

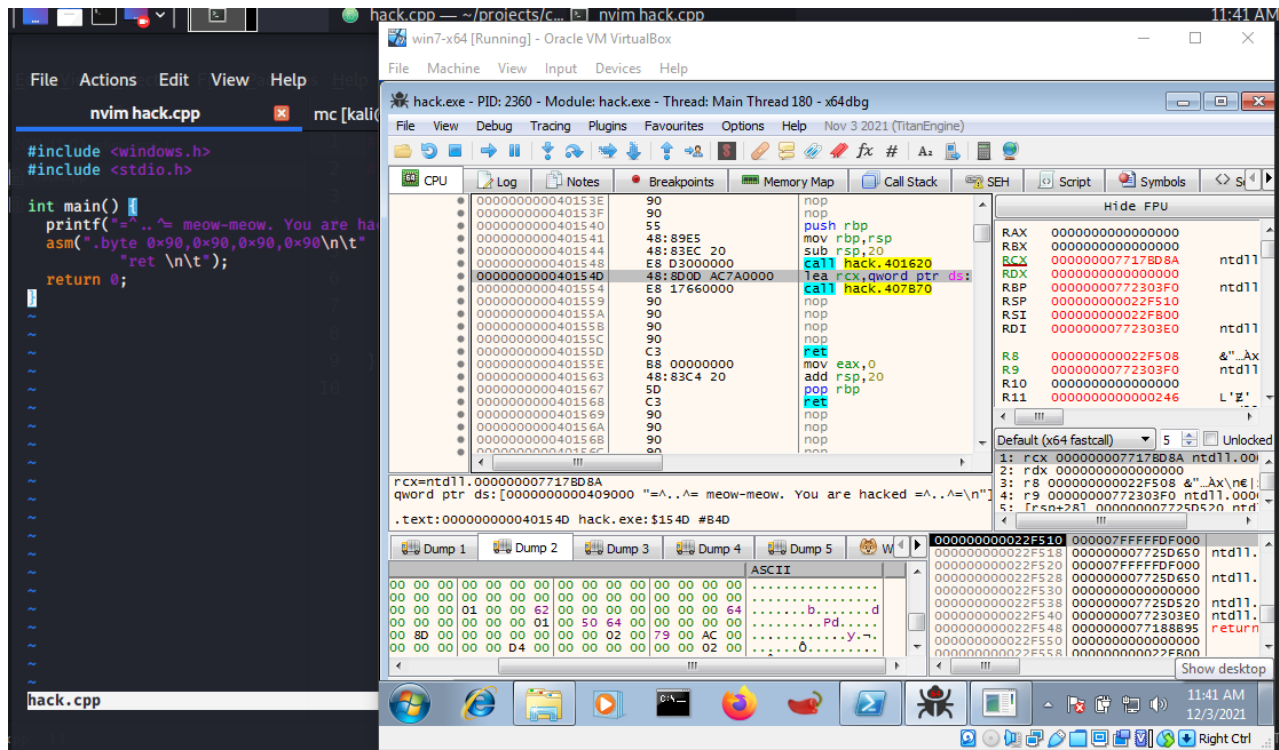
Run shellcode via inline ASM. Simple C++ example.

cocomelonc.github.io/tutorial/2021/12/03/inline-asm-1.html

December 3, 2021

1 minute read

Hello, cybersecurity enthusiasts and white hackers!



This is a very short post and it describes an example usage inline assembly for running shellcode in malware.

Let's take a look at example C++ source code of our malware:

```

/*
hack.cpp
code inject via inline ASM
author: @cocomelonc
https://cocomelonc.github.io/tutorial/2021/12/03/inline-asm-1.html
*/
#include <windows.h>
#include <stdio.h>

int main() {
    printf("=^..^= meow-meow. You are hacked =^..^=\n");
    asm(".byte 0x90,0x90,0x90,0x90\n\t"
        "ret \n\t");
    return 0;
}

```

As you can see, the logic is simplest, I'm just adding 4 NOP instructions and printing **meow-meow** string before. I can easily find the shellcode in the debugger based on this **meow** string:

```

hack.cpp
1  /*
2  hack.cpp
3  code inject via inline ASM
4  author: @cocomelonc
5  https://cocomelonc.github.io/tutorial/2021/12/03/inline-asm-1.html
6  */
7  #include <windows.h>
8  #include <stdio.h>
9
10 int main() {
11  printf("=^..^= meow-meow. You are hacked =^..^=\n");
12  asm(".byte 0x90,0x90,0x90,0x90\n\t"
13      "ret \n\t");
14  return 0;
15 }
16 |

```

Let's go to compile:

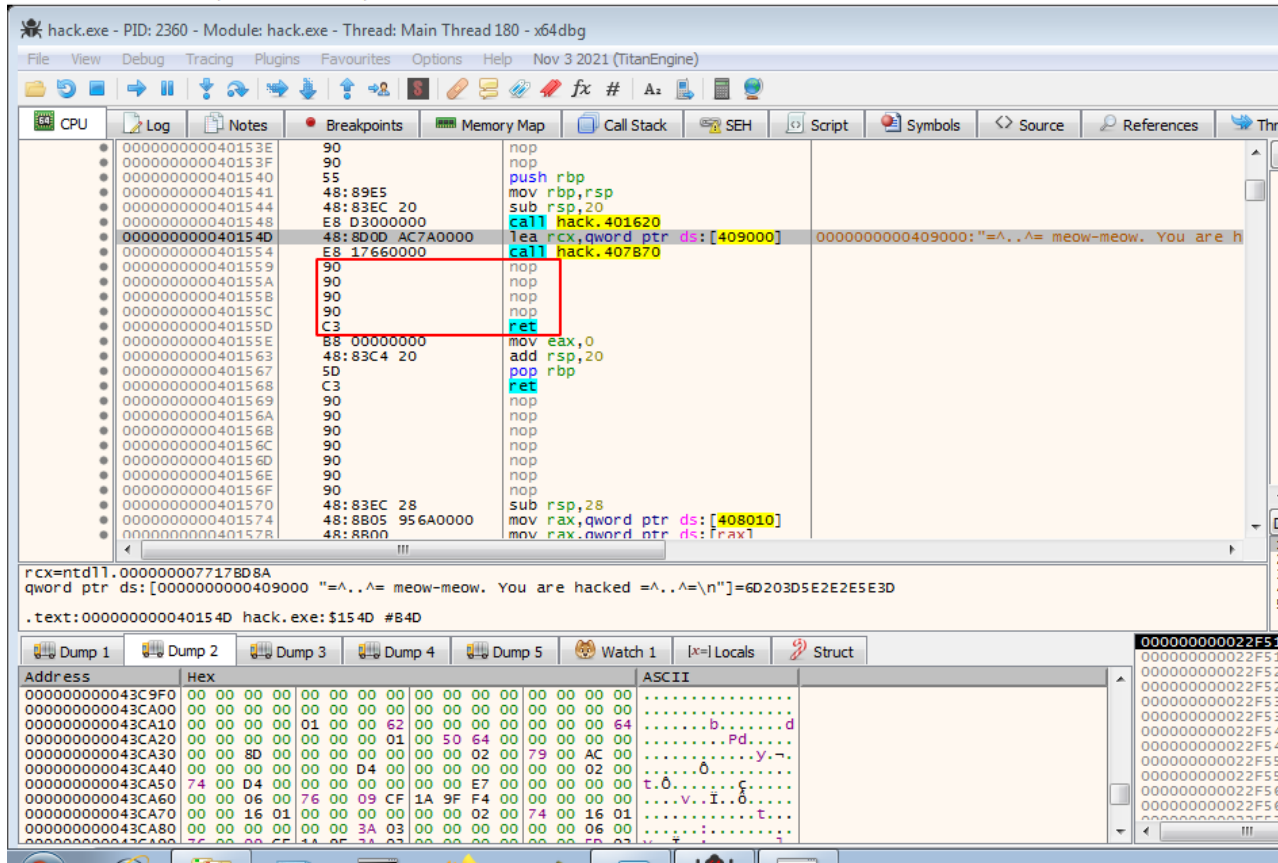
```
x86_64-w64-mingw32-g++ hack.cpp -o hack.exe -mconsole -fpermissive
```

```

kali@kali:~/projects/cybersec_blog/2021-12-03-inline-asm-1
File Actions Edit View Help
kali@kali:~/pr...3-inline-asm-1 x86_64-w64-mingw32-g++ hack.cpp -o hack.exe -mconsole -fpermissive
kali@kali:~/projects/cybersec_blog/2021-12-03-inline-asm-1 ls -lt
total 284
-rwxr-xr-x 1 kali kali 286010 Dec  3 11:51 hack.exe
-rw-r--r-- 1 kali kali  313 Dec  3 11:49 hack.cpp
kali@kali:~/projects/cybersec_blog/2021-12-03-inline-asm-1

```

And run in x96dbg (on Windows 7 x64 in my case):



As you can see, the highlighted instructions are my NOP instructions, so everything work perfectly as expected.

The reason why it's good to have this technique in your arsenal is because it does not require you to allocate new RWX memory to copy your shellcode over to by using `VirtualAlloc` which is more popular and suspicious and which is more closely investigated by the blue teamers.

I hope this post spreads awareness to the blue teamers of this interesting technique, and adds a weapon to the red teamers arsenal.

[inline assembly](#)
[source code in Github](#)

| This is a practical case for educational purposes only.

Thanks for your time and good bye!
PS. All drawings and screenshots are mine