Disable Patchguard Windows 81

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when i look at the windows bootloader, i do not see it make use of the pte_random instruction, but it may be assumed that it makes use of the pte_base instruction to generate a new page mapping address. it is safe to assume that the main benefit of using a unique pte_base value is that it is unlikely to be the same as the pte_base of other page mappings, and in fact, the pte_base of any other pte mappings will be the same as it. however, the main downside of using the same value is that if a page is mapped to the same physical memory location in the virtual address space that it was previously mapped to, then only the page can be remapped, and this will prevent any other page mappings to the same physical memory location from working. windows 8.1 introduced a security vulnerability in the bootloader through a side channel which allowed an attacker to bypass smep, and i theorized that this side channel was a result of the bootloader using a hard-coded pte_base value. as the bootloader is a standard pe file, this is a pretty simple thing to do, as the pe file format is just too simple to use the features it provides. however, an attacker could also use the bootloader as a starting point for an exploit, as it is also a standard pe file, and thus, the following code may be executed in a different order, and allow an attacker to generate the correct pte_base value. i was contacted by an engineer at winternals, whose job it is to search and remove wow64s binaries from the windows registry, and replace them with the original system32 binaries. it was quite hard to locate the exact path to the winternals binaries, because they arent stored in the usual location. i eventually figured it out, and uploaded the binaries to my dropbox. i will keep them there for some time, until a better solution becomes available.

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Its possible for an object to exist at the same address twice. This is called a duplicate. The problem is that the second object could be destroyed, so access to a duplicate of an object that no longer exists is undefined behavior. Most programmers should not use duplicates because they could be used to link objects together, which is a bad thing. To further complicate things, windows only tracks the duplicates count. So the user can only delete that many objects at once, and the objects arent actually deleted until the count goes to zero. However, it was noted that there is no fixed limit as of Windows 95. Of course, most programmers should not exceed this limit either because it could lead to improper termination. On the other hand, the behaviour of such exploits is still undefined in the system, so a scenario where the exploit worked may not necessarily be a security threat. For example, the null terminating array could be deallocated and then reused, so the address space wouldnt be exceeded. This process is very dangerous to the operating system, so the Windows team changed its behavior so this can only be used to exploit a buffer overflow. Windows requires that the program being debugged be stopped using the Debugging Tools for Windows (or Xcode for Mac) and then the operating system can be paused during the finalization process of its heap. This, along with other security checks, are intended to prevent such exploitation. However, not all programs are well behaved. So in order to even start running without being stopped, such as regedit, lets take a look at a common exploit that is used. 5ec8ef588b

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