

practical example [Permalink](#)

First of all, we just use one of the methods to find target process PID. For example I used [this one](#):

```
typedef NTSTATUS (NTAPI * fNtGetNextProcess)(
    _In_ HANDLE ph,
    _In_ ACCESS_MASK DesiredAccess,
    _In_ ULONG HandleAttributes,
    _In_ ULONG Flags,
    _Out_ PHANDLE Newph
);

int findMyProc(const char * procname) {
    int pid = 0;
    HANDLE current = NULL;
    char procName[MAX_PATH];

    // resolve function address
    fNtGetNextProcess myNtGetNextProcess = (fNtGetNextProcess) GetProcAddress(GetModuleHandle("ntdll.dll"), "NtGet

    // loop through all processes
    while (!myNtGetNextProcess(current, MAXIMUM_ALLOWED, 0, 0, &current)) {
        GetProcessImageFileNameA(current, procName, MAX_PATH);
    }
}
```

```
if (lstrcmpiA(procname, PathFindFileName((LPCSTR) procName)) == 0) {
    pid = GetProcessId(current);
    break;
}
}

return pid;
}
```

Then, just use `Module32First` and `Module32Next` functions from Windows API.

```
// function to list modules loaded by a specified process
int listModulesOfProcess(int pid) {

    HANDLE mod;
    MODULEENTRY32 me32;

    mod = CreateToolhelp32Snapshot(TH32CS_SNAPMODULE | TH32CS_SNAPMODULE32, pid);
    if (mod == INVALID_HANDLE_VALUE) {
        printf("CreateToolhelp32Snapshot error :(\n");
        return -1;
    }

    me32.dwSize = sizeof(MODULEENTRY32);
    if (!Module32First(mod, &me32)) {
        CloseHandle(mod);
        return -1;
    }

    printf("modules found:\n");
    printf("name\t\t\t base address\t\t\t size\n");
    printf("=====\n");
    do {
        printf("%25s\t\t\t%10lx\t\t\t%10d\n", me32.szModule, me32.modBaseAddr, me32.modBaseSize);
    } while (Module32Next(mod, &me32));
    CloseHandle(mod);
    return 0;
}
```

As you can see, the code is a bit similar to the PID search logic with `CreateToolHelp32Snapshot`, `Process32First` and `Process32Next`.

So, the full source code is looks like this (`hack.c`):

```
/*
 * hack.c - get the list of modules of the process. C++ implementation
```

```
* @cocomelonc
* https://cocomelonc.github.io/malware/2023/09/25/malware-tricks-36.html
*/
#include <windows.h>
#include <stdio.h>
#include <winternl.h>
#include <tlhelp32.h>
#include <shlwapi.h>
#include <psapi.h>

#pragma comment(lib, "ntdll.lib")
#pragma comment(lib, "shlwapi.lib")

typedef NTSTATUS (NTAPI * fNtGetNextProcess)(
    _In_ HANDLE ph,
    _In_ ACCESS_MASK DesiredAccess,
    _In_ ULONG HandleAttributes,
    _In_ ULONG Flags,
    _Out_ PHANDLE Newph
);

int findMyProc(const char * procname) {
    int pid = 0;
    HANDLE current = NULL;
    char procName[MAX_PATH];

    // resolve function address
    fNtGetNextProcess myNtGetNextProcess = (fNtGetNextProcess) GetProcAddress(GetModuleHandle("ntdll.dll"), "NtGetNextProcess");

    // loop through all processes
    while (!myNtGetNextProcess(current, MAXIMUM_ALLOWED, 0, 0, &current)) {
        GetProcessImageFileNameA(current, procName, MAX_PATH);
        if (lstrcmpiA(procname, PathFindFileName((LPCSTR) procName)) == 0) {
            pid = GetProcessId(current);
            break;
        }
    }

    return pid;
}

// function to list modules loaded by a specified process
int listModulesOfProcess(int pid) {

    HANDLE mod;
    MODULEENTRY32 me32;
```

```
mod = CreateToolhelp32Snapshot(TH32CS_SNAPMODULE | TH32CS_SNAPMODULE32, pid);
if (mod == INVALID_HANDLE_VALUE) {
    printf("CreateToolhelp32Snapshot error :(\n");
    return -1;
}

me32.dwSize = sizeof(MODULEENTRY32);
if (!Module32First(mod, &me32)) {
    CloseHandle(mod);
    return -1;
}

printf("modules found:\n");
printf("name\t\t\t base address\t\t\t size\n");
printf("=====");
do {
    printf("%#25s\t\t\t %#10llx\t\t\t %#10d\n", me32.szModule, me32.modBaseAddr, me32.modBaseSize);
} while (Module32Next(mod, &me32));
CloseHandle(mod);
return 0;
}

int main(int argc, char* argv[]) {
    int pid = 0; // process ID
    pid = findMyProc(argv[1]);
    printf("%s%d\n", pid > 0 ? "process found at pid = " : "process not found. pid = ", pid);
    if (pid != 0)
        listModulesOfProcess(pid);
    return 0;
}
```

You can use this code to check if a DLL is in the list of modules of the target process.

demo[Permalink](#)

Let's go to see this logic in action.

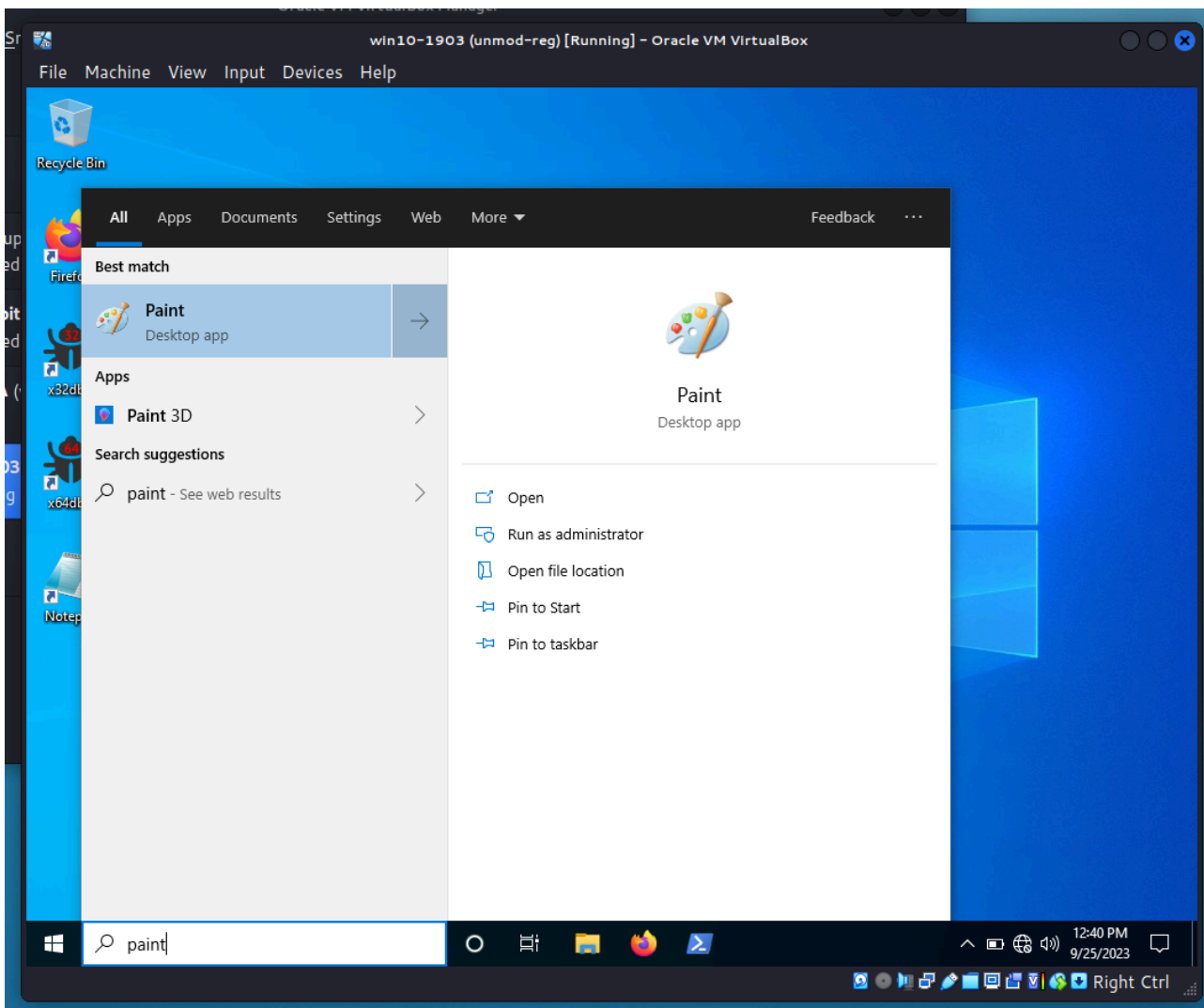
Compile it:

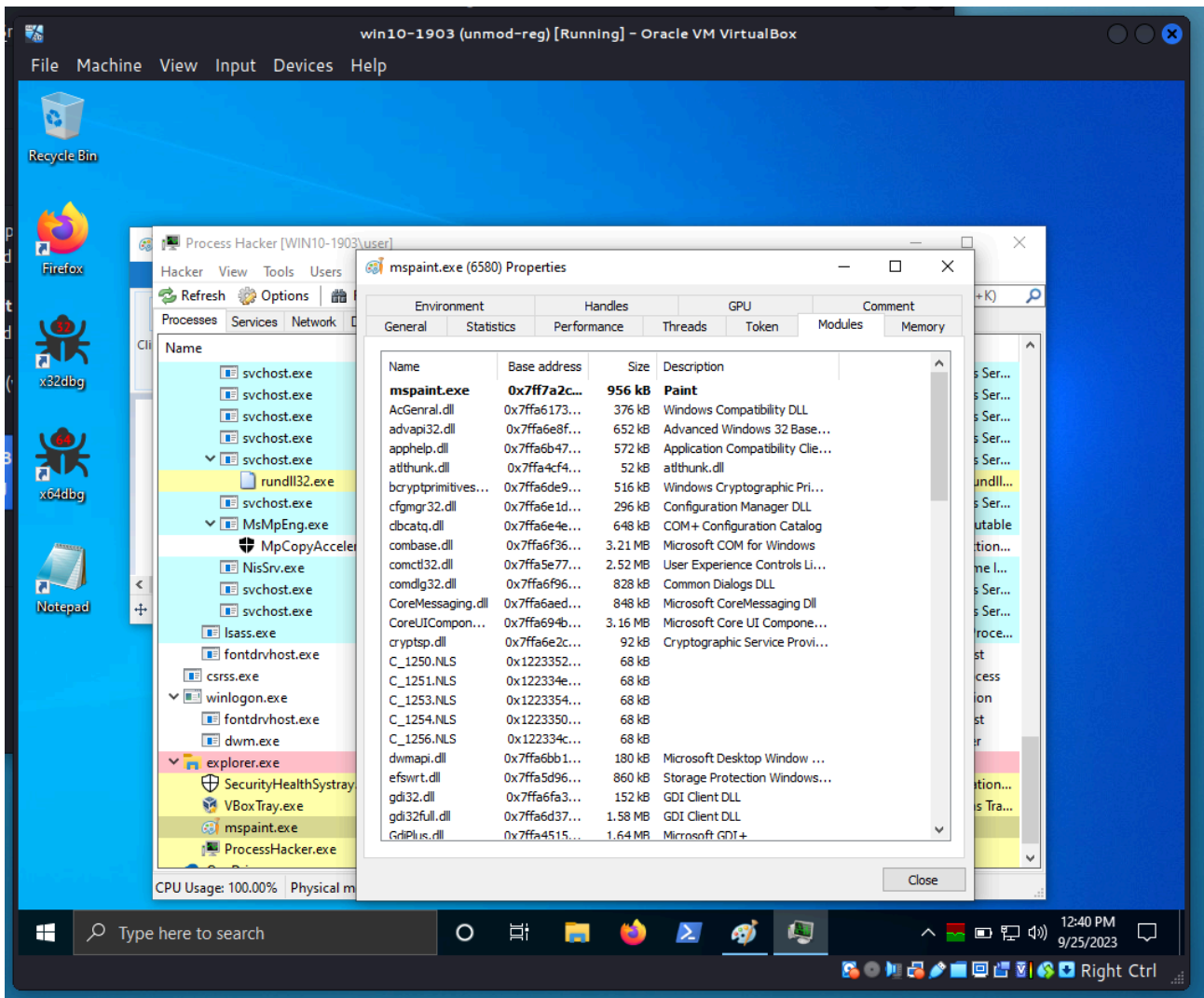
```
x86_64-w64-mingw32-g++ -O2 hack.c -o hack.exe -I/usr/share/mingw-w64/include/ -s -ffunction-sections -fdata-sect
```

```
(cocomelonc@kali) - [~/hacking/cybersec_blog/meow/2023-09-25-malware-trick-36]
$ x86_64-w64-mingw32-g++ -O2 hack.c -o hack.exe -I/usr/share/mingw-w64/include/ -s -ffunction-sections -fdata-sections -Wno-write-strings -fno-exceptions -fmerge-all-constants -static-libstdc++ -static-libgcc -fpermissive -lshlwapi
In file included from hack.c:8:
/usr/share/mingw-w64/include/winternl.h:1122:14: warning: 'void RtlUnwind(PVOID, PVOID, PEXCEPTION_RECORD, PVOID)' redeclared without dllimport attribute: previous dllimport ignored [-Wattributes]
1122 | VOID NTAPI RtlUnwind (PVOID TargetFrame,PVOID TargetIp,PEXCEPTION_RECORD ExceptionRecord,PVOID ReturnValue);
      |             ^~~~~~

(cocomelonc@kali) - [~/hacking/cybersec_blog/meow/2023-09-25-malware-trick-36]
$ ls -lt
total 48
-rwxr-xr-x 1 cocomelonc cocomelonc 41472 Sep 25 12:37 hack.exe
-rw-r--r-- 1 cocomelonc cocomelonc 2142 Sep 25 12:36 hack.c
```

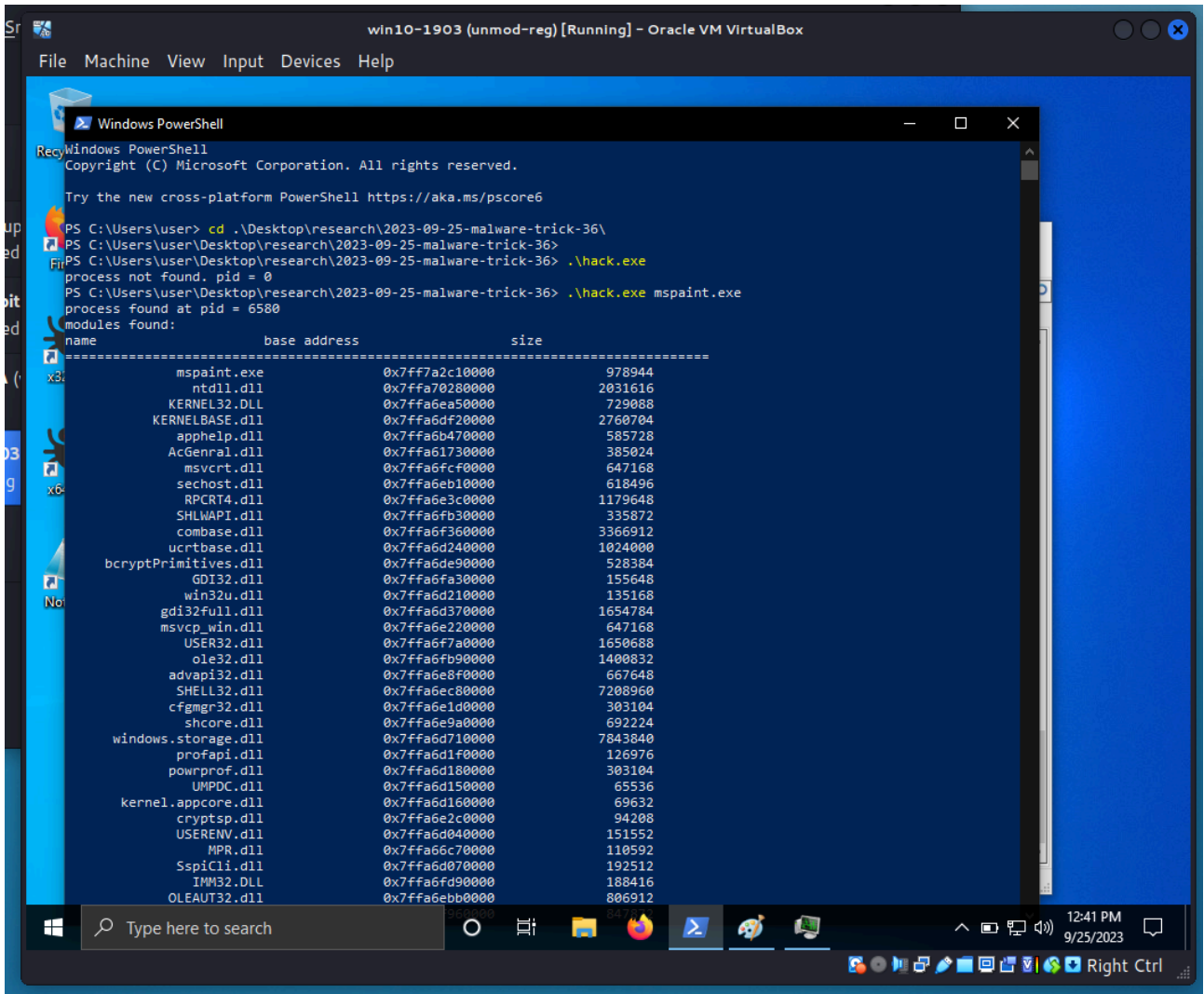
Then, open target process in the victim's machine:

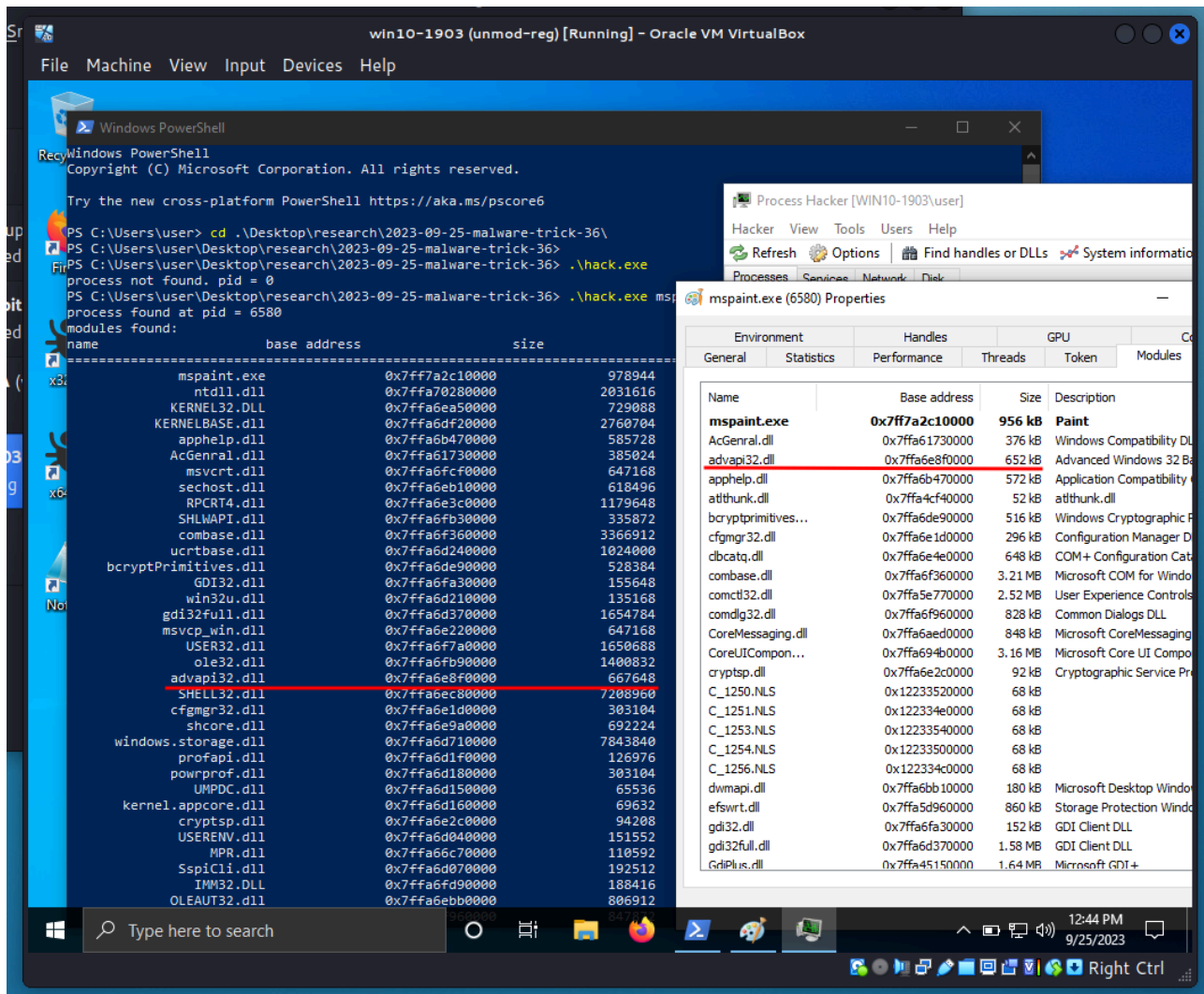




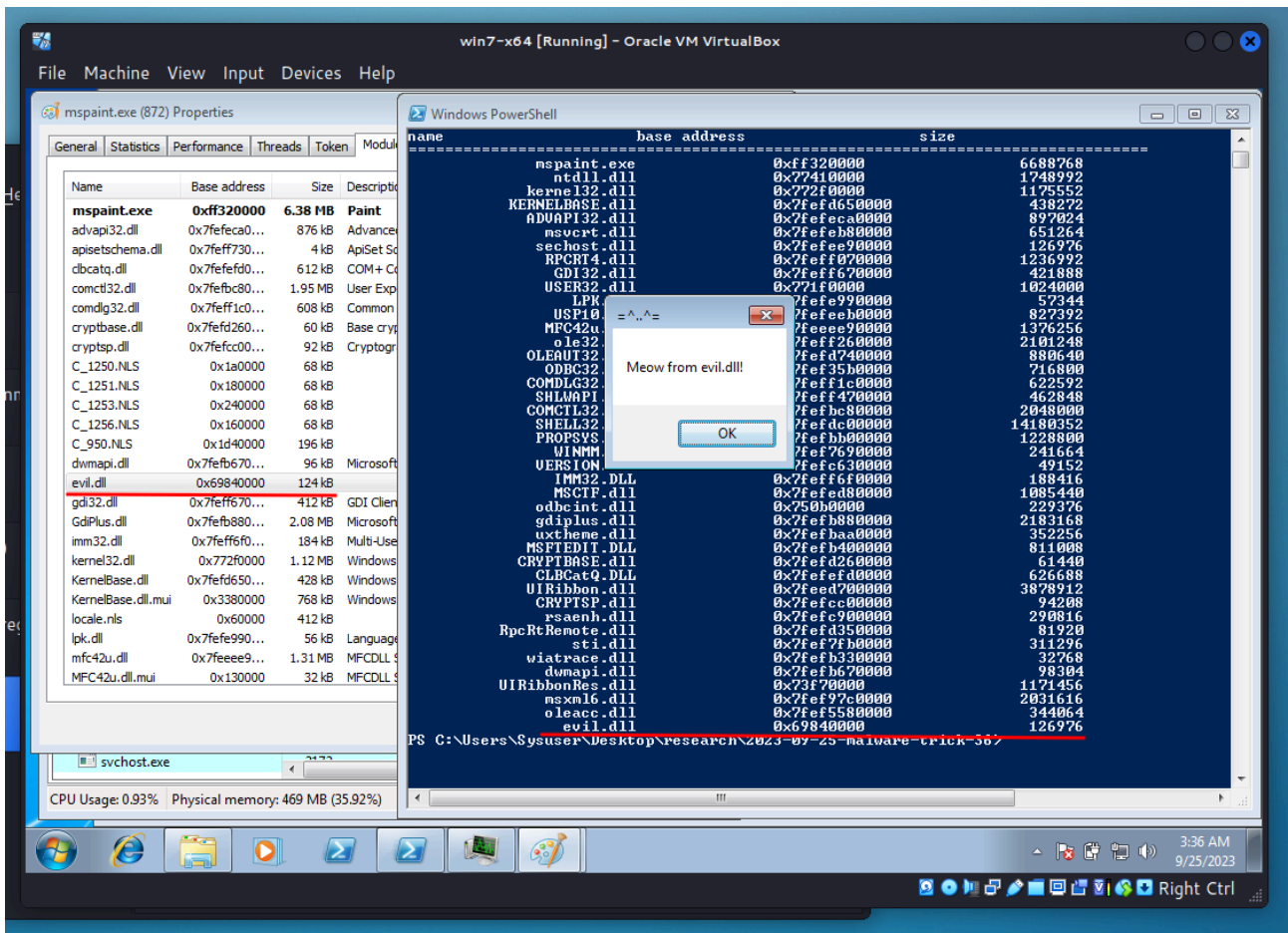
And just run our `hack.exe` :

```
.\hack.exe mspaint.exe
```





Also, check with [DLL injection](#) logic:



As you can see, everything is worked perfectly! =^..^=

Keep in mind that this code may have limitations and dependencies on specific Windows APIs. Additionally, it relies on the process name for identification, which may not be unique.

This trick is used by [4H RAT](#) and [Aria-body](#) in the wild.

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

[Find process ID by name and inject to it](#)

[Find PID via NtGetNextProcess](#)

[4H RAT](#)

[Aria-body](#)

[source code in github](#)

This is a practical case for educational purposes only.

Thanks for your time happy hacking and good bye!

PS. All drawings and screenshots are mine