr ds:[edx+67DA00]	0067DA00	L"ak"
00406D97	inc dword ptr ds:[edx+67DA00]	0067DA00	L"ak"
0041B909	add eax,51000	00051000	L"ndows.staterepositoryclient.dllext-ms-
0041B90E	adc byte ptr ds:[51000],al	00051000	L"ndows.staterepositoryclient.dllext-ms-
0041B914	adc byte ptr ds:[51000],al	00051000	L"ndows.staterepositoryclient.dllext-ms-
0041B91A	adc al,byte ptr ds:[51200]	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041B988	adc byte ptr ds:[51200],al	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041BACD	add byte ptr ds:[ebx+esi+1D6200],ch	001D6200	"???
0041C12E	add eax,51200	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C1D8	add eax,51200	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C266	adc al,byte ptr ds:[51200]	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C279	add eax,51200	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C313	adc byte ptr ds:[51000],al	00051000	L"ndows.staterepositoryclient.dllext-ms-
0041C319	adc byte ptr ds:[51200],al	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C3C0	adc byte ptr ds:[51200],al	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C467	adc al,byte ptr ds:[51200]	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C46D	adc al,byte ptr ds:[51000]	00051000	L"ndows.staterepositoryclient.dllext-ms-
0041C50C	add eax,51200	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C511	adc al,byte ptr ds:[51200]	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc
0041C51B	add eax,51200	00051200	L"or-11-1-oext-ms-onecore-dcomp-11-1-Odc

crackme2.exe - PID: 12760 - Module: crackme2.exe - Thread: Main Thread 9808 - x32dbg

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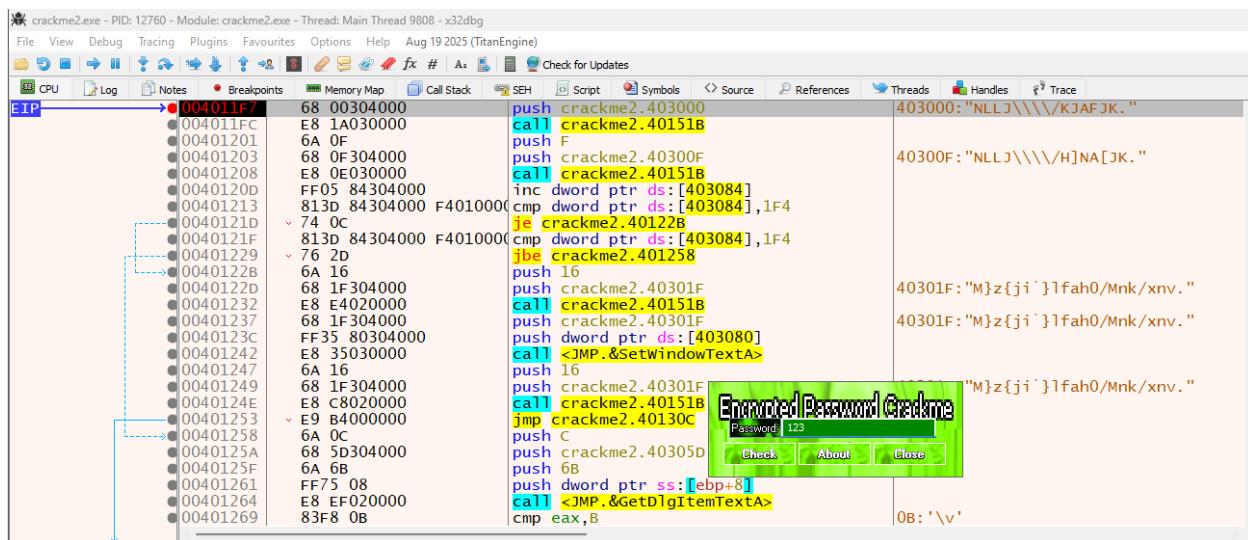
CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols References Threads Handles Trace

004011F7	68 00304000	push crackme2.403000	403000:"NLLJ\\\\\\\\KJAFJK."
00401201	E8 1A030000	call crackme2.40151B	
00401203	6A 0F	push F	
00401208	68 0F304000	push crackme2.40300F	
0040120D	E8 0E030000	call crackme2.40151B	40300F:"NLLJ\\\\\\\\H]NA[JK."
00401213	FF05 84304000	inc dword ptr ds:[403084]	
0040121D	813D 84304000 F4010000	cmp dword ptr ds:[403084],1F4	
0040121F	74 0C	je crackme2.40122B	
00401229	813D 84304000 F4010000	cmp dword ptr ds:[403084],1F4	
0040122B	76 2D	jbe crackme2.401258	
0040122D	6A 16	push 16	
00401232	68 1F304000	push crackme2.40301F	40301F:"M}z{ji`1fah0/Mnk/xnv."
00401237	E8 E4020000	call crackme2.40151B	40301F:"M}z{ji`1fah0/Mnk/xnv."
0040123C	68 1F304000	push crackme2.40301F	40301F:"M}z{ji`1fah0/Mnk/xnv."
0040124E	FF35 80304000	push dword ptr ds:[403080]	
0040124F	E8 35030000	call <JMP.&SetWindowTextA>	
0040124F	6A 16	push 16	
0040124F	68 1F304000	push crackme2.40301F	40301F:"M}z{ji`1fah0/Mnk/xnv."
0040124F	E8 C8020000	call crackme2.40151B	40301F:"M}z{ji`1fah0/Mnk/xnv."
00401253	E9 B4000000	jmp crackme2.40130C	
00401258	6A 0C	push C	
0040125E	68 5D304000	push crackme2.40305D	
00401261	6A 6B	push 6B	
00401264	FF75 08	push dword ptr ss:[ebp+8]	
00401264	E8 EF020000	call <JMP.&GetDlgItemTextA>	
00401269	83F8 0B	cmp eax,B	0B:'\v'

Step 5: Execute to First Breakpoint

Instructions:

1. Run the program:
 - o Press **F9** (Run)
 - o The program will execute until it hits your first breakpoint
2. The program window may appear:
 - o The CrackMe2 GUI might display
 - o It may prompt for a password
 - o I have entered **123** as a password



3. Execution pauses at first breakpoint:
 - o The debugger stops at the first string reference you marked
 - o The highlighted line shows where you are in the code
4. Observe the encrypted string:
 - o Look at the string at this location
 - o Note that it's still **encrypted/obfuscated**
 - o Example: "N@@SSS\ /H]NA[JK. "

```

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File View Debug Tracing Plugins Favourites Options Help Aug 19 2025 (TitanEngine)
CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols <> Source References Threads Handles Trace
004011FC 68 00304000 push crackme2.403000 403000:"ACCESS DENIED!"
00401201 E8 1A030000 call crackme2.40151B
00401203 6A 0F push F
00401208 E8 0E030000 push crackme2.40300F
0040120D FF05 84304000 call crackme2.40151B
00401210 813D 84304000 F401000 inc dword ptr ds:[403084]
00401213 74 0C cmp dword ptr ds:[403084],1F4
0040121D 74 0C je crackme2.40122B
0040121F 813D 84304000 F401000 cmp dword ptr ds:[403084],1F4
00401229 76 2D jbe crackme2.401258
0040122B 6A 16 push 16
0040122D 68 1F304000 push crackme2.40301F
00401232 E8 E4020000 call crackme2.40151B
00401237 68 1F304000 push crackme2.40301F
0040123C FF35 80304000 push dword ptr ds:[403080]
00401242 E8 35030000 call <JMP.&SetWindowTextA>
00401247 6A 16 push 16
00401249 68 1F304000 push crackme2.40301F
0040124E E8 C8020000 call crackme2.40151B
00401253 74 0C jmp crackme2.40130C
00401258 6A 0C push C
0040125A 68 5D304000 push crackme2.40305D
0040125F 6A 6B push 6B
00401261 FF75 08 push dword ptr ss:[ebp+8]
00401264 E8 EF020000 call <JMP.&GetDlgItemTextA>
00401269 83F8 0B cmp eax,B
eax:"ACCESS DENIED!", 0B:'\v'

```

It seems the function between our previous string breakpoint and our current one, crackme2.40151B, decrypted the string

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CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols <> Source References Threads Handles Trace
004011FC 68 00304000 push crackme2.403000 403000:"ACCESS DENIED!"
00401201 E8 1A030000 call crackme2.40151B
00401203 6A 0F push F
00401208 E8 0E030000 push crackme2.40300F
0040120D FF05 84304000 call crackme2.40151B
00401210 813D 84304000 F401000 inc dword ptr ds:[403084]
00401213 74 0C cmp dword ptr ds:[403084],1F4
0040121D 74 0C je crackme2.40122B
0040121F 813D 84304000 F401000 cmp dword ptr ds:[403084],1F4
00401229 76 2D jbe crackme2.401258
0040122B 6A 16 push 16
0040122D 68 1F304000 push crackme2.40301F
00401232 E8 E4020000 call crackme2.40151B
00401237 68 1F304000 push crackme2.40301F
0040123C FF35 80304000 push dword ptr ds:[403080]
00401242 E8 35030000 call <JMP.&SetWindowTextA>
00401247 6A 16 push 16
00401249 68 1F304000 push crackme2.40301F
0040124E E8 C8020000 call crackme2.40151B
00401253 74 0C jmp crackme2.40130C
00401258 6A 0C push C
0040125A 68 5D304000 push crackme2.40305D
0040125F 6A 6B push 6B
00401261 FF75 08 push dword ptr ss:[ebp+8]
00401264 E8 EF020000 call <JMP.&GetDlgItemTextA>
00401269 83F8 0B cmp eax,B
eax:"ACCESS DENIED!", 0B:'\v'

```

From this, we can see that the encrypted text, "NLLJ\\\\\\H]NA[JK." was actually "ACCESS GRANTED!" Perfect.

crackme2.exe - PID: 208 - Module: crackme2.exe - Thread: Main Thread 5352 - x32dbg
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Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace

Address	OpCode	Instruction	Comments
004011EB	837D 10 69	cmp dword ptr ss:[ebp+10], 69	
004011EF	0F85 F5000000	jne crackme2.4012EA	
004011F5	6A 0E	push E	
004011FC	68 00304000	push crackme2.403000	
00401201	E8 1A030000	call crackme2.40151B	
00401203	6A 0F	push F	
00401208	68 0F304000	push crackme2.40300F	
0040120B	E8 0E030000	call crackme2.40151B	40300F: "ACCESS GRANTED!"
0040120D	FF05 84304000	inc dword ptr ds:[403084]	
00401213	813D 84304000 F4010000	cmp dword ptr ds:[403084], 1F4	
0040121D	74 0C	je crackme2.40122B	
0040121F	813D 84304000 F4010000	cmp dword ptr ds:[403084], 1F4	
00401229	76 2D	jbe crackme2.401258	
0040122B	6A 16	push 16	
0040122D	68 1F304000	push crackme2.40301F	
0040123C	E8 E4020000	call crackme2.40151B	
00401237	68 1F304000	push crackme2.40301F	
00401242	FF35 80304000	push dword ptr ds:[403080]	
00401247	E8 35030000	call <JMP.&SetWindowTextA>	
0040124E	6A 16	push 16	
00401253	68 1F304000	push crackme2.40301F	
00401258	E8 C8020000	call crackme2.40151B	40301F: "M}z{ji`}1fah0/Mnk/xnv."
0040125A	6A 0C	jmp crackme2.40130C	
0040125F	68 5D304000	push crackme2.40305D	
	6A 6B	push C	
		push 6B	

Step 6: Analyze the Password Validation Logic

```

crackme2.exe - PID: 208 - Module: crackme2.exe - Thread: Main Thread 5352 - x32dbg
File View Debug Tracing Plugins Favourites Options Help Aug 19 2025 (TitanEngine)
CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace
0040125A 68 5D304000 push crackme2.40305D 40305D: "123"
0040125F 6A 6B push 6B
00401261 FF75 08 push dword ptr ss:[ebp+8]
00401264 E8 EF020000 call <JMP.&GetDlgItemTextA>
00401269 83F8 0B cmp eax,B
0040126C 72 10 jb crackme2.40127E
0040126E 68 00304000 push crackme2.403000
00401273 FF35 80304000 push dword ptr ds:[403080]
00401279 E8 FE020000 call <JMP.&SetWindowTextA>
0040127E 85C0 test eax,eax
00401280 75 10 jne crackme2.401292
00401282 68 00304000 push crackme2.403020
00401287 FF35 80304000 push dword ptr ds:[403080]
0040128D E8 EA020000 call <JMP.&SetWindowTextA>
00401292 50 push eax
00401293 68 5D304000 push crackme2.40305D
00401298 E8 84010000 call crackme2.401421
0040129D 0BC0 or eax,eax
0040129F 75 1F jne crackme2.4012C0
004012A1 68 0F304000 push crackme2.40300F
004012A6 FF35 80304000 push dword ptr ds:[403080]
004012AC E8 CB020000 call <JMP.&SetWindowTextA>
004012B1 6A 00 push 0
004012B3 FF35 80304000 push dword ptr ds:[403080]
004012B9 E8 88020000 call <JMP.&EnableWindow>
004012BE EB 10 jmp crackme2.4012D0

```

Once the initial strings are decoded, a comparison operation is performed, checking the character count of what the user inputted as the password with the hex value 'B', 11 in decimal

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crackme2.exe - PID: 3668 - Module: crackme2.exe - Thread: Main Thread 2496 - x32dbg
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CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace
0040121D 74 0C je crackme2.40122B
0040121E 813D 84304000 F4010000 cmp dword ptr ds:[403084],1F4
00401229 76 2D jbe crackme2.401258
0040122D 6A 16 push 16
00401232 0040122D 68 1F304000 push crackme2.40301F
0040123C E8 E4020000 call crackme2.401518
0040123D 68 1F304000 push crackme2.40300F
00401242 FF35 80304000 push dword ptr ds:[403080]
00401247 E8 35030000 call <JMP.&SetWindowTextA>
00401249 6A 16 push 16
0040124E 68 1F304000 push crackme2.40301F
00401253 E8 C8020000 call crackme2.401518
00401258 6A 0C jmp crackme2.40130C
0040125F 68 5D304000 push C
00401261 6A 6B push crackme2.40305D
00401264 FF75 08 push 6B
00401269 E8 EF020000 call <JMP.&GetDlgItemTextA>
0040126A 83F8 0B cmp eax,B
0040126C 72 10 jb crackme2.40127E
0040126E 68 00304000 push crackme2.403000
00401273 FF35 80304000 push dword ptr ds:[403080]
00401279 E8 FE020000 call <JMP.&SetWindowTextA>
0040127E 85C0 test eax,eax
00401280 75 10 jne crackme2.401292
00401282 68 00304000 push crackme2.403000

```

eax=3 B '\v' .text:00401269 crackme2.exe:\$1269 #69

We can bypass this by changing the ZF to 1, where the code then thinks that the password passed the verification and then passes the Access Granted output onto the Dialog box

Next, we see the JNE instruction, which will determine which sentence will be printed.

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Breakpoints CPU Log Notes Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace

00401258 6A 0C push C
0040125F 68 5D304000 push crackme2.40305D
00401261 6A 6B push 6B
FF75 08 push dword ptr ss:[ebp+8]
00401264 E8 EF020000 call <JMP.&GetDlgItemTextA>
00401269 83F8 0B cmp eax,B
72 10 jb crackme2.40127E
0040126E 68 00304000 push crackme2.403000
FF35 80304000 push dword ptr ds:[403080]
00401279 E8 FE020000 call <JMP.&SetWindowTextA>
85C0 test eax,eax
75 10 jne crackme2.401292
00401280 68 00304000 push crackme2.403000
FF35 80304000 push dword ptr ds:[403080]
00401282 E8 EA020000 call <JMP.&SetWindowTextA>
50 push eax
00401284 68 5D304000 push crackme2.40305D
00401293 E8 84010000 call crackme2.401421
00401298 0BC0 or eax,eax
0040129F 75 1F jne crackme2.4012C0
004012A1 68 0F304000 push crackme2.40300F
004012A6 FF35 80304000 push dword ptr ds:[403080]
004012AC E8 CB020000 call <JMP.&SetWindowTextA>
6A 00 push 0
004012B1 FF35 80304000 push dword ptr ds:[403080]
004012B3 E8 88020000 call <JMP.&EnableWindow>

[ebp+8]:L"in-service-winsvc-11-2-0a
0B:'\v'
403000:"ACCESS DENIED!"
403000:"ACCESS DENIED!"
40300F:"ACCESS GRANTED!"
40300F:"ACCESS GRANTED!"

EAX 00000001
EBX 00000001
ECX 00000031
EDX 00000000
EBP 0019F888
ESP 0019F888
EIP 0040129F cra
EDI 0005047C L"1
EIP 0040129F cra
EFLAGS 000000202
ZF 0 PF 0 AF 0
OF 0 SF 0 DF 0
CF 0 TF 0 IF 1
LastError 00000000 (E)
LastStatus C0000034 (\$)
GS 0028 FS 0053
ES 0028 DS 0028
CS 0023 SS 0023
ST(0) 0000000000000000
ST(1) 0000000000000000
ST(2) 0000000000000000
ST(3) 0000000000000000
ST(4) 3FF8000000000000
ST(5) 3FF8000000000000
Default (stdcall)
1: [esp+4] 6553590F 001
2: [esp+1] 0005047C 00K
3: [esp+C] 00000011 00K
4: [esp+10] 00000069 0K
5: [esp+14] 002B00FC 00
ST(0) 0000000000000000
ST(1) 0000000000000000
ST(2) 0000000000000000
ST(3) 0000000000000000
ST(4) 3FF8000000000000
ST(5) 3FF8000000000000
Default (stdcall)
1: [esp+4] 6553590F 001
2: [esp+1] 0005047C 00K
3: [esp+C] 00000011 00K
4: [esp+10] 00000069 0K
5: [esp+14] 002B00FC 00

Jump is taken
crackme2.004012C0
.text:0040129F crackme2.exe:\$129F #69F

Same step, change the ZF to 1 to prevent the jump

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Breakpoints CPU Log Notes Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace

00401258 6A 0C push C
0040125F 68 5D304000 push crackme2.40305D
00401261 6A 6B push 6B
FF75 08 push dword ptr ss:[ebp+8]
00401264 E8 EF020000 call <JMP.&GetDlgItemTextA>
00401269 83F8 0B cmp eax,B
72 10 jb crackme2.40127E
0040126E 68 00304000 push crackme2.403000
FF35 80304000 push dword ptr ds:[403080]
00401279 E8 FE020000 call <JMP.&SetWindowTextA>
85C0 test eax,eax
75 10 jne crackme2.401292
00401280 68 00304000 push crackme2.403000
FF35 80304000 push dword ptr ds:[403080]
00401282 E8 EA020000 call <JMP.&SetWindowTextA>
50 push eax
00401284 68 5D304000 push crackme2.40305D
00401293 E8 84010000 call crackme2.401421
00401298 0BC0 or eax,eax
0040129F 75 1F jne crackme2.4012C0
004012A1 68 0F304000 push crackme2.40300F
004012A6 FF35 80304000 push dword ptr ds:[403080]
004012AC E8 CB020000 call <JMP.&SetWindowTextA>
6A 00 push 0
004012B1 FF35 80304000 push dword ptr ds:[403080]
004012B3 E8 88020000 call <JMP.&EnableWindow>

[ebp+8]:L"in-service-winsvc-11-2-0a
0B:'\v'
403000:"ACCESS DENIED!"
403000:"ACCESS DENIED!"
40300F:"ACCESS GRANTED!"
40300F:"ACCESS GRANTED!"

EAX 00000001
EBX 00000001
ECX 00000031
EDX 00000000
EBP 0019F888
ESP 0019F888
EIP 0040129F crackme2.0040129F
EFLAGS 000000240
ZF 1 PF 0 AF 0
OF 0 SF 0 DF 0
CF 0 TF 0 IF 1
LastError 00000000 (ERROR_SUCCESS)
LastStatus C0000034 (STATUS_OBJECT_NAME)
GS 0028 FS 0053
ES 0028 DS 0028
CS 0023 SS 0028
ST(0) 0000000000000000 x87r0 Empty 0
ST(1) 0000000000000000 x87r1 Empty 0
ST(2) 0000000000000000 x87r2 Empty 0
ST(3) 0000000000000000 x87r3 Empty 0
ST(4) 3FF8000000000000 x87r4 Empty 0
ST(5) 3FF8000000000000 x87r5 Empty 0
Default (stdcall)
1: [esp+4] 6553590F 001
2: [esp+1] 0005047C 00K
3: [esp+C] 00000011 00000111
4: [esp+10] 00000069 00000069
5: [esp+14] 002B00FC 002B00FC

Jump is not taken
crackme2.004012C0
.text:0040129F crackme2.exe:\$129F #69F

At this point, click the run again, and you will see the message ACCESS GRANTED.

