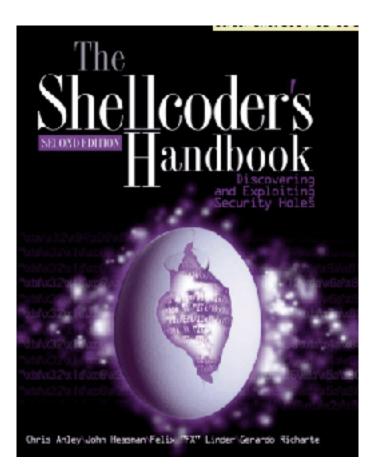
Exploit Development

Ch 6: The Wild World of Windows



Revised 8-3-19

Topics

- Win32 API, DLLs, and PE Files
- Heaps
- Threading
- DCOM
- Exception Handling
- Debuggers

Win32 API, DLLs, and PE Files

Windows API (Application Programming Interface)

- In Linux, a programmer can talk directly to the kernel with syscalls (INT 0x80)
- But in Windows the kernel is only accessible through the Windows API
- Implemented as a set of DLLs
- Changes with each Windows version and Service Pack

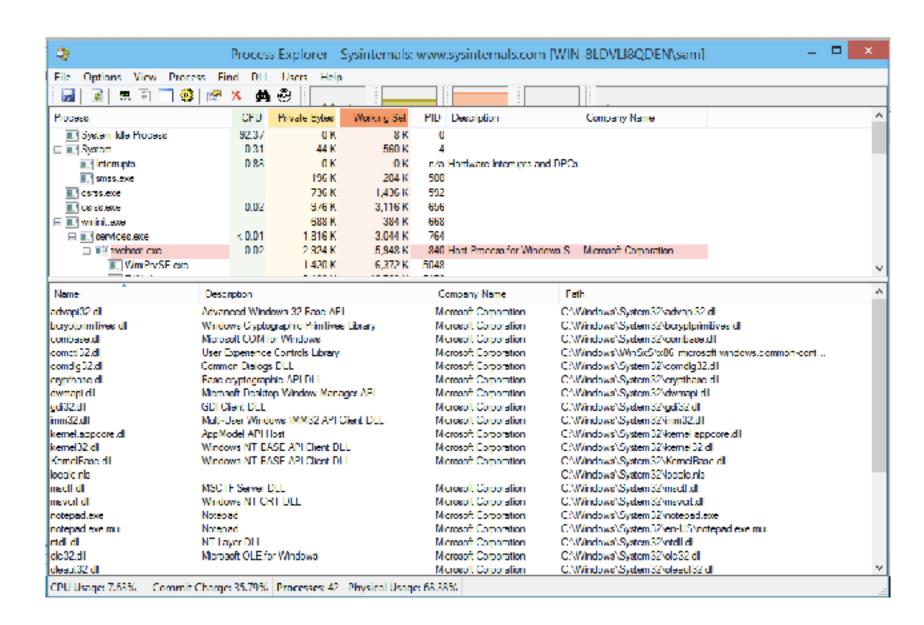
Windows API (Application Programming Interface)

- Every process using the Windows API must use dynamic linking to the DLLs
- The Windows API changes more often than Linux Syscalls do
- Here's an API call to make a window

```
hwnd = CreateWindowEx(
    WS_EX_CLIENTEDGE,
    g_szClassName,
    "The title of my window",
    WS_OVERLAPPEDWINDOW,
    CW_USEDEFAULT, CW_USEDEFAULT, 240, 120,
    NULL, NULL, hInstance, NULL);
```

DLLs (Dynamic Link Libraries)

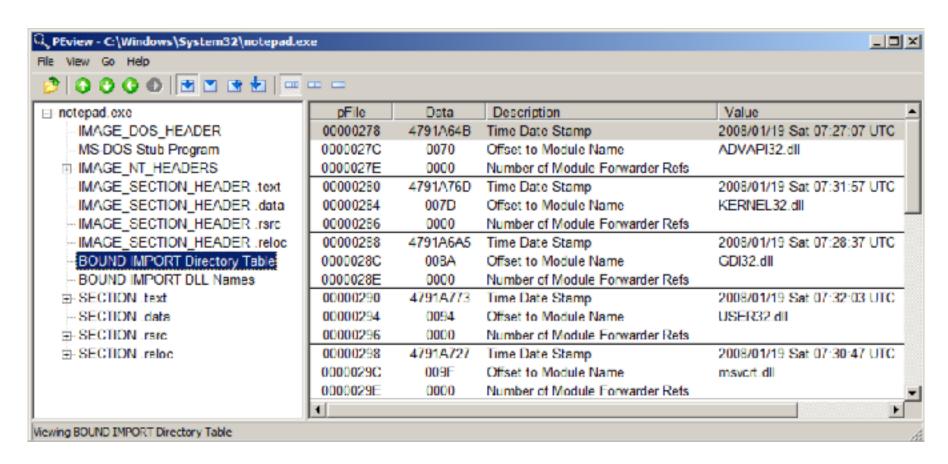
- Pre-compiled library code
- Loaded as needed when executable files run
- You can see loaded DLLs with Process Explorer
 - View, Lower Pane View, DLLs
 - Link Ch 6b



PE (Portable Executable) Files

- Format used for .EXE and .DLL files
 - And some other extensions (link Ch 6c)
- Can be loaded on every 32-bit (or 64-bit)
 Windows version
- Contains information about all required DLLs
- Easy to see with PEView (link Ch 6d)

Import Table for Notepad



Windows Server 2008 Version

Sections of a PE File

- .text instructions to execute
- .data global variables
- .idata Import descriptors
- .rsrc Resources (icons, etc.)
- reloc Relocation data

Relocating PE Files

- DLLs have a Base Address
 - This is where they are designed to load
- But two DLLs might have the same Base Address
 - And both be used by the same EXE
- One of them must be moved--"Rebased"
- This process uses the .reloc section

Manoot

Imports and Exports

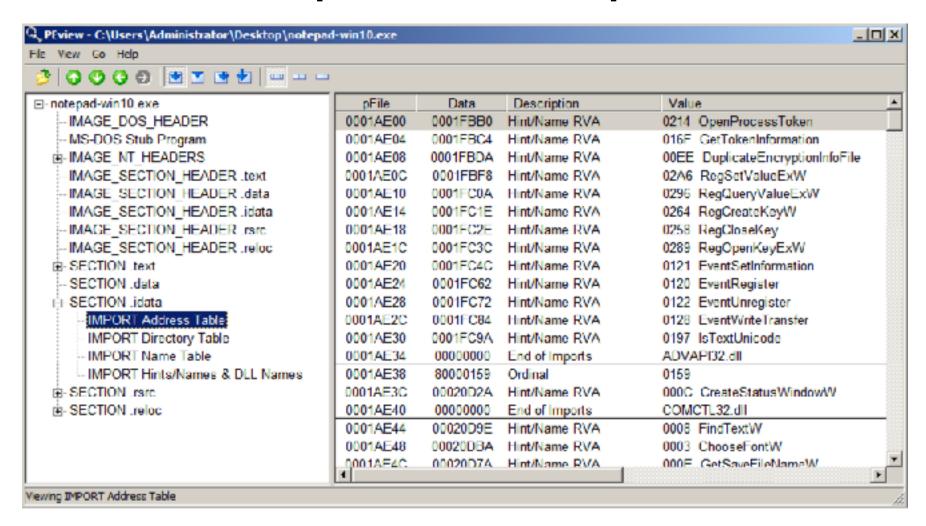
Imports

- Functions the program needs to use from other code
- Both EXE and DLL files have imports
- The imports generally point to DLL's

Exports

- Functions this program offers for others to use
- DLL's have many exports, EXE's don't

Notepad.exe Imports



Windows 10 Version

Advapi32.dll Exports

	PEview C:\\	Windows\Sy	stcm32\advapi32.dll	- F
e View Go Help				
) O O O O 🖭 🗷 🕏 🚾 🗆 🗆				
advapi32 dl	pΓile	Data	Description	Value
-IMAGE DOS LICADER	000621A8	00038A70	Function RVA	03E8
- MS-DOS Stub Program	000521AC	000475E0	Function RVA	03E9_L_ScGetCurrentGroupGtateW
≟-IMAGE NT HEADERS	000621B0	00084EEE	Forwarded Name RVA	03EA A SHAFinal → NTDH A SHAFinal
IMAGE SECTION HEADER text	000621B4	00064E19	Forwarded Name RVA	03EB A SHAInit → NTDLL A SHAInit
IMAGE SECTION HEADER .data	000621D8	0 0 064F35	Forwarded Name RVA	03EC A SHAUpdate -> NTDLL A SHAUpdate
IMAGE SECTION HEADER .idata	000621DC	00044070	Function RVA	03ED_AbortSystemShutdownA
-IMAGE SECTION HEADER didat	000621C0	000440E0	Function RVA	03EE_AbortSystemShutdownW
-IMAGE SECTION HEADER .rare	000621C4	00030530	Function RVA	03EF AccessCheck
-IMAGE_SECTION_HEADER .reloc	000621C8	0002DFC0	Function RVA	03H0_AccessCheckAndAudtAlarmA
E-SECTION text	00062100	00030470	Function RVA	U3F1_AccessCheckAndAudtAlarmW
- IMAGE DEBUG DIRECTORY	00062100	00030510	Function RVA	03HZ AccessCheckByType
- DELAY IMPORT DLL Names	00062104	0002E0C0	Function RVA	03H3 AccessCheckByTypeAndAuditAlarmA
 IMAGE_LOAD_CONFIG_DIRECTORY 	000621D8	00030490	Function RVA	03F4_AccessCheckByTypeAndAuditAlarmW
- IMAGE_DEBUG_TYPE_CODEVIEW	000521DC	000304F0	Function RVA	03H5 AccessCheckByTypeResultList
- IMAGE_DEBUG_TYPE_	000621E0	0002E1D0	Function RVA	03H6 AccessCheckByTypeResultListAndAudiU
- DELAY IMPORT Descriptors	000621E4	0002E2E0	Function RVA	03F7_AccessCheckByTypeResultListAndAudiU
DELAY IMPORT Name Table	000621E8	000304E0	Function RVA	03H8 AccessCheckByTypeResultListAndAudiU
DELAY IMPORT Hints/Names	000621EC	00030400	Function RVA	03F9 AccessCheckByTypeResultListAndAudiU
IMAGE EXPORT DIRECTORY	000621F0	0001E9B0	Function RVA	03FA_AddAccessAllowedAce
EXPORT Address Table	000621F4	0001E940	Function RVA	03FB_AddAccessAllowedAccEx
EXPORT Name Pointer Table	000621E8	00030550	Function RVA	03EG_AddAccessAllowedObjectAce
EXPORT Ordinal Table	000621FC	00030590	Function RVA	03FD_AddAcces:DeriedAce
EXPORT Names	00062200	00030570	Function RVA	03FF_AddAccessDeniedAceEx
SECTION data	00062204	00000550	Function RVA	03FF_AddAccessDeniedObjectAce
± SECTION idata	00062208	000162A0	Function RVA	0400 AddAce
± SECTION didat	00062200	00000500	Function RVA	0401 AddAuditAccessAcc
±-SECTION_rare	00062210	00000500	Function RVA	0402 AddAuditAccessAceEx
±-SECTION raioc	00062214	00030610	Function RVA	0403 AddAuditAccessObjectAce
CERTIFICATE Table	00062218	00047090	Function RVA	0404 AddConditionalAca
	******	40005100		AND ALM TO A REPUBLISHED A

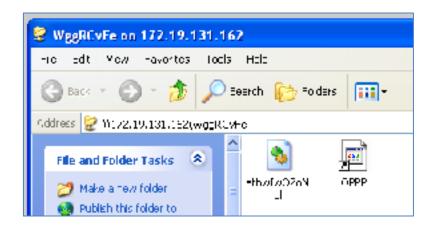
DLL Loading



- When an EXE launches, Windows hunts for the required DLLs
 - Looking first in the current working directory
- This allows a developer to include a DLL version other than the one in C:\Windows\System32
 - Leads to DLL Hell; users may need to adjust PATH to resolve DLL version conflicts

Stuxnet: LNK Oday

- Loaded a DLL from a USB thumbdrive
- Took over the machine as soon as the icons appear
 - Link Ch 6h



Relative Virtual Address (RVA)

- Windows EXE processes are loaded into 0x00400000 by default
 - This is a Virtual Address, only visible to each process
 - Error on page 113 of textbook, too many zeroes in 0x00400000
- RVA is used to aid in rebasing DLLs
 - Loading them in non-preferred locations

Example of VA (Virtual Address)

```
For example, a possible physical memory address (visible by the CPU):
```

```
0x00300000 on physical memory has process A's main 0x00500000 on physical memory has process B's main
```

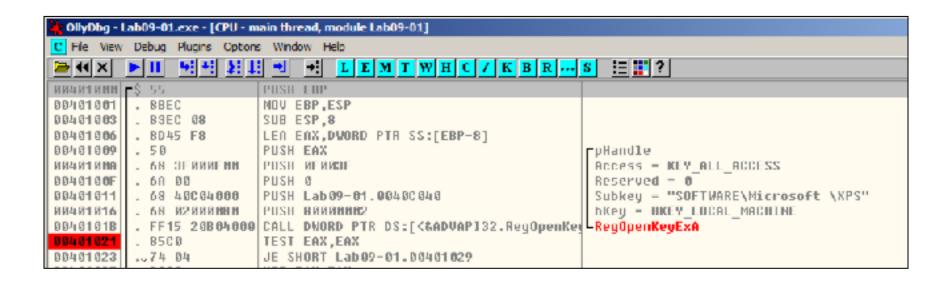
And the OS may have a mapping table:

```
process A's 0x00400000 (VA) = physical address 0x00300000
process B's 0x00400000 (VA) = physical address 0x00500000
```

Then when you try to read 0x004000000 in process A, you'll get the content which is located on 0x00300000 of physical memory.

Link Ch 6g

OllyDbg: Code Starts Near 0x400000



Heaps

Many Heaps

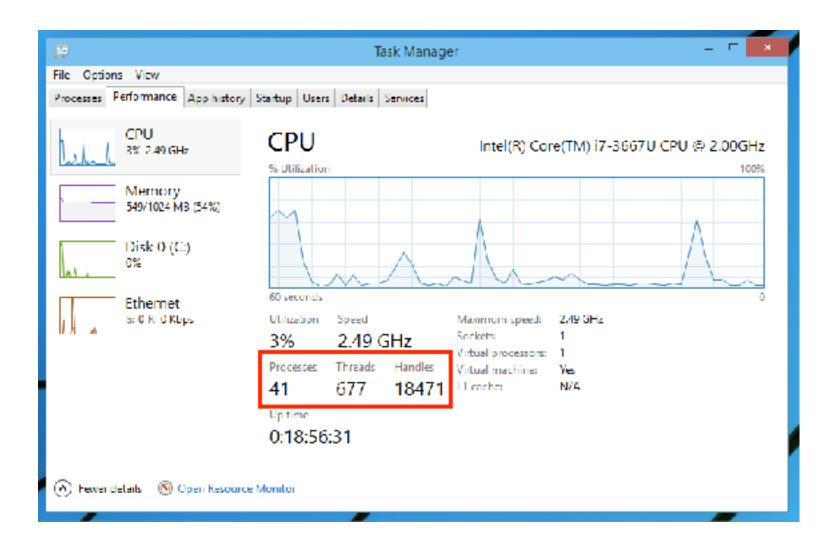
- Heap is used for temporary storage of data
 - Via malloc() and free()
- Linux uses one heap, but Windows uses many heaps
- Each DLL that loads can set up its own heap
- Heap corruption attacks are very confusing

Threading

One Process, Many Threads

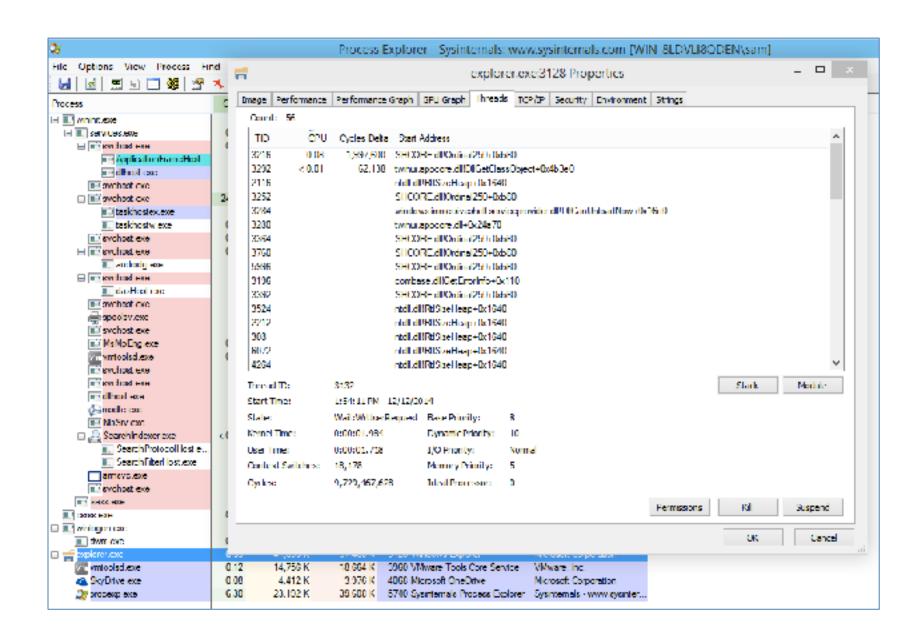
- Each process is subdivided into threads
- Processor time slices are allocated to threads, not processes
- This allows a single process to operate more efficiently
 - If one thread is waiting for something, other threads can keep moving

Threads in Task Manager



Handles

- Handles are pointers to objects like open files
- Each thread has many handles
- You can view details about every thread with Process Explorer



Manoot

The Genius and Idiocy of the DCOM (Distributed Common Object Model) and DCE-RPC (Distributed Computing Environment / Remote Procedure Calls)

Follow the Money

- Microsoft's business model is to distribute binary packages for money
- You can build a complex application by purchasing third-party COM modules from vendors
 - And tying them together with Visual Basic

COM Objects

- Can be written in any supported language
- Interoperate seamlessly
- BUT a C++ integer is not the same as a Visual Basic integer
- So you need to define the input and outputs with an IDL (Interface Description Language) file

DCOM Interface Description Language (IDL) File

```
[ uuid(e33c0cc4-0482-101a-bc0c-02608c6ba218),
 version(1.0).
 implicit handle (handle t rpc binding)
interface ???
 typedef struct {
   TYPE 2 element 1;
   TYPE 3 element 2;
 } TYPE 1;
 short Function 00(
        [in] long element 9,
        [in] [unique] [string] wchar t *element 10,
        [in] [unique] TYPE 1 *element 11,
        [in] [unique] TYPE 1 *element 12,
        [in] [unique] TYPE 2 *element 13,
        [in] long element 14,
       [in] long element 15,
       [out] [context handle] void *element 16
 );
```

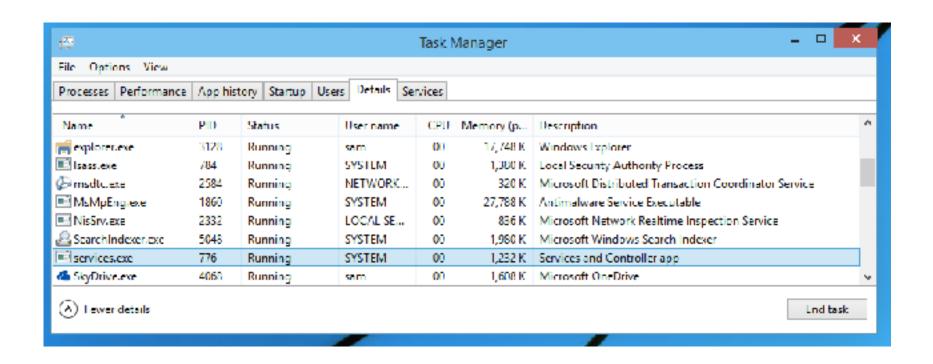
DCOM IDL File

- Specifies arguments and return values for a particular function
 - In a particular interface defined by UUID, also called a GUID
 - GUID is 128 bits long; 32 hex characters

Two Ways to Load a COM Object

- Load directly into process space as a DLL
- Launch as a service
 - By the Service Control Manager (services.exe)
- Running as a service is more stable and secure
 - But much slower
- In-process calls are 1000 times faster than calling a COM interface on the same machine but in a different process

Service Control Manager (SCM)



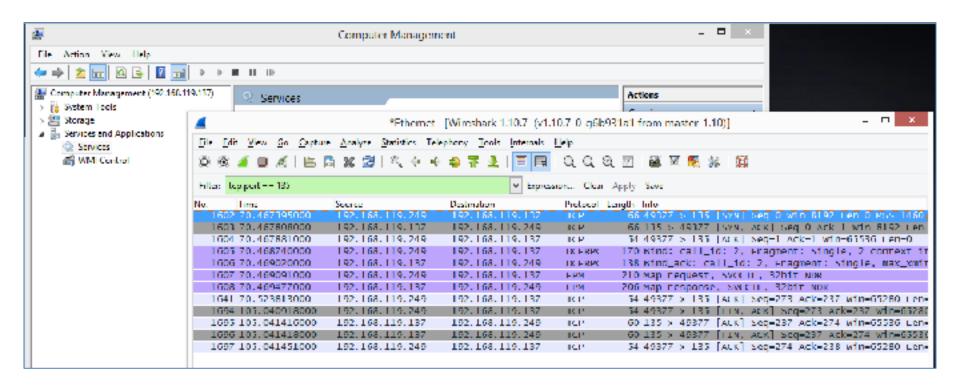
Appears in Task Manager as services.exe

DCOM Calls

- Microsoft's priority: make it easy for developers to write software
- A simple registry or parameter change tells a program to use a different process
 - Or even a different machine
- A process can call a COM interface on a different machine on the LAN
 - 10x slower than calling a COM interface on the same machine

RPC Endpoint Mapper

- Listening on port TCP 135
 - An RPC request in Wireshark



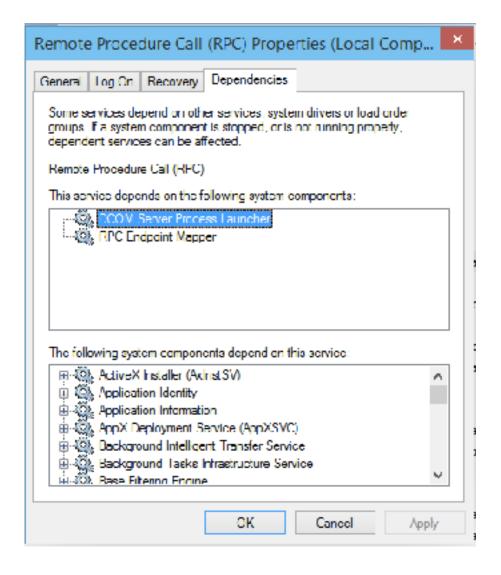
Maps to UUID Values

- Map request shows available RPC functions
 - Link Ch 6m for details

```
✓ Expression... Clear Apply Save
Filter: tcp.port == 155
                                             Destination
                                                                  Protocol Length Info
                        192, 168, 119, 249
 1605 70.468740000
                                             192, 168, 119, 137
                                                                             170 Bind: call_id: 2, Fragment: Single, 2 context
                                                                   DOER PO
                                                                             138 Bind ack: call id: 2, Fragment: Single, max xr
 1606 /0.469020000
                        192, 168, 119, 137
                                              192, 168, 119, 249
                                                                   DOERPO
 1807 70.469091000
                        192, 168, 119, 249
                                              192, 168, 119, 137
                                                                             210 Map request, SMCCTL, 32bit NDR
                                                                   FEM
 1608 /0.46947/000
                        192, 168, 119, 137
                                             192, 168, 119, 249
                                                                   EPM.
                                                                             206 Map response, SVCCTL, 32bit NDR
 1641 70.523813000
                        192, 168, 119, 249
                                              192, 168, 119, 137
                                                                   TOP
                                                                              54 49377 > 135 [ACK] Seq-273 Ack-237 Win-65280 Lt.
     Number of floors: 5
   □ Floor 1 UUTB: SWCCTL
        LHS Length: 19
        Protocol: NUTD (0x0d)
        UUID: SVCCTL (36/abb81-9844-35f1-ad32-98f038001003)
        Versian 2.0
        RHS Length: 2
        Version Minor: 0
   ⊟ Floor 2 UUID: 32bit NDR
        LHS Length: 19
        Protocol: UUID (0x0d)
        υυιμ: 32bit Νυκ (8a885d04-lceb-llc9-9fe8-08002b104860)
        Version 7.0
        KH5 Length: 2
        Version Minor: 0
```

Components that Depend on RPC

- Open Services
- Double-click
 "Remote
 Procedure Call"



Security Implications

- Code can be designed to run in a trusted environment
 - Calling DLLs that are included in your application, or Microsoft DLLs
- And easily adapted to run in an untrusted environment
 - Listening on a network port

DEC-RPC Exploitation

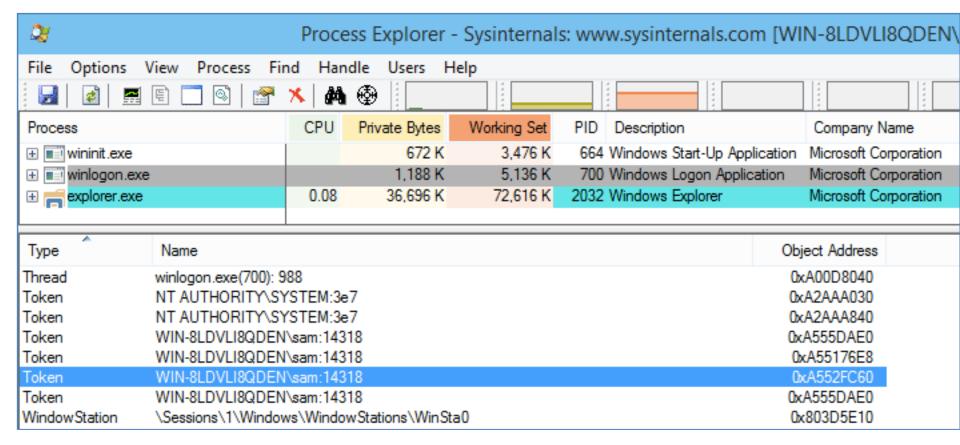
 Recon, fuzz, and exploit with Dave Aitel's SPIKE and other tools



Tokens and Impersonation

Token

- A token is a 32-bit integer like a file handle
- Defines user rights



Exploiting Token Handling

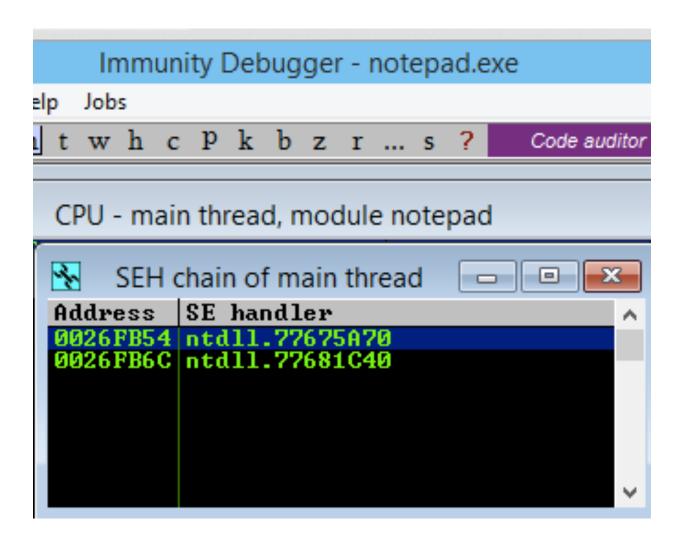
- Attacker can create threads and copy any available token to them
- There are typically tokens available for any user that has recently authenticated

Exception Handling

Structured Exception Handler (SEH)

- When an illegal operation occurs, such as
 - Divide by zero
 - Attempt to execute non-executable memory
 - Attempt to use invalid memory location
- The processor sends an Exception
- The OS can handle it, with an error message or a Blue Screen of Death
- But the application can specify custom exception handlers

SEH in Immunity Debugger



Exploiting the SEH

- Overwrite the pointer to the SEH chain
- Overwrite the function pointer for the handler on the stack
- Overwrite the default exception handler

Debuggers

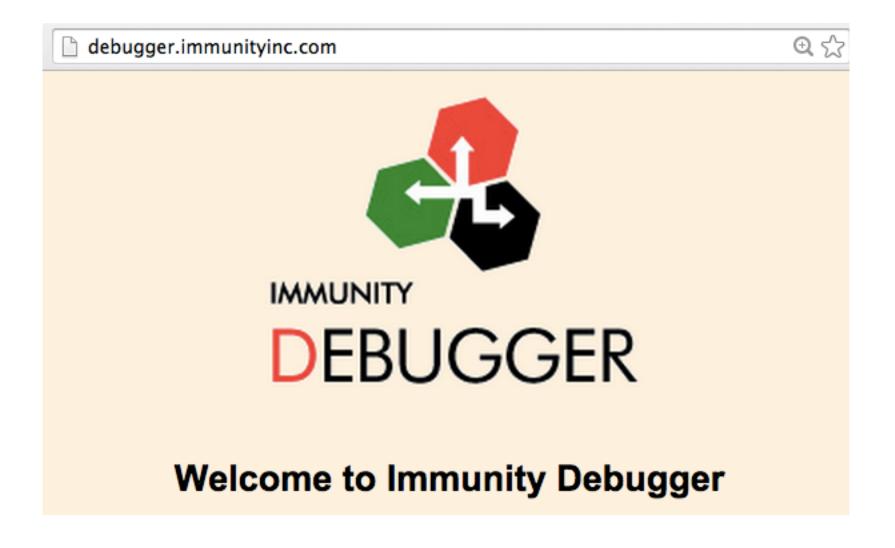
Three Options

- SoftICE
 - Old, powerful, difficult to install
- WinDbg
 - Use by Microsoft
 - Can debug the kernel, using a serial cable and two computers
 - Or Ethernet, for Win 8 or later
 - Or LiveKD and one machine
 - UI is terrible
- OllyDbg
 - Very popular but apparently abandoned

OllyDbg

- OllyDbg version 1.10 is very nice
- OllyDbg 2.x is terrible, giving false results, and useless
- No later version seems to be available

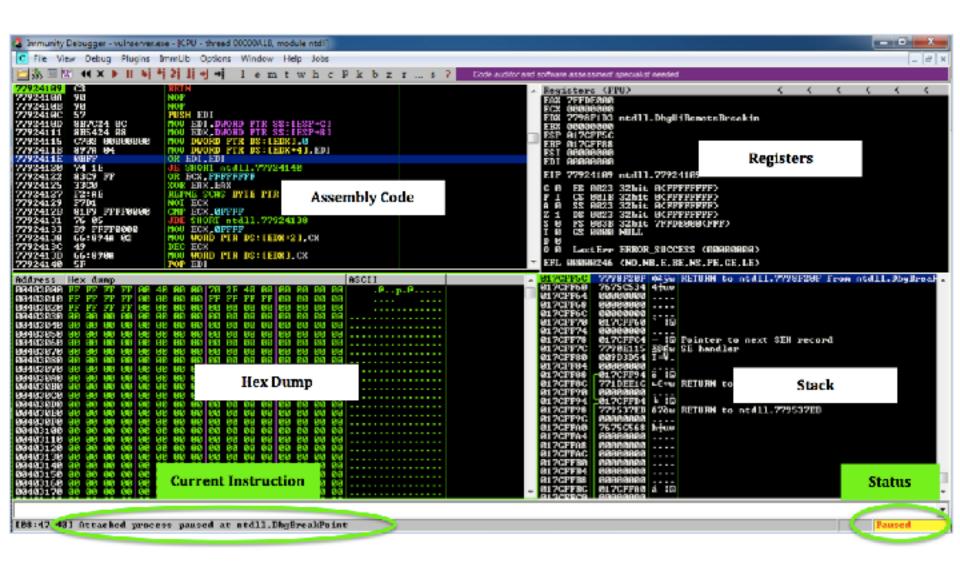
Immunity Debugger



Immunity Debugger

- Based on OllyDbg
- Still alive and under development
- Used by many exploit developers

Immunity Debugger



Manoot