

```
methImpl_ApplicationPatchingDetailsWC_jailbreakTestTapped:
push    {r4, r5, r7, lr}
sub     r7, sp, #x8
sub     sp, #0xc
add     r3, sp, #0xc0
mov     r9, #0xc
movt    r9, #0x0
str     r0, [sp, #0xc8]
str     r1, [sp, #0xc4]
str.w   r9, [sp, #0xc0]
mov     r0, r3
mov     r1, r2
blx     imp_symbolstub1_objc_storeStrong
mov     r0, #0x1
add     r0, r0
ldr     r0, [r0]
mov     r1, #0x71c
movt    r1, #0x1
add     r1, pc
add     r1, pc
mov     r2, #0xa5a
movt    r2, #0x1
add     r2, pc
mov     r3, #0x0
movt    r3, #0x0
strb.w  r3, [r0, #0xbc]
ldr     r2, [r2]
ldr     r1, [r1]
str     r0, [sp, #0xac]
mov     r0, r2
ldr     r0, [sp, #0xac]
blx     r2
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
mov     r1, #0xb528
movt    r1, #0x1
add     r1, pc
mov     r2, #0x5086
movt    r2, #0x1
add     r2, pc
add     r2, pc
ldr     r2, [r2]
mov     r3, #0xa6da
movt    r3, #0x1
add     r3, pc
ldr     r3, [r3]
mov     r0, r9
str     r0, [sp, #0xa8]
mov     r0, r1
str     r1, [sp, #0xa4]
mov     r1, r3
str     r3, [sp, #0xa4]
ldr     r2, [sp, #0xa0]
str     r2, r3
ldr.w   r9, [sp, #0xa0]
blx     r9
ldr     r1, [sp, #0xa8]
str     r0, [sp, #0x9c]
mov     r0, r1
blx     imp_symbolstub1_objc_release
ldr     r0, [sp, #0x9c]
xtb     r1, r0
cmp     r1, #0x0
beq     0x1f0c6
```

```
0x1f0c6:
movw    r0, #0x503a
movt    r0, #0x1
add     r0, pc
ldr     r0, [r0]
mov     r1, #0xa68a
movt    r1, #0x1
add     r1, pc
mov     r2, #0xa9c8
movt    r2, #0x1
add     r2, pc
ldr     r1, [r1]
ldr     r2, [r2]
str     r1, [r1]
mov     r0, r2
str     r0, [sp, #0x98]
blx     r2
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
mov     r1, #0xb4b0
movt    r1, #0x1
add     r1, pc
mov     r2, #0x4ffe
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
mov     r3, #0xa652
movt    r3, #0x1
add     r3, pc
ldr     r3, [r3]
mov     r0, r9
str     r0, [sp, #0x94]
mov     r0, r1
str     r1, [sp, #0x90]
mov     r1, r3
str     r3, [sp, #0x90]
ldr     r3, [sp, #0x90]
str     r2, r3
ldr.w   r9, [sp, #0x8c]
blx     r9
ldr     r1, [sp, #0x94]
ldr     r0, r1
str     r0, r1
mov     r0, r1
blx     imp_symbolstub1_objc_release
ldr     r0, [sp, #0x88]
xtb     r1, r0
cmp     r1, #0x0
beq     0x1f14e
```

```
0x1f14e:
movw    r0, #0x4fb2
movt    r0, #0x1
add     r0, pc
ldr     r0, [r0]
mov     r1, #0xa602
movt    r1, #0x1
add     r1, pc
mov     r2, #0xa940
movt    r2, #0x1
add     r2, pc
ldr     r1, [r1]
ldr     r2, [r2]
ldr     r1, [r1]
mov     r0, r2
str     r0, [sp, #0x84]
blx     r2
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
mov     r1, #0xb438
movt    r1, #0x1
add     r1, pc
mov     r2, #0x4f76
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
mov     r3, #0xa6ca
movt    r3, #0x1
add     r3, pc
ldr     r3, [r3]
mov     r0, r9
str     r0, [sp, #0x80]
mov     r0, r9
str     r1, [sp, #0x7c]
ldr     r3, [sp, #0x7c]
ldr     r2, [sp, #0x78]
ldr     r2, r3
ldr.w   r9, [sp, #0x78]
blx     r9
ldr     r1, [sp, #0x80]
ldr     r0, r1
str     r0, r1
blx     imp_symbolstub1_objc_release
ldr     r0, [sp, #0x74]
xtb     r1, r0
cmp     r1, #0x0
beq     0x1f1d6
```

```
0x1f1d6:
movw    r0, #0x4f2a
movt    r0, #0x1
add     r0, pc
ldr     r0, [r0]
mov     r1, #0xa67a
movt    r1, #0x1
add     r1, pc
mov     r2, #0xa8b8
movt    r2, #0x1
add     r2, pc
ldr     r1, [r1]
ldr     r2, [r2]
ldr     r1, [r1]
mov     r0, r2
str     r0, [sp, #0x70]
blx     r2
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
mov     r1, #0xb3c0
movt    r1, #0x1
add     r1, pc
mov     r2, #0x4eee
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
mov     r3, #0xa642
movt    r3, #0x1
add     r3, pc
ldr     r3, [r3]
mov     r0, r9
str     r0, [sp, #0x6c]
mov     r0, r9
str     r1, [sp, #0x68]
mov     r1, r3
str     r3, [sp, #0x68]
ldr     r2, [sp, #0x64]
ldr     r2, r3
ldr.w   r9, [sp, #0x64]
blx     r9
ldr     r1, [sp, #0x6c]
blx     imp_symbolstub1_objc_release
mov     r0, r1
str     r0, [sp, #0x60]
ldr     r0, [sp, #0x60]
xtb     r1, r0
cmp     r1, #0x0
beq     0x1f25e
```

```
0x1f25e:
movw    r0, #0x4ea2
movt    r0, #0x1
add     r0, pc
ldr     r0, [r0]
mov     r1, #0xa4f2
movt    r1, #0x1
add     r1, pc
mov     r2, #0xa830
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
ldr     r1, [r1]
ldr     r0, [sp, #0x5c]
mov     r0, r2
str     r2, [sp, #0x5c]
blx     r2
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
mov     r1, #0xb348
movt    r1, #0x1
add     r1, pc
mov     r2, #0x4e66
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
mov     r3, #0xa6ba
movt    r3, #0x1
add     r3, pc
ldr     r3, [r3]
mov     r0, r9
str     r0, [sp, #0x58]
mov     r0, r9
str     r1, [sp, #0x54]
mov     r1, r3
str     r3, [sp, #0x54]
ldr     r2, [sp, #0x50]
mov     r2, r3
ldr.w   r9, [sp, #0x50]
blx     r9
ldr     r1, [sp, #0x58]
ldr     r0, r1
str     r0, [sp, #0x5c]
mov     r0, r1
str     r0, [sp, #0x5c]
xtb     r1, r0
cmp     r1, #0x0
beq     0x1f2e4
```

```
0x1f252:
movw    r0, #0x1
movt    r0, #0x0
strb.w  r0, [sp, #0xbc]
b        0x1f2e6
```

```
0x1f2da:
movw    r0, #0x1
movt    r0, #0x0
strb.w  r0, [sp, #0xbc]
```

```
0x1f2e4:
b        0x1f2e6
```

```
0x1f261:
b        0x1f2e8
```

```
0x1f1ca:
movw    r0, #0x1
movt    r0, #0x0
strb.w  r0, [sp, #0xbc]
b        0x1f2e8
```

```
0x1f2e8:
b        0x1f2ea
```

```
0x1f142:
movw    r0, #0x1
movt    r0, #0x0
strb.w  r0, [sp, #0xbc]
b        0x1f2ea
```

```
0x1f0ba:
movw    r0, #0x1
movt    r0, #0x0
strb.w  r0, [sp, #0xbc]
b        0x1f2e6
```

```
0x1f2ec:
movw    r0, #0xb2fc
movt    r0, #0x1
add     r0, pc
mov     r1, #0x0
movt    r1, #0x0
str     r1, [sp, #0xb8]
blx     imp_symbolstub1_objc_retain
mov     r1, sp, #0xb8
add     r2, #0x2f4
movt    r2, #0x1
add     r2, pc
mov     r3, #0x1
movt    r3, #0x0
mov     r9, #0x0
movt    r9, #0x0
ldr.w   r12, [sp, #0xb0]
movw    r1, #0x4de0
movt    r1, #0x1
add     r1, pc
ldr.w   r12, [r1]
ldr     r4, #0x436
movt    r4, #0x1
add     r4, pc
str     r0, [sp, #0xb4]
ldr     r0, [sp, #0xb4]
ldr     r5, [sp, #0xb8]
str     r5, [sp, #0xb0]
ldr     r4, [r4]
str     r1, [sp, #0x40]
mov     r1, r4
xtb     r9, r3
str.w   r9, [sp]
str.w   r12, [sp, #0xa]
ldr     r1, [sp, #0xb0]
ldr     r2, [sp, #0xb8]
str     r0, [sp, #0x44]
mov     r0, r2
blx     imp_symbolstub1_objc_storeStrong
mov     r0, #0x0
mov     r0, #0x0
ldr     r1, [sp, #0xb8]
cmp     r1, r0
bne     0x1f376
```

```
0x1f376:
movw    r0, #0x4d8a
movt    r0, #0x1
add     r0, pc
ldr     r0, [r0]
mov     r1, #0xa3da
movt    r1, #0x1
add     r1, pc
mov     r2, #0xa718
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
ldr     r1, [r1]
str     r0, [sp, #0x40]
mov     r0, r2
ldr     r2, [sp, #0x40]
blx     r2
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
mov     r1, #0xb250
movt    r1, #0x1
add     r1, pc
mov     r3, #0x0
movt    r3, #0x0
mov     r2, #0xa4d8
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
mov     r9, #0xa344
movt    r9, #0x1
add     r9, pc
ldr.w   r0, [r9]
mov     r12, [r0]
str     r0, [sp, #0x3c]
mov     r0, r12
str     r1, [sp, #0x38]
mov     r1, r9
ldr.w   r2, [sp, #0x34]
str     r2, r9
ldr     r2, [r2]
blx     r2
ldr     r1, [sp, #0x3c]
str     r0, [sp, #0x30]
blx     imp_symbolstub1_objc_release
```

```
0x1f36a:
movw    r0, #0x1
movt    r0, #0x0
strb.w  r0, [sp, #0xbc]
b        0x1f3f4
```

```
0x1f3f4:
movw    r0, #0x4d0c
movt    r0, #0x1
add     r0, pc
ldr     r0, [r0]
mov     r1, #0xa2cc
movt    r1, #0x1
add     r1, pc
mov     r2, #0xa686
movt    r2, #0x1
add     r2, pc
ldr     r1, [r1]
ldr     r2, [r2]
str     r0, [sp, #0x2c]
mov     r0, r2
ldr     r2, [sp, #0x2c]
blx     r2
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
mov     r1, #0x4c90
movt    r1, #0x1
add     r1, pc
mov     r2, #0x4cd0
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
mov     r3, #0x9fff4
movt    r3, #0x1
add     r3, pc
mov     r9, #0xc5e6
movt    r9, #0x1
add     r9, pc
ldr.w   r12, [sp, #0x28]
ldr     r3, [r3]
str     r0, [sp, #0x28]
mov     r0, r9
str     r1, [sp, #0x24]
ldr     r3, [sp, #0x24]
str     r2, [sp, #0x20]
mov     r3, r2
ldr.w   r9, [sp, #0x20]
mov     r7, r7
blx     imp_symbolstub1_objc_retainAutoreleasedReturnValue
movw    r1, #0x4c90
movt    r1, #0x1
add     r1, pc
ldr     r1, [r1]
mov     r2, #0xa2f0
movt    r2, #0x1
add     r2, pc
mov     r3, r2
ldr     r2, [r2]
ldr.w   r9, [sp, #0x28]
str     r0, [sp, #0x1c]
mov     r0, r9
str     r1, [sp, #0x18]
ldr     r3, [r3]
blx     r3
ldr     r1, [sp, #0x1c]
str     r0, [sp, #0x14]
blx     imp_symbolstub1_objc_release
ldr     r0, [sp, #0x28]
blx     imp_symbolstub1_objc_release
ldr     r0, [sp, #0x14]
xtb     r1, r0
cmp     r1, #0x0
beq     0x1f4be
```

```
0x1f4b4:
movw    r0, #0x1
movt    r0, #0x0
strb.w  r0, [sp, #0xbc]
```

```
0x1f4be:
movw    r1, #0x0
movt    r1, #0x0
add     r0, sp, #0xb4
mov     r2, #0xc3a
movt    r2, #0x1
add     r2, pc
ldr     r2, [r2]
mov     r3, #0xa286
movt    r3, #0x1
add     r3, pc
mov     r9, #0xa548
movt    r9, #0x1
add     r9, pc
ldr.w   r12, [sp, #0xb0]
ldr     r3, [r3]
str     r0, [sp, #0x10]
mov     r0, r9
str     r1, [sp, #0xc]
mov     r1, r3
xtb.w   r3, r2
str     r2, r3
ldr     r3, [sp, #0x8]
blx     r3
ldr     r0, [sp, #0x10]
ldr     r1, [sp, #0xc]
blx     imp_symbolstub1_objc_storeStrong
mov     r1, #0x0
add     r0, sp, #0xb8
blx     imp_symbolstub1_objc_storeStrong
add     r1, #0xc0
movt    r1, #0x0
blx     imp_symbolstub1_objc_storeStrong
add     r4, r5, r7, pc
pop
```