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Thread: [Need Help Cracking # Pro V5.1.0 - Custom Packer and Strong Anti-Debugging](#)

Anon5000772 - July 24, 2024, 8:49 am

Hey everyone,

I'm working on cracking # Pro V5.1.0 and could use some help. This software is really tricky because it's packed with a custom packer and heavily obfuscated. On top of that, the anti-debugging measures are incredibly robust. Here's what I'm dealing with:

1. Custom Packer and Obfuscation: The executable is protected by a custom packer that makes it tough to unpack and analyze. The obfuscation adds another layer of complexity, hiding the real functionality.
2. Anti-Debugging Measures: The software has advanced anti-debugging features. It detects when a debugger is present and even closes or crashes when it hits breakpoints, which makes debugging nearly impossible.
3. Debugging Tools Used: I've been using x32dbg and ScyllaHide, but I'm still running into access violations and unexpected crashes when trying to set breakpoints.
4. Reverse Engineering Plans: I'm planning to use Ghidra for more in-depth analysis, but the custom protections are slowing me down.

If anyone has experience with this kind of protection or any tips on how to deal with custom packers and anti-debugging, I'd really appreciate your advice. Any suggestions or techniques you can share would be a huge help.

Thanks a lot!

for some reason it got hashtaged, i said Rem-Cos

a123111 - April 7, 2026, 8:51 pm

??,??????? [warn]

notagh0st - April 9, 2026, 9:40 pm

You might be able to get some mileage on the unpacking part using something like unpac.me

As for anti-debugging, you should learn all the anti-debug tricks, and how to thwart them. OALabs has a ton of videos on this. This is also a helpful link I constantly reference:

<https://anti-debug.checkpoint.com/>