

```
methImpl_ApplicationPatchingDetailsVC_jailbreakTestTapped:
push {r4, r5, r7, lr}
sub sp, #0x8
add r3, sp, #0xc0
movt r9, #0x0
str r0, [sp, #0xc8]
str.w r1, [sp, #0xc4]
mov r1, r2
mov blx imp_symbolstabl_objc_storeStrong
add r0, #0x1
ldr r0, [r0]
movt r1, #0xa71c
ldr r1, [r1]
add r1, #0xa5a
movt r2, #0x1
add r2, #0x0
movt r3, #0x0
strb.w r1, [sp, #0xbc]
ldr r2, [r2]
ldr r1, [r1]
str r0, [sp, #0xac]
mov r0, r2
blx [sp, #0xac]
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0xb528
add r1, #0x1
movt r2, #0x5086
add r2, #0x1
ldr r2, [r2]
movt r3, #0xa6da
add r3, #0x1
ldr r3, [r3]
str r0, [sp, #0xa8]
mov r0, r1
blx [sp, #0xa4]
mov r1, r3
str r0, [sp, #0xa4]
str r2, [sp, #0xa0]
ldr.w r9, [sp, #0xa0]
blx r9
ldr r1, [sp, #0xa8]
str r0, [sp, #0x9c]
mov r0, r1
ldr imp_symbolstabl_objc_release
strb r1, [sp, #0x9c]
cmp r1, #0x0
beq 0x1f0c6
```

```
0x1f0c6:
movw r0, #0x503a
movt r0, #0x1
ldr r0, [r0]
movt r1, #0xa58a
add r1, #0x1
movt r2, #0xa9e8
add r2, #0x1
ldr r2, [r2]
ldr r1, [r1]
str r0, [sp, #0x98]
mov r0, r2
blx [sp, #0x98]
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0xb4b0
add r1, #0x1
movt r2, #0x4ffe
add r2, #0x1
ldr r2, [r2]
movt r3, #0xa652
add r3, #0x1
ldr r3, [r3]
str r0, [sp, #0x94]
mov r0, r1
mov r1, r3
ldr r3, [sp, #0x90]
str r0, [sp, #0x8c]
movt r2, #0x0
movt r3, #0x8c
blx r9
ldr r1, [sp, #0x94]
str r0, [sp, #0x88]
mov r0, r1
ldr imp_symbolstabl_objc_release
strb r1, [sp, #0x88]
cmp r1, #0x0
beq 0x1f14e
```

```
0x1f14e:
movw r0, #0x4fb2
movt r0, #0x1
ldr r0, [r0]
movt r1, #0xa02
add r1, #0x1
movt r2, #0x940
add r2, #0x1
ldr r2, [r2]
ldr r1, [r1]
mov r0, r2
blx [sp, #0x84]
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0xb438
add r1, #0x1
movt r2, #0x4f76
add r2, #0x1
ldr r2, [r2]
movt r3, #0xa6ca
add r3, #0x1
ldr r3, [r3]
str r0, [sp, #0x80]
mov r0, r1
mov r1, r3
ldr r3, [sp, #0x7c]
str r0, [sp, #0x78]
mov r2, r3
ldr.w r9, [sp, #0x78]
blx r9
ldr r1, [sp, #0x80]
str r0, [sp, #0x74]
mov r0, r1
ldr imp_symbolstabl_objc_release
strb r1, [sp, #0x74]
cmp r1, #0x0
beq 0x1f1d6
```

```
0x1f1d6:
movw r0, #0x4f2a
movt r0, #0x1
ldr r0, [r0]
movt r1, #0xa57a
add r1, #0x1
movt r2, #0xa8b8
add r2, #0x1
ldr r2, [r2]
ldr r1, [r1]
mov r0, r2
ldr r2, [sp, #0x70]
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0xb3c0
add r1, #0x1
movt r2, #0x4eee
add r2, #0x1
ldr r2, [r2]
movt r3, #0xa42
add r3, #0x1
ldr r3, [r3]
str r0, [sp, #0x6c]
mov r0, r1
mov r1, r3
ldr r3, [sp, #0x68]
str r0, [sp, #0x64]
mov r2, r3
ldr.w r9, [sp, #0x64]
blx r9
ldr r1, [sp, #0x6c]
str r0, [sp, #0x60]
mov r0, r1
ldr imp_symbolstabl_objc_release
strb r1, [sp, #0x60]
cmp r1, #0x0
beq 0x1f25e
```

```
0x1f25e:
movw r0, #0x4ea2
movt r0, #0x1
ldr r0, [r0]
movt r1, #0x4f2
add r1, #0x1
movt r2, #0xa830
add r2, #0x1
ldr r2, [r2]
ldr r1, [r1]
mov r0, r2
ldr r2, [sp, #0x5c]
blx r2
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0xb348
add r1, #0x1
movt r2, #0x4e66
add r2, #0x1
ldr r2, [r2]
movt r3, #0xa6ba
add r3, #0x1
ldr r3, [r3]
str r0, [sp, #0x58]
mov r0, r1
str r1, [sp, #0x54]
mov r1, r3
ldr r3, [sp, #0x54]
str r2, [sp, #0x50]
ldr.w r9, [sp, #0x50]
blx r9
ldr r1, [sp, #0x58]
str r0, [sp, #0x5c]
mov r0, r1
ldr imp_symbolstabl_objc_release
strb r1, [sp, #0x5c]
cmp r1, #0x0
beq 0x1f2e4
```

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

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

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

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

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

```
0x1f2ea:
b 0x1f2ec
```

```
0x1f2ec:
movw r0, #0xb2fc
movt r0, #0x1
add r0, #0x0
movt r1, #0x0
str r1, [sp, #0xb8]
blx imp_symbolstabl_objc_retain
add r1, #0x1
movt r2, #0x1
add r2, #0x1
movt r3, #0x1
movt r4, #0x0
add r4, #0x1
ldr.w r5, [r1]
str r0, [sp, #0xb4]
ldr r0, [sp, #0xb4]
str r1, [sp, #0xb0]
ldr r4, [r4]
str r1, [sp, #0xa8]
mov r1, r4
strb r1, [sp]
str.w r12, [sp, #0xa4]
blx r1
ldr r1, [sp, #0xb0]
ldr r0, [sp, #0xa4]
str r0, r1
mov blx imp_symbolstabl_objc_storeStrong
movt r0, #0x0
movt r1, #0x0
ldr r1, [sp, #0xb0]
cmp r1, r0
bne 0x1f376
```

```
0x1f376:
movw r0, #0x4d8a
movt r0, #0x1
add r0, #0x1
movt r1, #0xa3da
add r1, #0x1
movt r2, #0xa718
add r2, #0x1
ldr r2, [r2]
ldr r1, [r1]
str r0, [sp, #0xa4]
mov r0, r2
ldr r2, [sp, #0xa0]
blx r2
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0xb250
add r1, #0x1
movt r2, #0x0
movt r3, #0xa4d8
add r3, #0x1
add r3, #0x1
ldr.w r4, [r1]
movt r5, #0xa34a
add r5, #0x1
add r5, #0x1
ldr.w r6, [r1]
str r0, [sp, #0x3c]
str r1, [sp, #0x38]
ldr.w r9, [sp, #0x38]
str r2, [sp, #0x34]
ldr.w r12, [sp, #0x34]
blx r12
add r1, [sp, #0x30]
str r0, [sp, #0x30]
mov r1, #0x0
blx imp_symbolstabl_objc_release
```

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

```
0x1f3f4:
movw r0, #0x4d0c
movt r0, #0x1
ldr r0, [r0]
movt r1, #0xa2cc
add r1, #0x1
movt r2, #0xa686
add r2, #0x1
ldr r2, [r2]
ldr r1, [r1]
str r0, [sp, #0x2c]
mov r0, r2
ldr r2, [sp, #0x2c]
blx r2
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0xb1e2
add r1, #0x1
movt r2, #0x4cd0
add r2, #0x1
ldr r2, [r2]
movt r3, #0xa6f4
add r3, #0x1
movt r4, #0xa5e6
add r4, #0x1
ldr.w r5, [r1]
str r0, [sp, #0x28]
str r1, [sp, #0x24]
str r2, [sp, #0x24]
str r3, [sp, #0x24]
ldr.w r9, [sp, #0x20]
blx r9
mov r7, r7
mov blx imp_symbolstabl_objc_retainAutoreleasedReturnValue
movt r1, #0x4c90
add r1, #0x1
ldr r1, [r1]
blx [sp, #0x20]
movt r2, #0x1
add r2, #0x1
ldr r2, [r2]
ldr.w r9, [sp, #0x18]
str r0, r9
mov r1, r2
str r1, [sp, #0x18]
ldr r3, [r3]
str r0, [sp, #0x14]
ldr r0, [sp, #0x14]
blx imp_symbolstabl_objc_release
ldr r0, [sp, #0x28]
blx imp_symbolstabl_objc_release
ldr r0, [sp, #0x14]
strb r1, [sp, #0x14]
cmp r1, #0x0
beq 0x1f4be
```

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

```
0x1f4be:
movw r1, #0x0
add r0, #0x0
movt r2, #0xb4
add r2, #0x1
movt r3, #0xa286
add r3, #0x1
movt r4, #0xa548
add r4, #0x1
ldr.w r5, [r1]
ldr r5, [sp, #0xbc]
ldr r0, [r0]
str r0, [sp, #0xc]
mov r1, r3
str r3, [r2]
str r2, [r2]
mov r0, r1
str r0, [sp, #0x8]
blx r3
ldr r0, [sp, #0x10]
ldr r1, [sp, #0xc]
mov blx imp_symbolstabl_objc_storeStrong
movt r1, #0x0
add r0, #0x0
blx imp_symbolstabl_objc_storeStrong
add r0, #0x0
movt r1, #0x0
add r1, [r5, r7, pc]
```