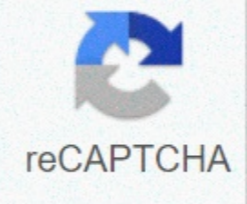




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## Daemon tools crack mac

Text writer shares insights in fun and informative way. Checkout more: Nexus VST Crack is a modern and fully entertaining home-based technology. This special and more vital virtual instrument in the advanced submitted of music creation. You know in advanced technology, music device is fully covered by new tools to produce the best music voice for their fans and music lovers. So Nexus VST Crack is the best software for music production. It helps the other software like helping members to produce a high quality pitch of voice. You can use it and customize a logic, FL Studio and GarageBand. So you can easily install all your these kinds of plugins installed by bits of using the callout feature. It is also called synthesizing tool because it put the voice of singers and other related people they want to make the beautiful voice of the music submitted. Nexus VST FI Studio Crack is great software also called disk burning and music creating software, and it supports all DVDs, VCD, CD, Blue-Ra tools. Nexus VST Crack Torrent a basic tool used for music archived and music production. More, it gives you a smooth and innovative workflow, interface makes a more reliable and attractive voice. You can produce high-quality sound waves for better drum performance. Using this device and powerful software, you can produce and compile a clean, bright, bold and purposeful sound. Moreover, a better melody you can find and share with full confidence. All in all, it gives you a more charming and fast melody. It has high quality features that produce brilliant sounds synthesizer. When you use this software it gives full satisfaction and harmless sounds to your music industry. While the Mac is rarely targeted for security exploits and viruses, it's no stranger to software piracy- probably because Mac apps are pretty easy to crack. Here's how it can be done and how to prevent it. How I Would Crack Your Mac AppDisclaimer: I am fermate against software piracy and I do not participate in piracy. Some will see this article as an endorsement of piracy, but rest assured that it is not. However, I do not believe that ambiguity and ignoring the problem is an acceptable solution. Well, not you specifically, but by you I mean the average Mac developer. It's too easy to crack Mac apps. Too easy. By going through how I can hack your app with only one Terminal shell, I hope to shed light on how this is most commonly done and hopefully convince you to protect you from me. I will end this article with some tips to prevent this kind of hack. To keep up with you will need a few command line utilities. You must use the Xcode tools installed. Finally, use an app to I chose Exces, a shareware app I wrote a long time ago. Let's start by making sure we have the two we need: otx and class-dump. I like to use Homebrew as my package manager of choice. Note that I will only use command-line tools, including vim. If you prefer GUI's, feel free to use your code editor of choice, HexFiend and OTX's GUI app.\$ sudo brew install otx \$sudo brew install class-dump The first step is to poke into the target app's headlines, the gentleman left intact by the unwitting developer.\$ cd Exces.app/Content/MacOS\$class-dump Exces | vimBrowse around, and find the following gem:@interface SSExcexAppController : NSObject { [...] BOOL registered; [...] - (void)verifyLicenseFile:(id)arg1; - (BOOL)registered; What do we have here?! A (poorly spelled) variable and what looks like three methods of registration. We can now focus our efforts around these symbols. Let's continue to poke by separating the source code of these methods.\$ otx Exces -arch i386Note that Exces is a universal binary and that we need to ensure that we only deal with the active architecture. In this case, Intel's is i386. Let's find out what verifyLicenseFile: does.-(void)[SSExcexAppController verifyLicenseFile:] [...] +34 0000521e e8c21e0100 call 0x000170e5 -(void)verifyPath: +39 00005223 85c0 test %eax,%eax +41 00005225 0f84e20000 je 0x0000530d [...] +226 000052de c6472c01 movb \$0x01,0x2c(%edi) (BOOL)registered [...] This is not exactly Objective-C code, but rather the collection-what C collects in. The first part of each line, the offset, +34, shows how many bytes in the instruction method are. 0000521e is the address of the teaching in the program. e8c21e0100 is the instruction in byte code. call 0x000170e5 is the teaching of assembly languages. [(void)verifyPath:] is what otx could gather the instruction to represent in Obj-C from the symbols left in the binary file. With this in mind, we may realize that checkingLicenseFile: calls the method verifyPath: and later sets boolean instance variable registered. We're guessing that verifyPath: is probably the method that checks the validity of a license file. We can see from the header that confirmsPath: returns an object and thus would be too complicated to patch. We need something that trades in booleans. Let's launch Exces in gdb debugger and check when checkingLicenseFile: called.\$ gdb Exces (gdb) pause [SSExcexAppController checkLicenseFile:] Breakpoint 1 at 0x5205 (gdb) runNo bite. The break point is not hit at start-up. We can assume that there is a good reason to checkLicenseFile: and verifyPath: are two separate methods. While we could patch verifyLicenseFile: always set the registers to true, verifyLicenseFile: is probably only called to check license files entered by the user. Quit gdb, and let's instead search for another code that calls verifyPath:. In otx dump, find the following in awakeFromNib:-(void)[SSExcexAppController awakeFromNib:] [...] [...] 00004c8c a1a0410100 movl 0x000141a0,%eax verifyPath: +890 00004c91 89442404 movl %eax,0x04(%esp) +894 00004c95 e84b240100 call 0x000170e5 -(void)verifyPath: +899 00004c9a 85c0 testl %e ax,%eax +901 00004c9c 7409 je 0x00004ca7 +903 00004c9e 8b4508 movl 0x08(%ebp),%eax +90 6 00004ca1 c6402c01 movb \$0x01,0x2c(%eax) (BOOL)registered +910 00004ca5 eb7d jmp 0x00004d24 return; [...] The code is almost identical to checkLicenseFile: Here's what's happening:verifyPath: called. (+894 call) A test is performed based on the result of the call. (+899 testl) Based on the result of the text, jump if straight. (+901 je) A test followed by a je or jne (jump, if not straight) is the assembly-speak for a whose statement. lvar is set if we haven't jumped away. Since awakeFromNib is performed at launch, we can safely assume that if we override this check, we can trick the app into thinking it's registered. The easiest way to do that is to change the je in a jne, essentially reversing its meaning. Search the dump for any jne statement and compare it to je:+901 00004c9c 7409 je 0x00004ca7 +14 00004d9f 7534 jne 0x00004dd5 return:7409 is the binary code for je 0x00004ca7. 7534 is a similar binary code. If we simply switch the binary code for je to 7534, at address 00004c9c, we should have our crack. Let's test it out in gdb.\$ gdb Exces (gdb) pause [SSExcexAppController awakeFromNib] Breakpoint 1 at 0x4920 (gdb) r (gdb) x/x 0x00004c9c 0x4c9c &lt;-[SSExcexAppController awakeFromNib]+901&gt;: 0x458b0974We break on awakeFromNib so we are able to mess around, while the app is frozen. x/x reads the code in memory at the given address. Now here's the confusing thing to be aware of: endianness. While on the disk, the binary code is normal, Intel is a small-endian system which puts the most significant byte last, thus turning every four-byte block into memory. so while the code at the address 0x4c9c is printed as 0x458b0974, it is actually 0x74098b45. We recognize the first two bytes 7409 from the past. We have to change the first two bytes to 7534. Let's start by separating the method so we can better see our way around. Locate the relevant statement:0x00004c9c &lt;-[SSExcexAppController awakeFromNib]+901&gt;: je 0x4ca7 &lt;-[SSExcexAppController awakeFromNib]+912&gt;:Now let's edit code in memory. (gdb) set {char}0x00004c9c=0x75 (gdb) x/x 0x00004c9c 0x4c9c &lt;-[SSExcexAppController awakeFromNib]+901&gt;: 0x458b3475Her we set the first byte to 0x00004c9c. By simply counting in hexadecimal, we know that the next byte goes at address 0x00004c9d, and set it as such. Let's separate again to see if the change was made right. (gdb) disas 0x00004c9c &lt;-[SSExcexAppController awakeFromNib]+955&gt;:Whoops, we made a mistake and changed from +912 to +955. We are aware that the first byte (74) of the byte code stands for je/jne and the second byte is offset, or how many bytes to jump off. We should only have changed 74 to 75, and not 09 to 34. Let's make up for our mistake. (gdb) seen {char}0x00004c9c=0x75 (gdb) set {char}0x00004c9d=0x09And checking again... 0x00004c9c &lt;-[SSExcexAppController awakeFromNib]+901&gt;: jne 0x4ca7 &lt;-[SSExcexAppController awakeFromNib]+912&gt;:Hooray! It looks good! Let's perform the app to admire our crack. (gdb) continueWoot! Victory! We're in, and the app thinks we're a legitimate customer. Time to get wasted and party! (! recommend Vessel nightclub in downtown San Francisco.) Not quite. We still need to make our change permanent. As it currently stands, everything will be deleted as soon as we finish gdb. We have to edit the code on the disk, in the actual binary file. Let's find a chunk of our edited binary big enough that it probably won't be repeated throughout binary. (gdb) x/8x 0x00004c9c 0x4c9c &lt;-[SSExcexAppController awakeFromNib]+901&gt;: 0x458b0975 0x2c40c608 0x8b7deb01 0xa4a1085 0x4cac &lt; &lt; &lt;3&gt; &lt; &lt;2&gt;:[SSExcexAppController awakeFromNib]+917&gt;: 0x89000141 0x89082454 0x89042444 0x26e82414That is memory representation of the code, a whole 8 blocks of four bytes starting at 0x00004c9c. Taking into account endianness, we must reverse them, and we get the following:0x75098b45 0x08c6402c 0x01eb7d8b 0x5508a1a4 0x41010089 0x54240889 0x44240489 0x14244e826The very first byte in the series is the 74, which we switched to 75. By changing it back, we can infer the original binary code to be:0x74098b45 0x08c6402c 0x01eb7d8b 0x5508a1 a4 0x41010089 0x54240889 0x44240489 0x1424e826Let opens the binary in a hex editor. I used vim, but feel free to use any hex editor at this point. HexFiend has a great GUI. (gdb) quit \$vim ExcesThis loads up the binary as text which is of much help. Convert it to hex thusly:~%lxxdvm formats hex like this:00000000: caf6 babe 0000 0002 0000 00012 0000..... The first part, before the colon, is the address of the block. After that is the 16 bytes, disconnected in two-byte segments. Incidentally, every Mach-O binary starts with hex bytes cafefabe. Drunk Kernel programmers probably thought it would be fun. Now that we have our beautiful hex code loaded up, let's search for the first two bytes of our code to replace:/7409Sht. Too many results to make sense of. Let's add two more bytes. Search for 7409 8b45 instead and boom, only one result:001fc90: 0089 4424 04e8 4b24 0100 85c0 7409 8b45 .. dkk... T.. EEdit it to the following:001fc90: 0089 4424 04e8 4b24 0100 85c0 7509 8b45 .. dkk... T.. EConvert it back to binary form and save and exit:~%lxxd -r:wqAnd... We're done! To check work, launch the app in gdb, break to [SSExcexAppController awakeFromNib] and separate.\$ gdb Exces (gdb) pause [SSExcexAppController [SSExcexAppController Breakpoint 1 at 0x4c90 (gdb) r (gdb) disasAdmire our work:0x00004c9c &lt;-[SSExcexAppController awakeFromNib]+9 01&gt;: jne 0x4ca7 &lt;-[SSExcexAppController awakeFromNib]+912&gt;:Quit gdb and relaunch the app from finder, and bask in your laughing glory. How to prevent ThisObjective-C makes it really easy to mess with an app internally. Try to program the licensing mechanism for your app in pure C that will already make it harder for me to find my way around your binary. Also read this older article of mine on three easy tips-stripping debug symbols, using PT\_DENY\_ATTACH, and making a check sum of your binary- you can implement to make it a whole lot harder for your app to be cracked. A truly skilled hacker will always find your way around your protection, but implementing a bare minimum of security will be deprived of 99% of amateurs. I'm not a skilled hacker-yet with some very basic knowledge, I tore this apart in no time. Implementing the various easy tips above takes very little time, but would have done enough of a pain for me that I would have given up. Kenneth Ballenegger develops cool Mac and iPhone software. Visit his personal blog for more to write about the world of design, software and life. You can contact him kenneth@ballenegger.com. kenneth@ballenegger.com.

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