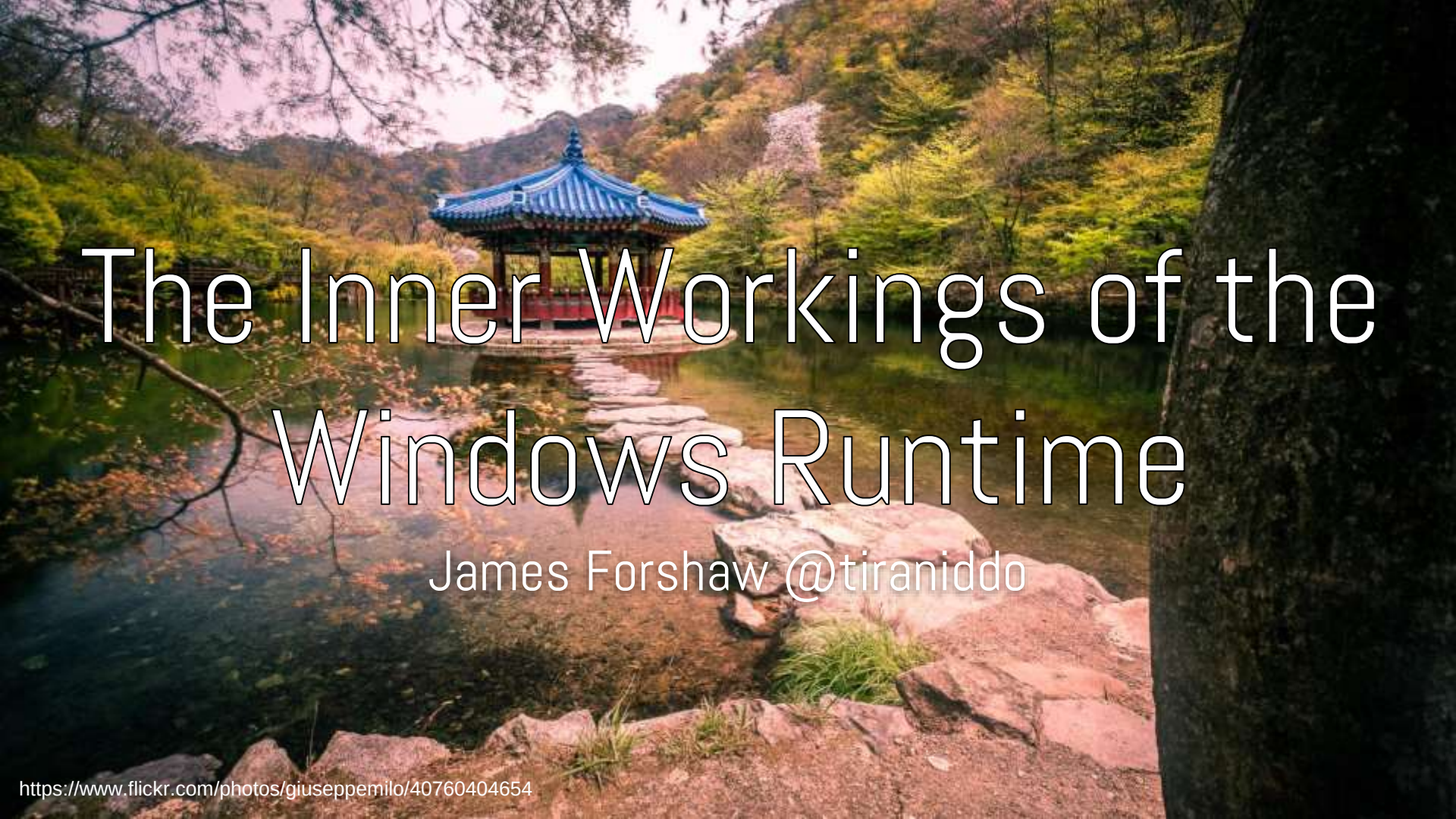


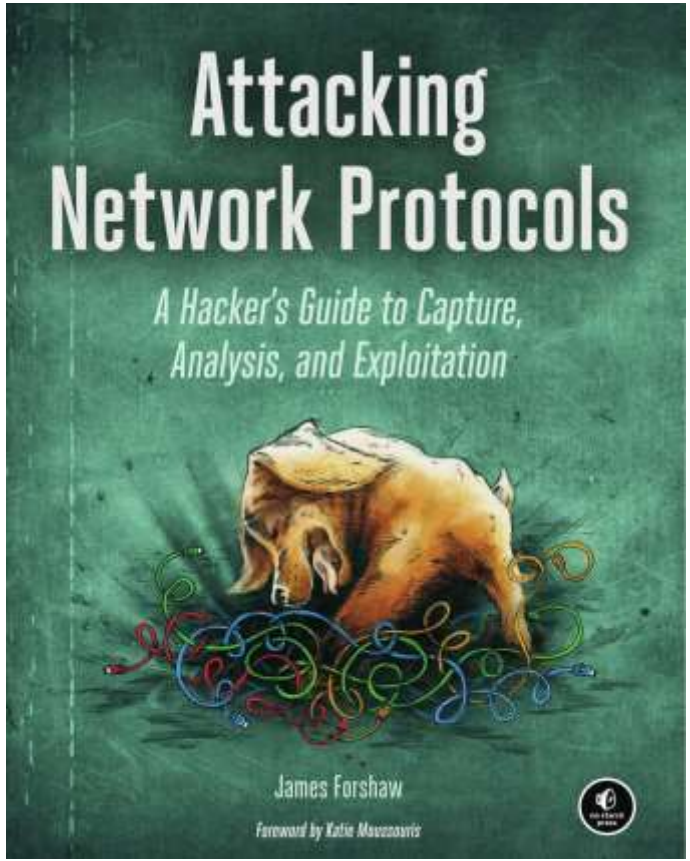
The Inner Workings of the Windows Runtime

James Forshaw @tiraniddo

https://www.flickr.com/photos/giuseppemilo/40760404654

Who am I?

- Researcher in Google’s Project Zero
- Specialize in Windows
  - Especially local privilege escalation
  - Logical vulnerability specialist
- Author of a book on attacking network protocols
- @tiraniddo on Twitter.



Why Talk About Windows Runtime?

Understand the Technology

Aid to Reverse Engineering

Improve Security Research

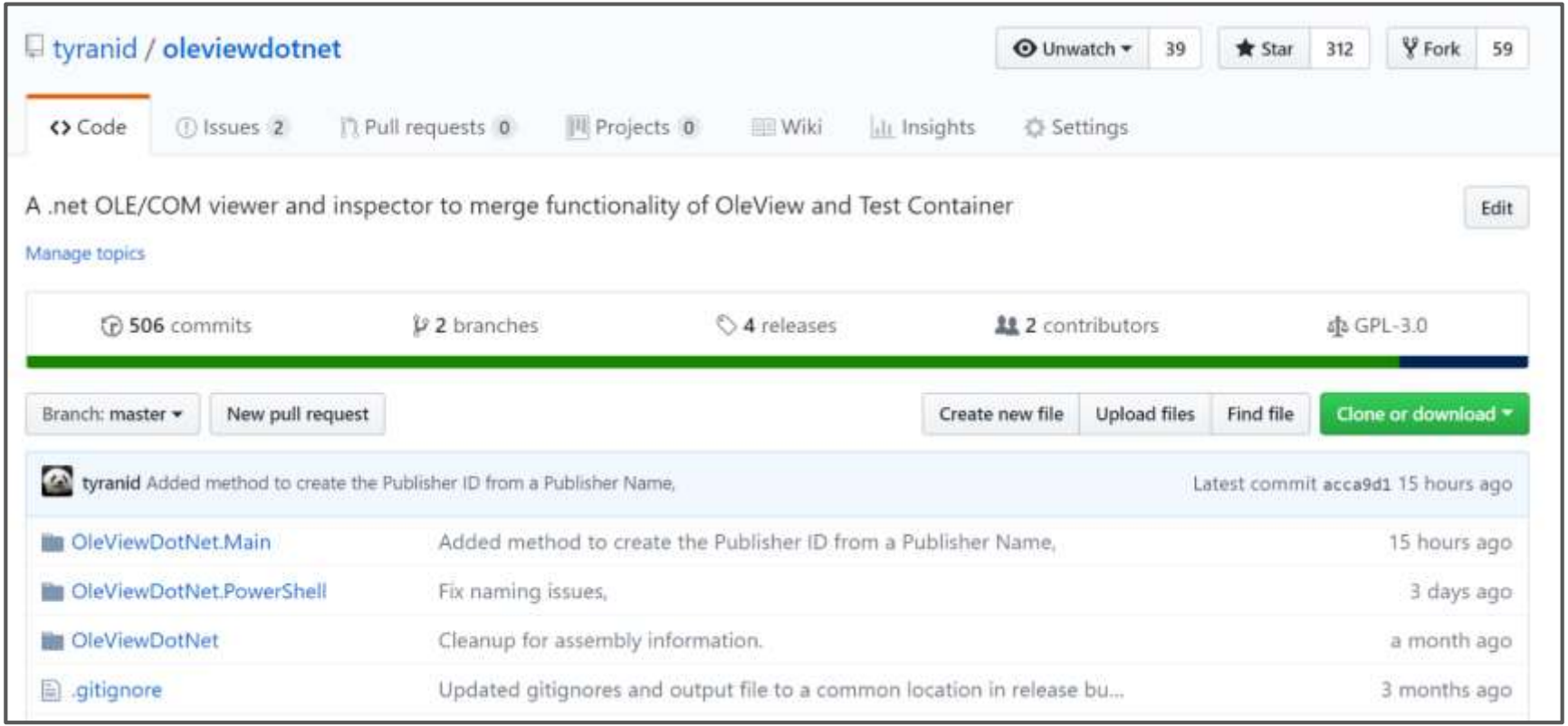
Background Research

https://www.troopers.de/downloads/troopers17/TR17_Demystifying_%20COM.pdf

https://conference.hitb.org/hitbsecconf2012ams/materials/D1T2%20-%20Sebastien%20Renaud%20and%20Kevin%20Szkudlapski%20-%20WinRT.pdf

This Talk is based on Windows 10 **1803/1809**

OleViewDotNet



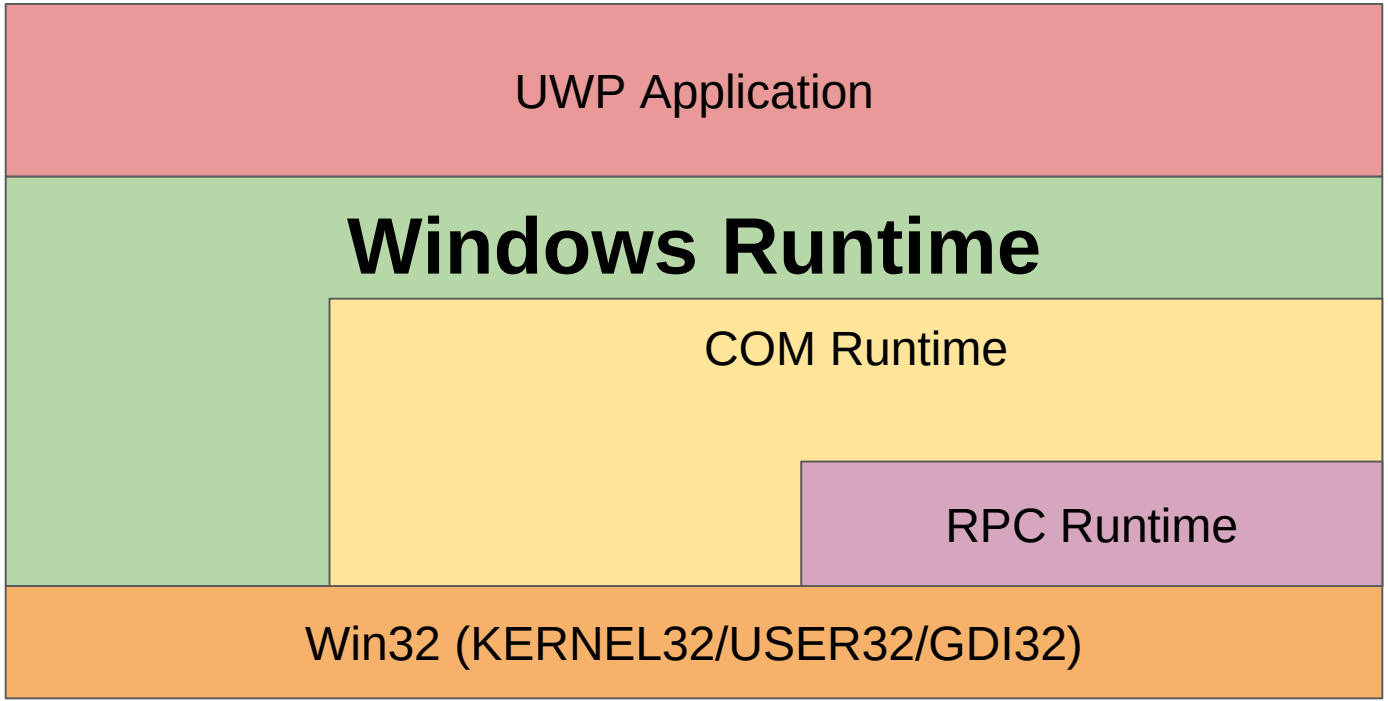
https://github.com/tyranid/oleviewdotnet

What’s the Universal Windows Platform (UWP)?

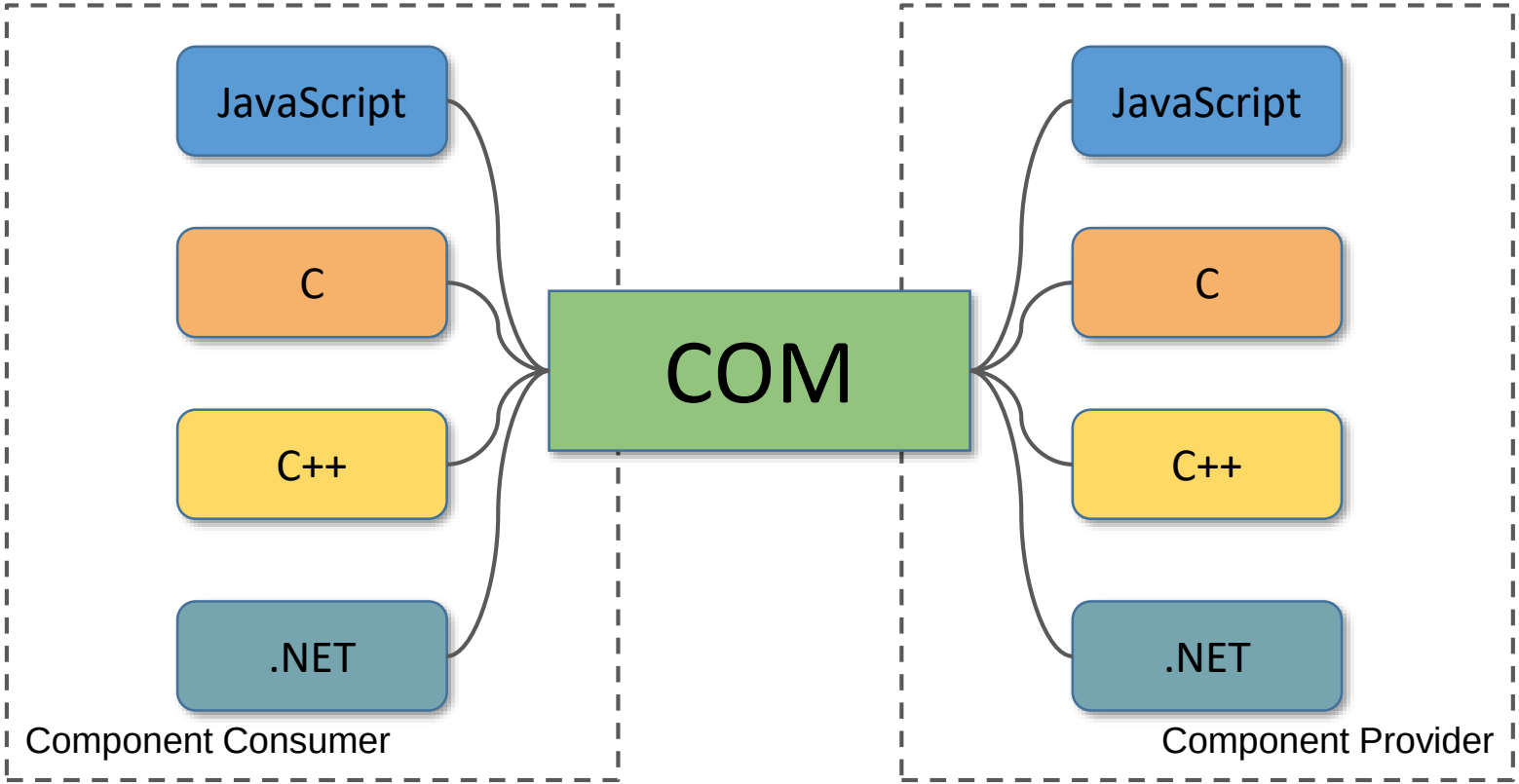
05/07/2018 • 10 minutes to read • Contributors all

https://docs.microsoft.com/en-us/windows/uwp/get-started/universal-application-platform-guide

What’s the Windows Runtime (WinRT)?



COM Joins Everything Together



IInspectable the New Root of Evil

```
MIDL_INTERFACE("AF86E2E0-B12D-4c6a-9C5A-D7AA65101E90")
IInspectable : public IUnknown {
public:
    HRESULT GetIids(
        ULONG *iidCount,
        IID **iids);

    HRESULT GetRuntimeClassName(
        HSTRING *className);

    HRESULT GetTrustLevel(
        TrustLevel *trustLevel);
};
```

Get a list of interface IDs supported by class.

Get class name.

Get class trust level.

String Handles (HSTRING)

```
typedef struct HSTRING__{
    int unused;
} HSTRING__;

// Declare the HSTRING handle for C/C++
typedef HSTRING__* HSTRING;
```

Opaque string handle structure.

```
WindowsCreateString(
  PCNZWCH sourceString,
  UINT32  length,
  HSTRING *string
);
```

Reference counted on the heap.

```
WindowsCreateStringReference(
  PCWSTR          sourceString,
  UINT32          length,
  HSTRING_HEADER *hstringHeader,
  HSTRING         *string
);
```

Scoped on the stack.

The Real HSTRING

```
struct HSTRING_HEADER_INTERNAL {
  WINDOWS_RUNTIME_HSTRING_FLAGS flags;
  unsigned int length;
  unsigned int padding1;
  unsigned int padding2;
  const wchar_t *stringRef;
};
```

Used for stack scoped "reference" strings.

```
struct STRING_OPAQUE {
  HSTRING_HEADER_INTERNAL header;
  volatile int refcount;
  wchar_t string[1];
```

Inline string data and reference count for use on the heap

```
PCWSTR WindowsGetStringRawBuffer(
  HSTRING string,
  UINT32  *length
);
```

Call to get raw buffer and length.

Classic COM to Windows Runtime Functions

Description	***Classic COM***	***Windows Runtime***
Initialize COM Apartment	CoInitializeEx	RoInitialize
Initialize COM Security	CoInitializeSecurity	CoInitializeSecurity
Create Class Instance	CoCreateInstance	RoActivateInstance
Create Class Factory	CoGetClassObject	RoGetActivationFactory
Register Class Factory	CoRegisterClassObject	RoRegisterActivationFactories
Get Class Factory	DllGetClassObject	DllGetActivationFactory

Activation Factories

- Component classes can't be directly 'newed' so WinRT defines a factory interface, *IActivationFactory.* Does not use *IClassFactory*.

```
DEFINE_GUID(IID_ActivationFactory,
     "00000035-0000-0000-C000-000000000046");
struct IActivationFactory : public IUnknown {
  HRESULT ActivateInstance(
    IInspectable **instance
  );
};
```

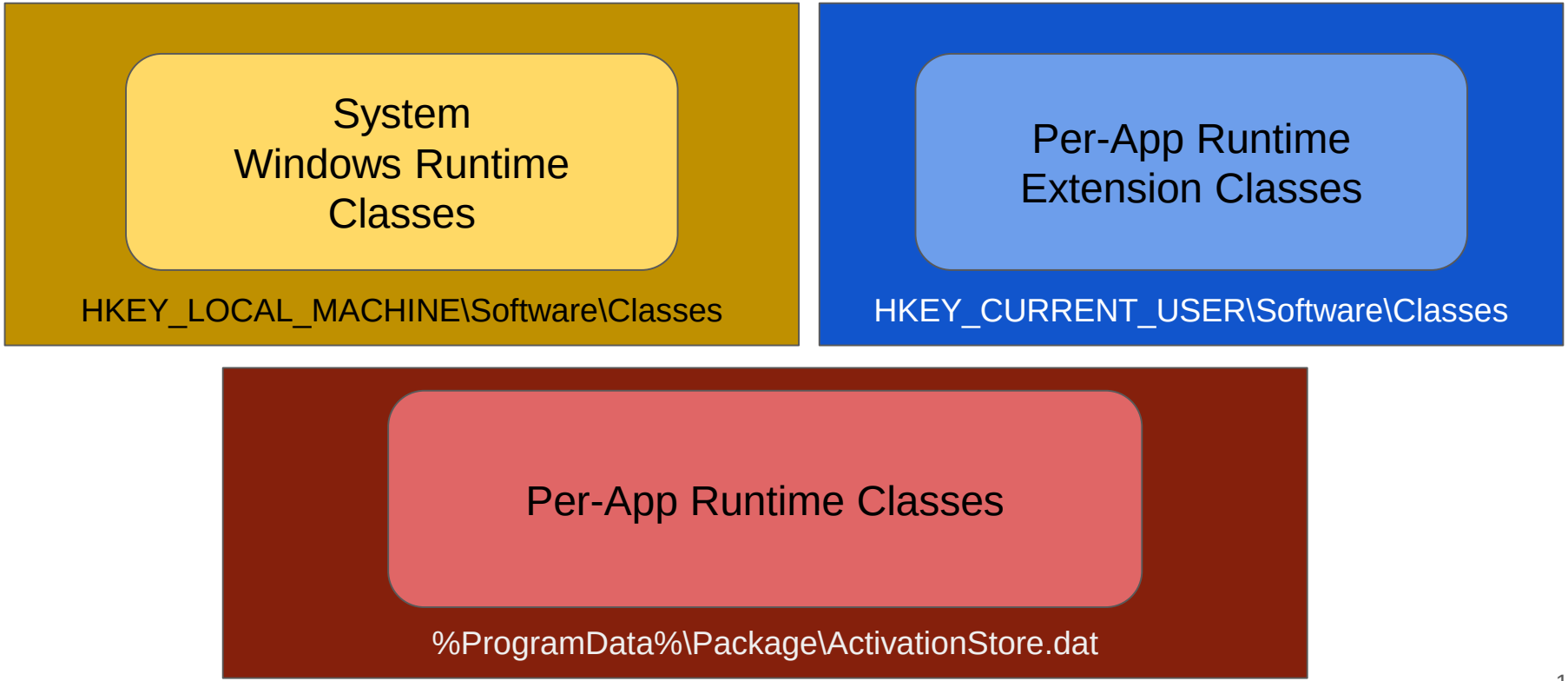
Activation Factories and Instances

```
HRESULT RoGetActivationFactory(
  HSTRING       activatableClassId,
  REFIID        iid,
  LPVOID*       factory);
```


```
HRESULT RoActivateInstance(
  HSTRING         activatableClassId,
  IInspectable**  instance,
);
```

Example ACID: **“Windows.Foundation.Uri”**

Runtime Class Registry Keys

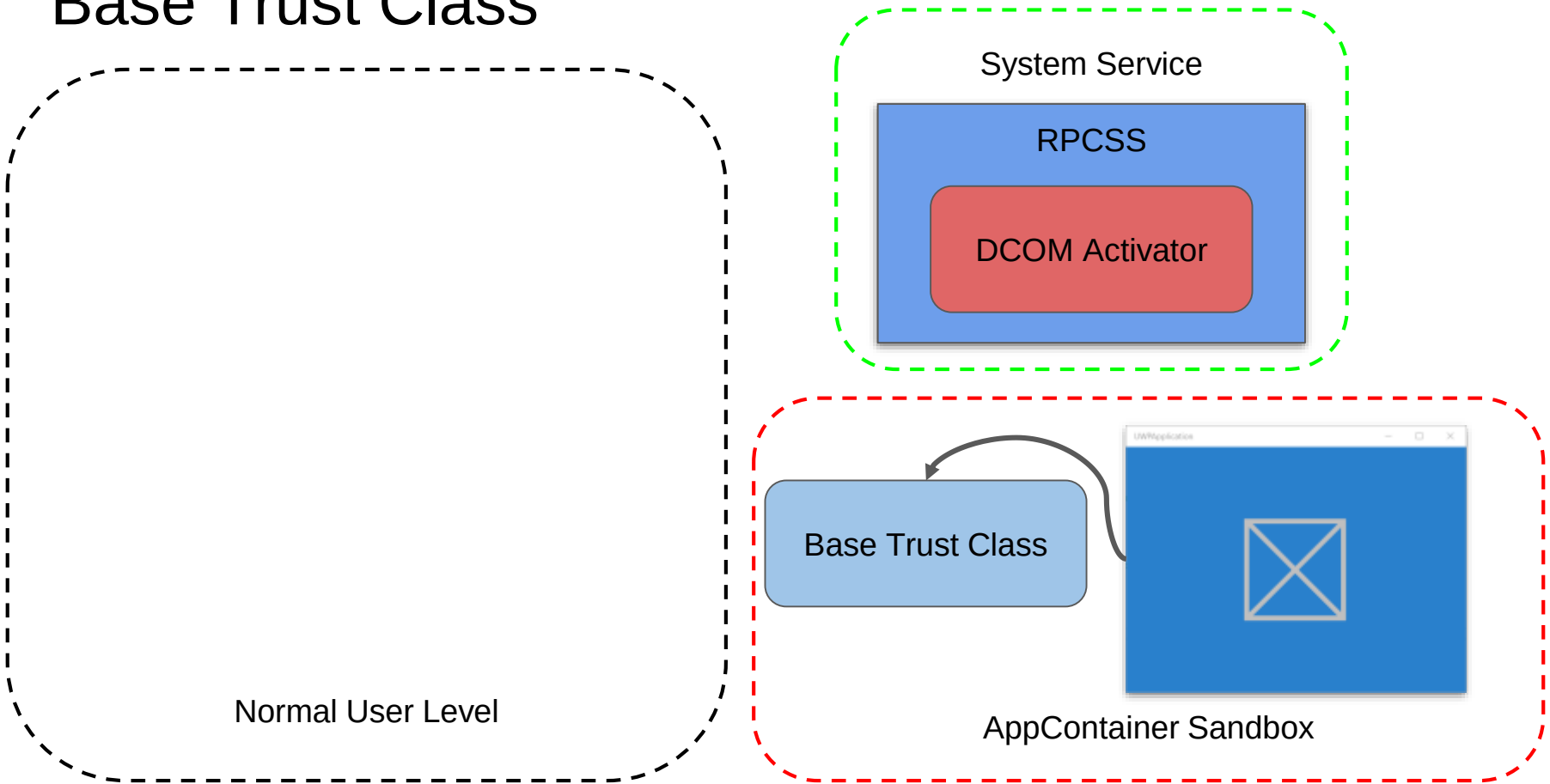


Class Trust Levels

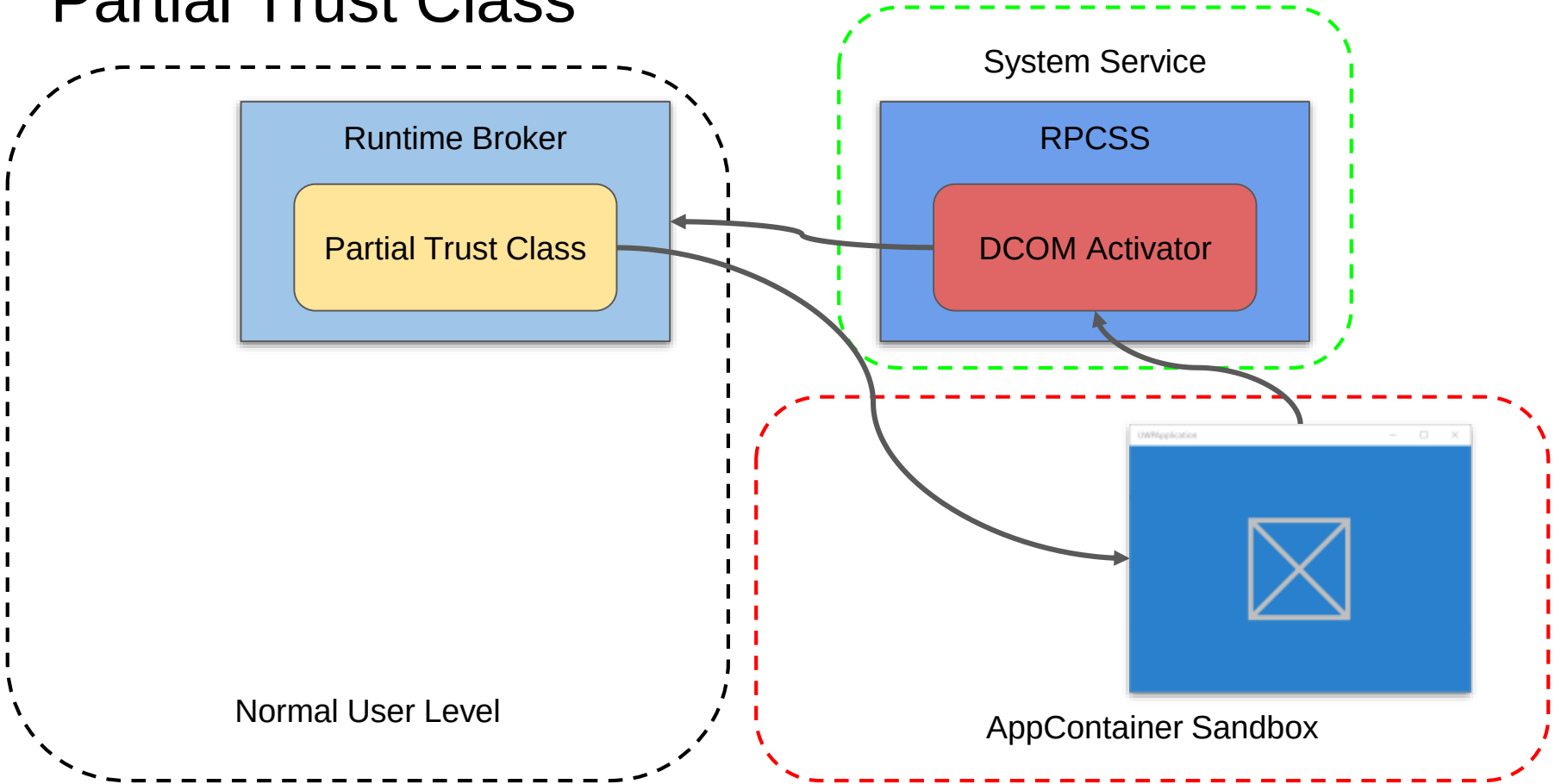
```
HRESULT GetTrustLevel(TrustLevel *trustLevel);
```

Full Trust	Can only be created in a fully trusted context
Partial Trust	Can be created in a sandbox context through a broker
Base Trust	Can be created in any context

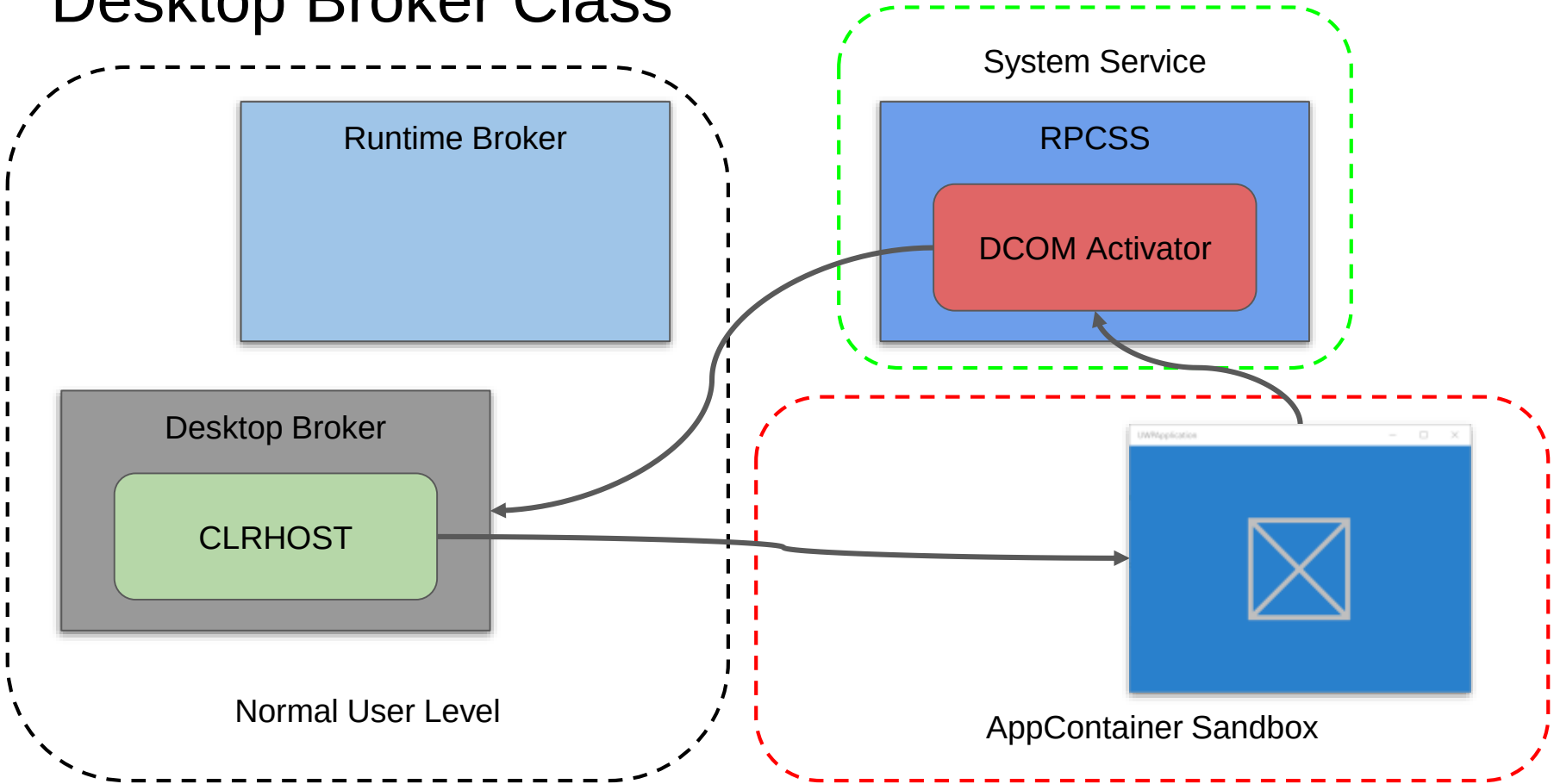
Base Trust Class



Partial Trust Class

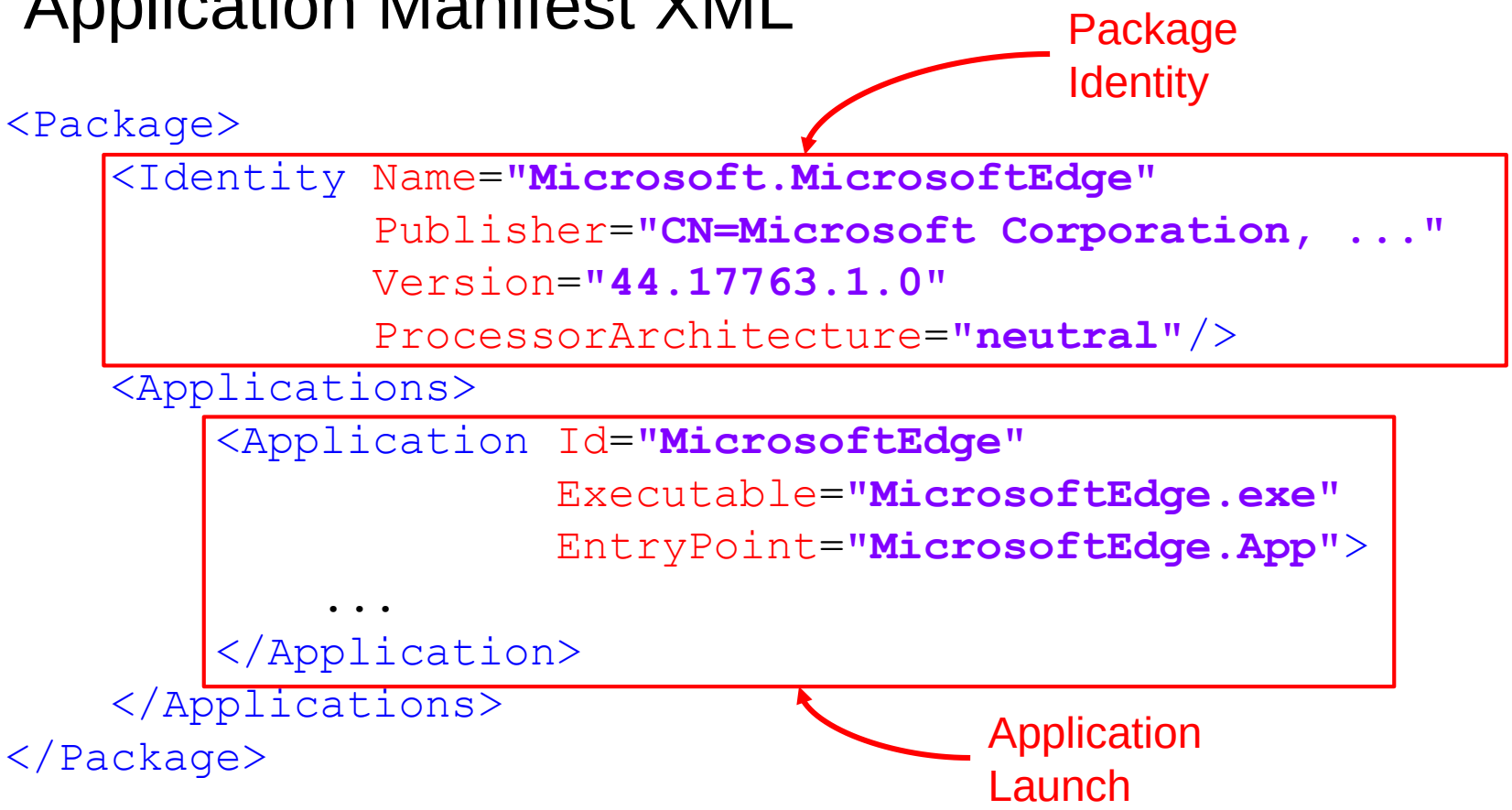


Desktop Broker Class

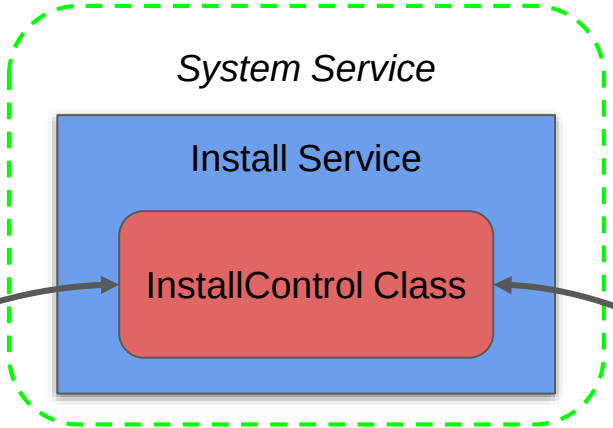


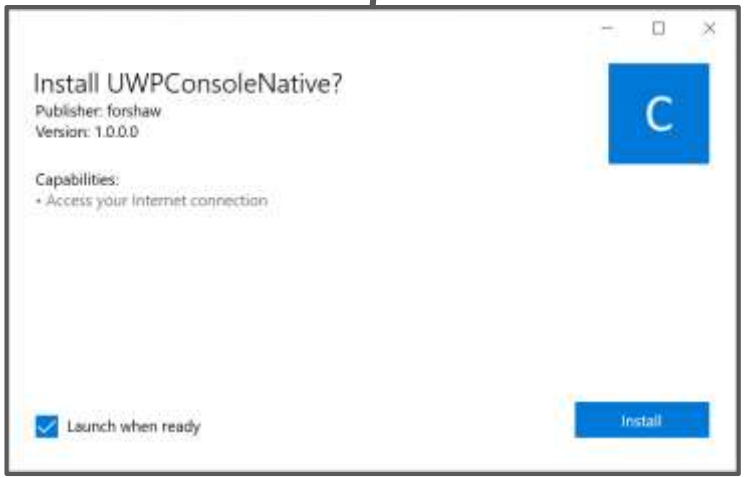
DEMO 1

Application Manifest XML

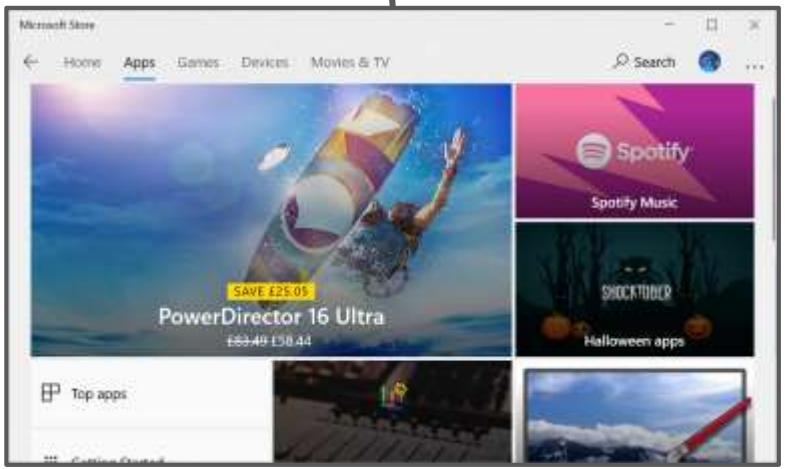


AppX Installation



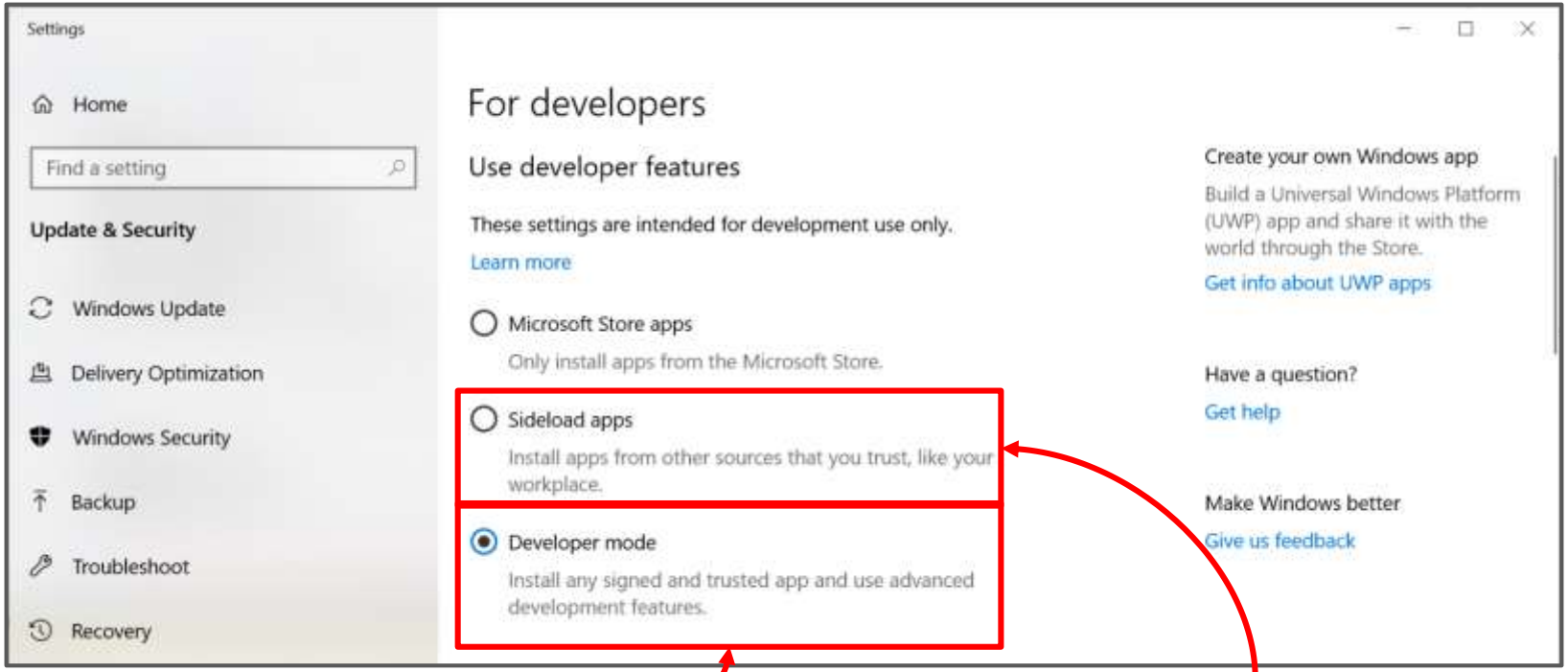


Side-loading



Windows Store

Developer Mode and Sideloading



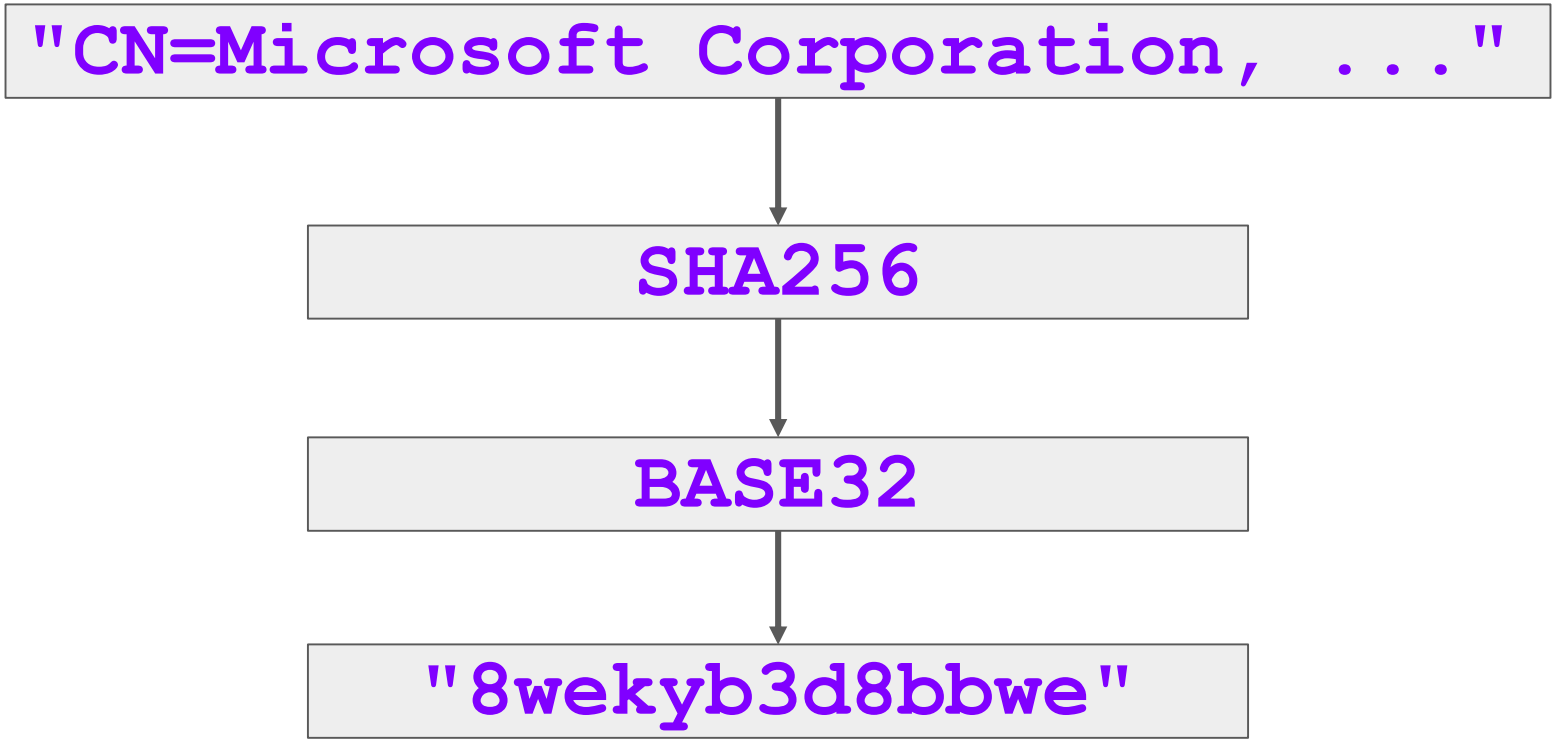
Enable Developer Mode to allow anything to install, even unsigned.

Sideloading allows any signed application from trusted CA root store.

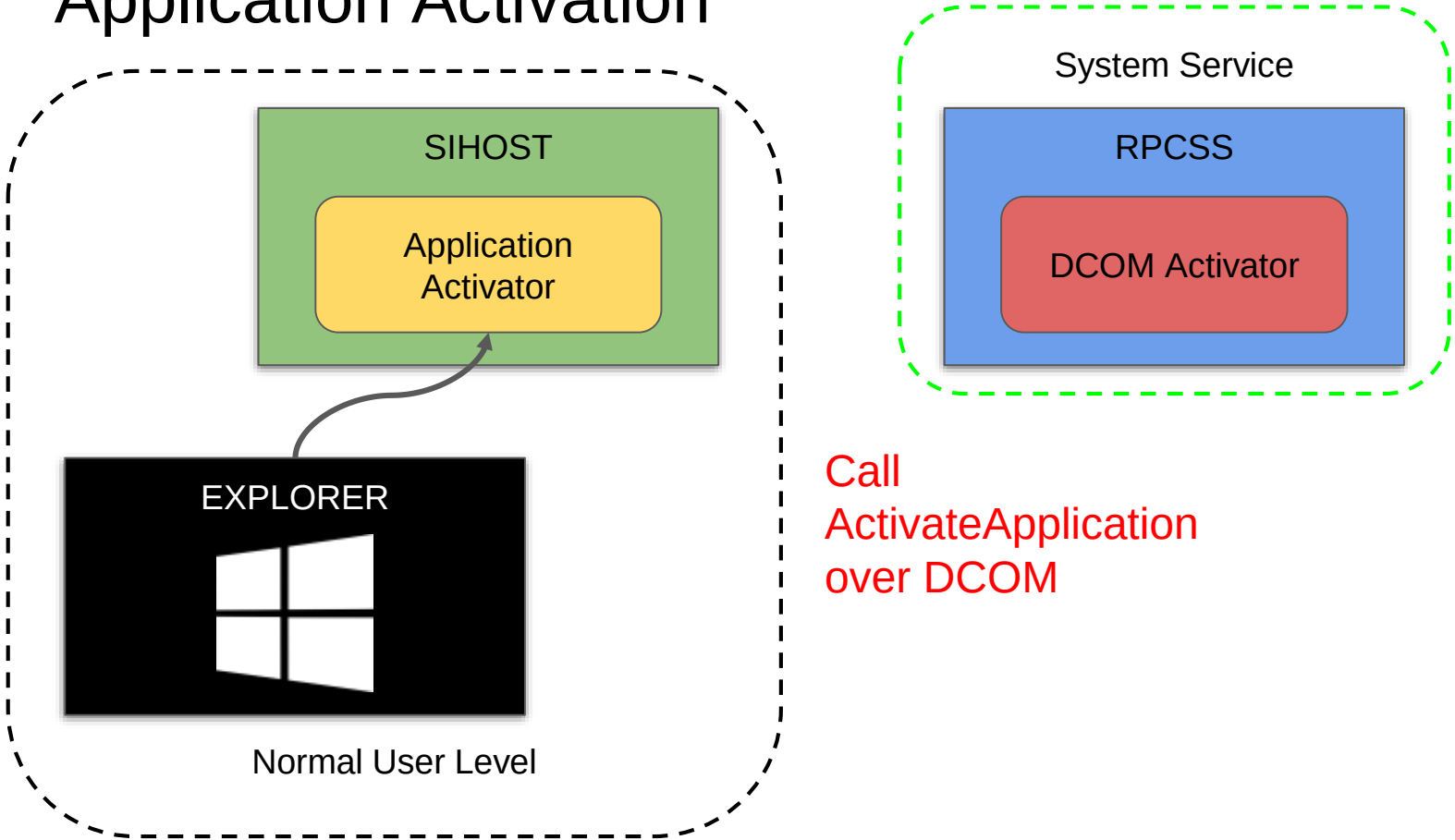
Building the System Application ID

Component	***Example***
Package Name	*Microsoft.MicrosoftEdge*
Publisher ID	*8wekyb3d8bbwe*
Package Family Name	*Microsoft.MicrosoftEdge_8wekyb3d8bbwe*
Package Full Name	*Microsoft.MicrosoftEdge_44.17763.1.0_neutral__8wekyb3d8bbwe*
Package Moniker	Same as Package Full Name
Package-Relative App ID	*App*
Application User Model ID	*Microsoft.MicrosoftEdge_8wekyb3d8bbwe!App*

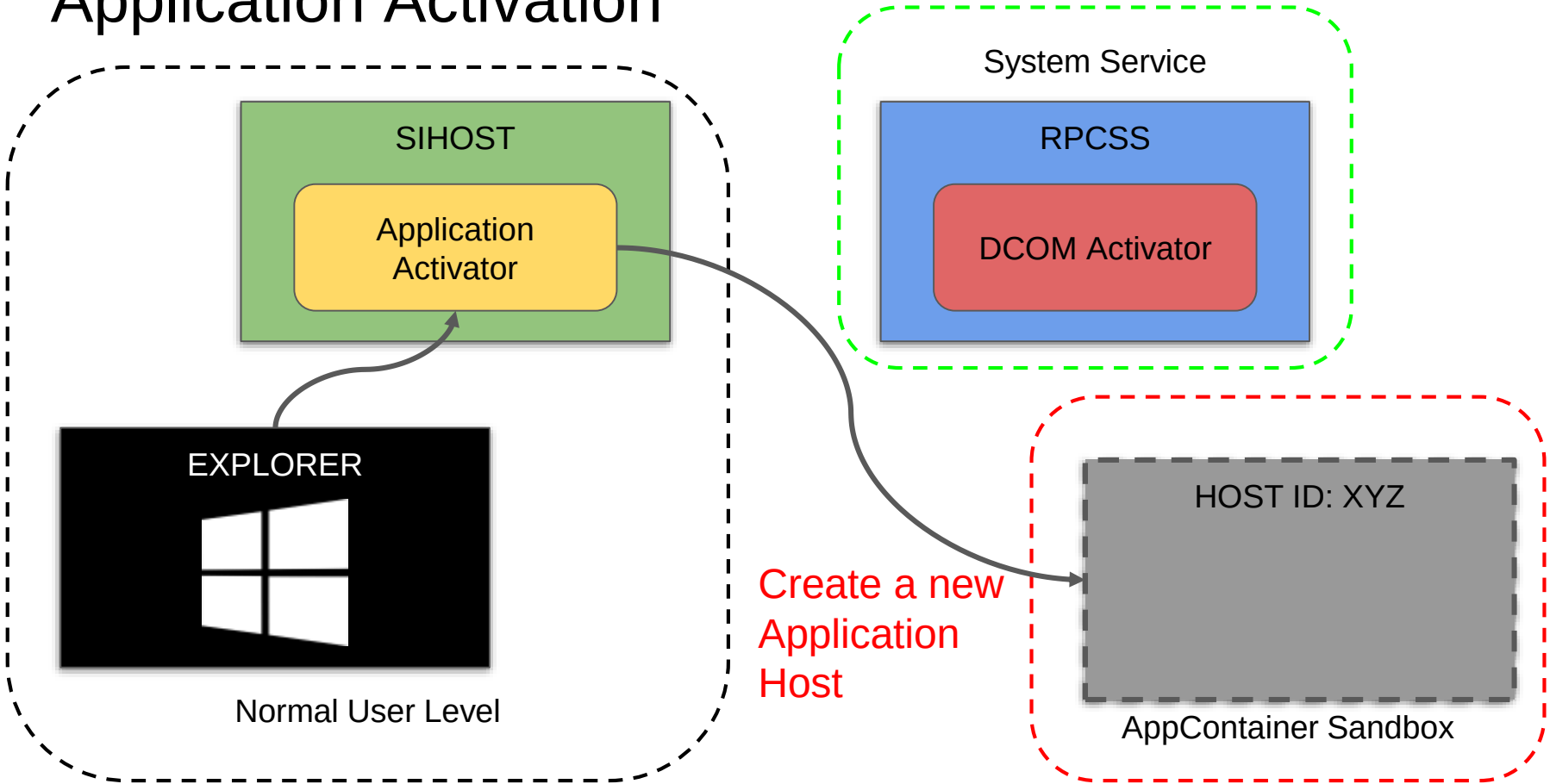
Publisher to Publisher ID



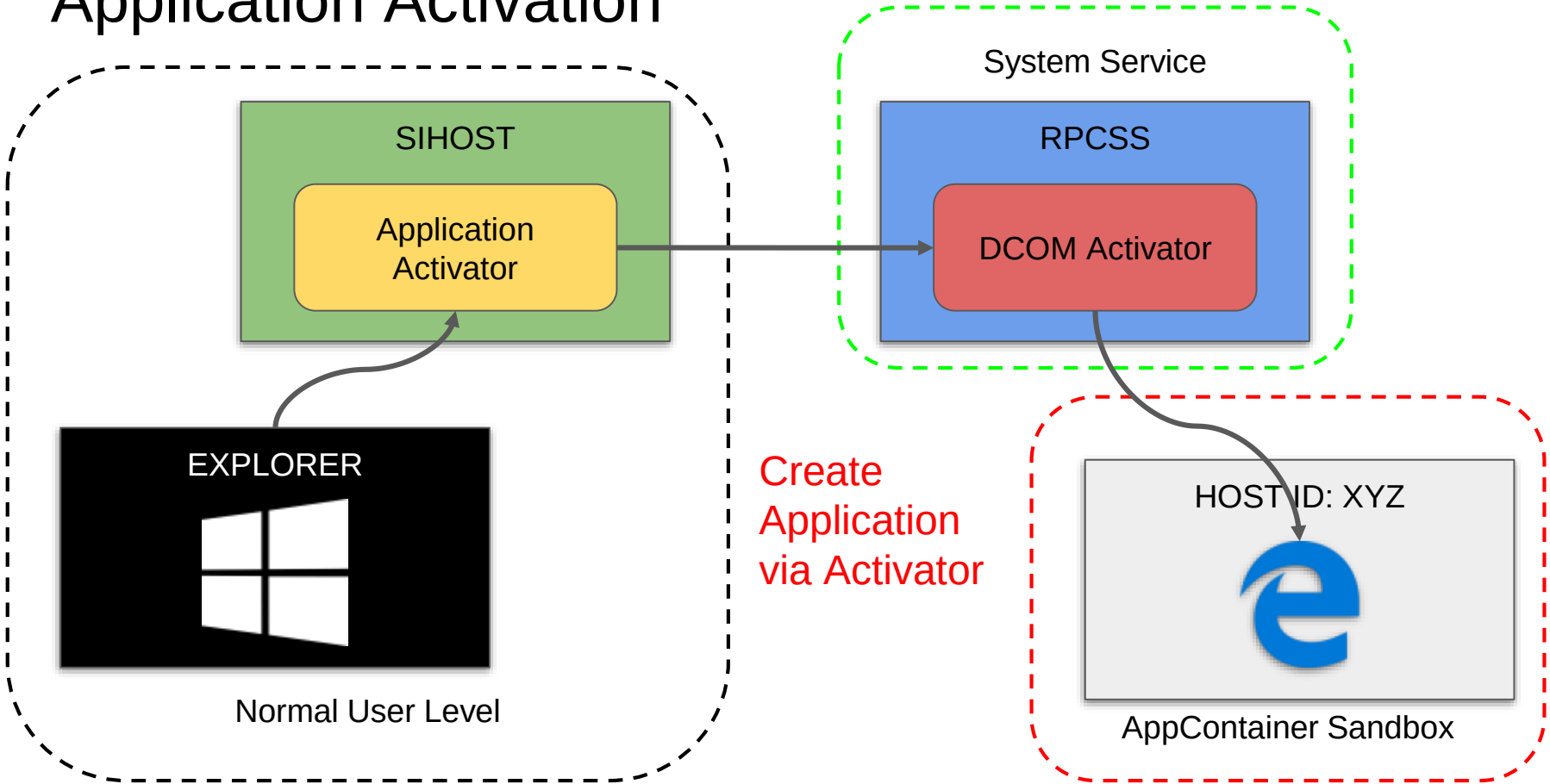
Application Activation



Application Activation



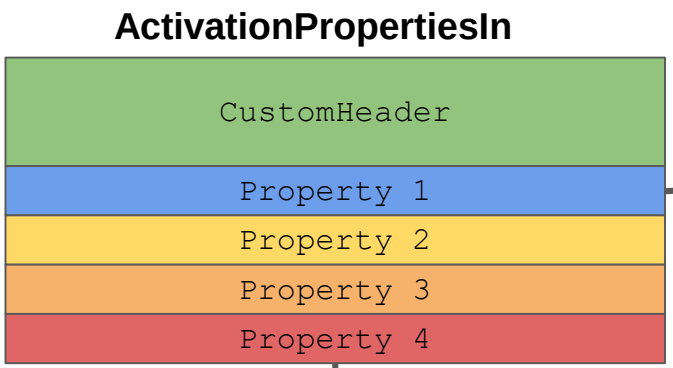
Application Activation



DCOM Activator

```
DEFINE_GUID(IID_ISystemActivator,
            "000001a0-0000-0000-c000-000000000046")
struct ISystemActivator : public IUnknown {
  HRESULT GetClassObject(
        IActivationPropertiesIn *pActProperties,
        IActivationPropertiesOut **ppActProperties);

  HRESULT CreateInstance(
        IUnknown *pUnkOuter,
        IActivationPropertiesIn *pActProperties,
        IActivationPropertiesOut **ppActProperties);
};
```

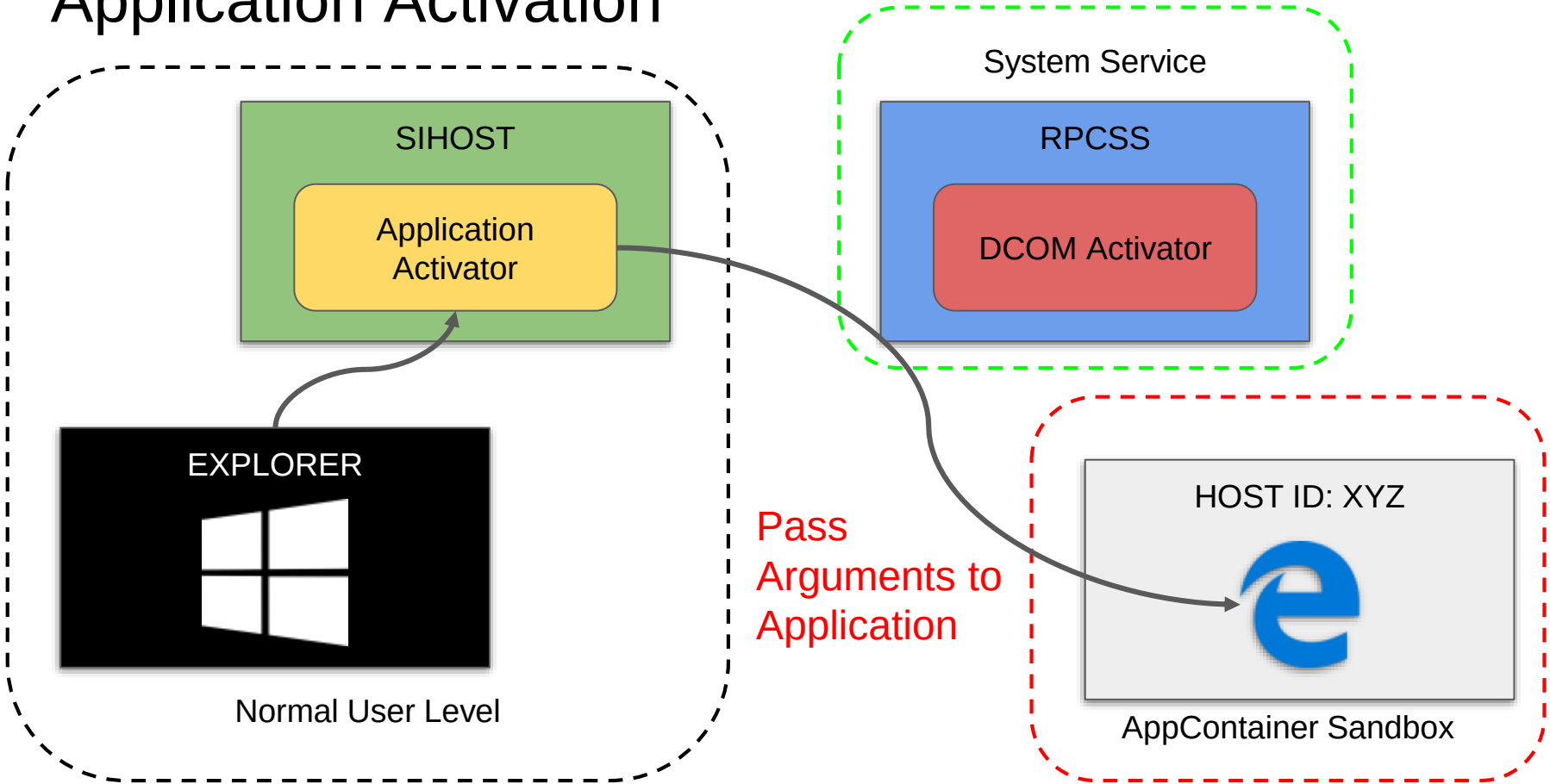
WinRT Activation Properties



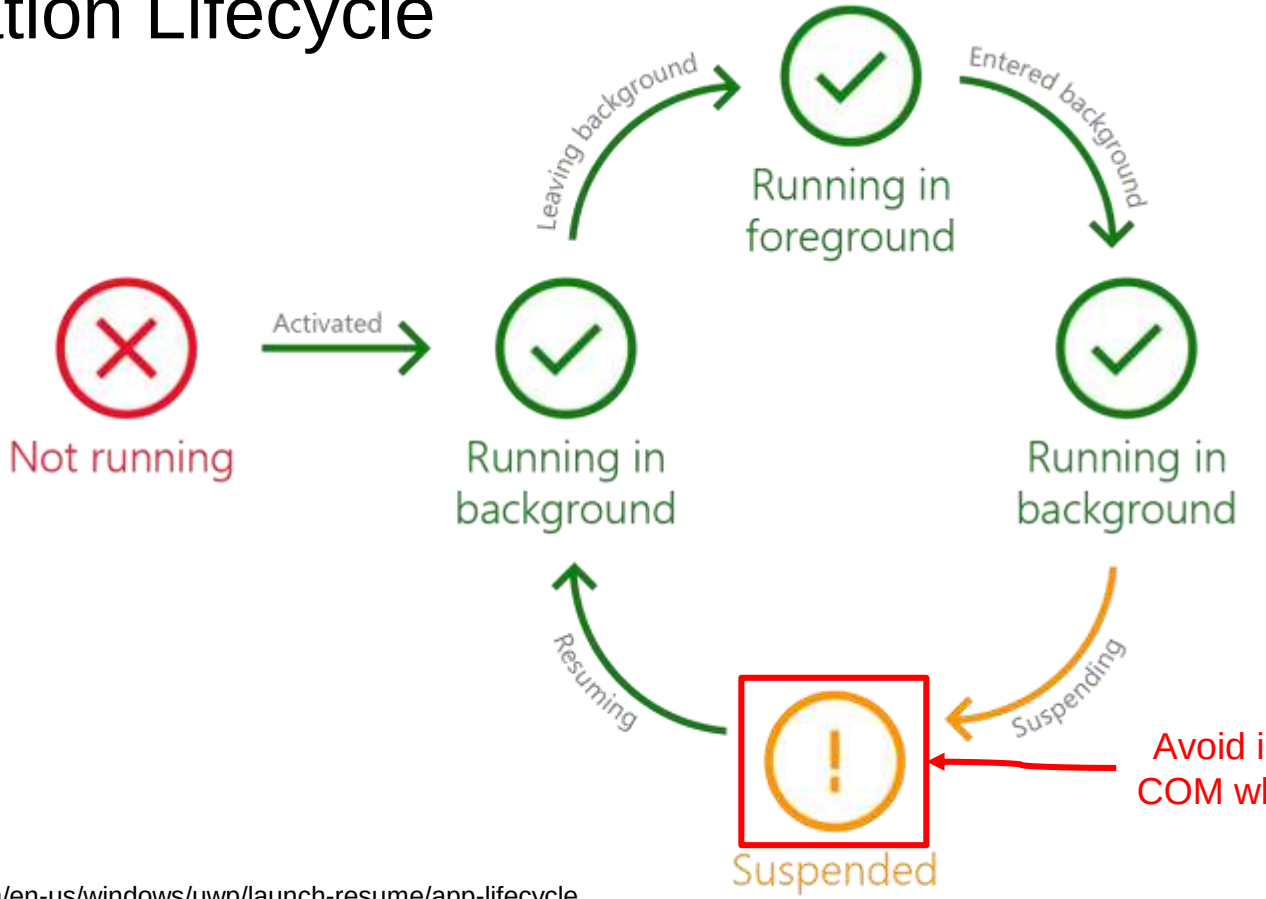

```
struct ComWinRTActivationPropertiesData {
  HSTRING    activatableClassId;
  HSTRING    packageFullName;
  ULONGLONG  userContext;
  PBLOB      rtbProcessMitigationPolicyBlob;
};
```

```
struct ExtensionActivationContextPropertiesData {
  ULONGLONG hostId;
  ULONGLONG userContext;
  GUID      componentProcessId;
  ULONGLONG racActivationTokenId;
  PBLOB     lpacAttributes;
  ULONGLONG consoleHandlesId;
  ULONGLONG aamActivationId;
};
```

Application Activation

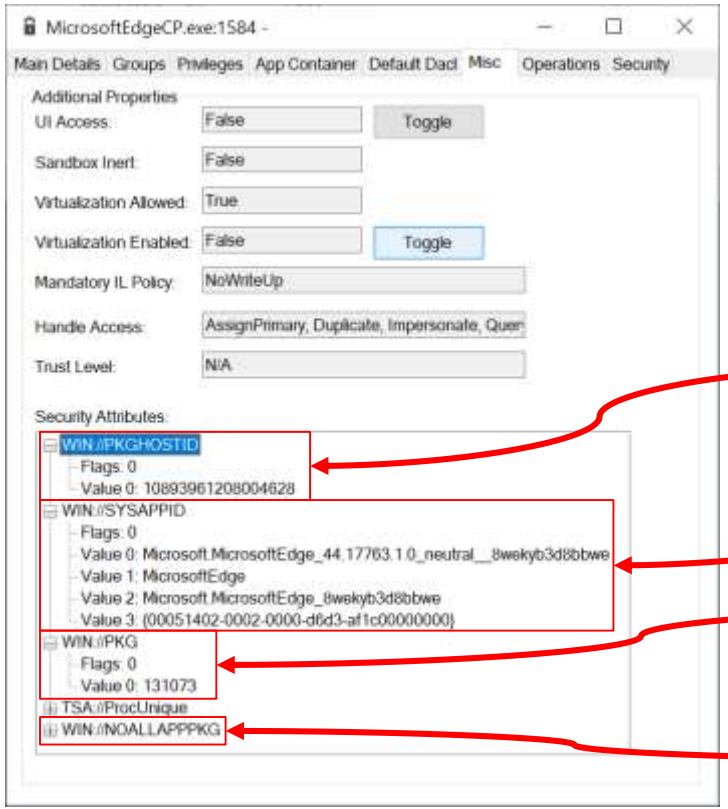


Application Lifecycle



https://docs.microsoft.com/en-us/windows/uwp/launch-resume/app-lifecycle

AppContainer Access Token Attributes



Caller needs SeTcbPrivilege to add or modify security attributes.

Application Host ID

System Application ID

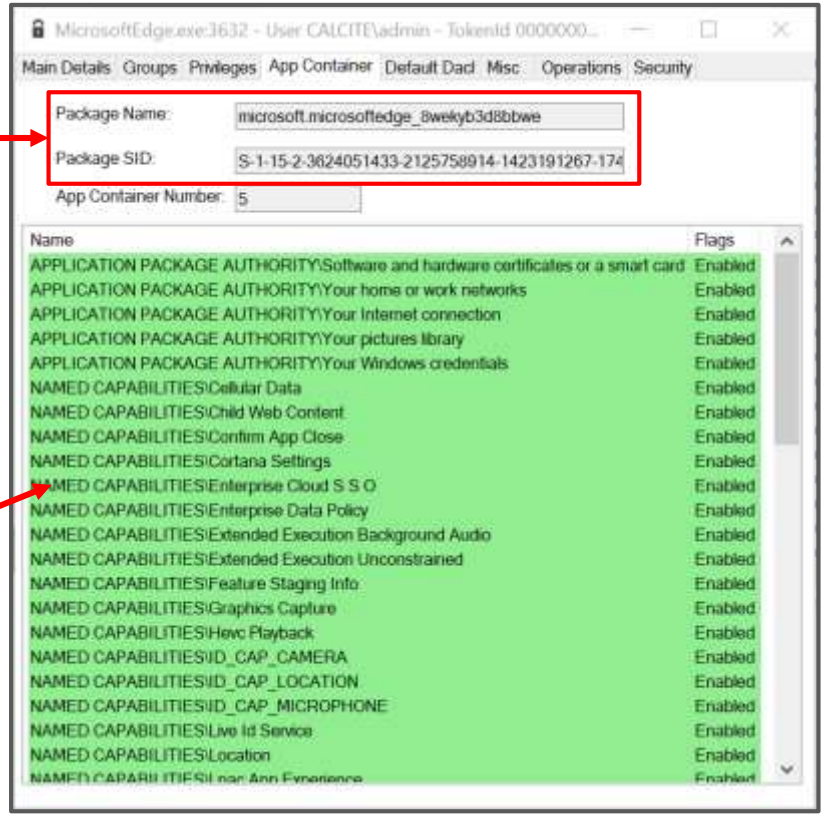
Package Flags

Low Privilege App Container

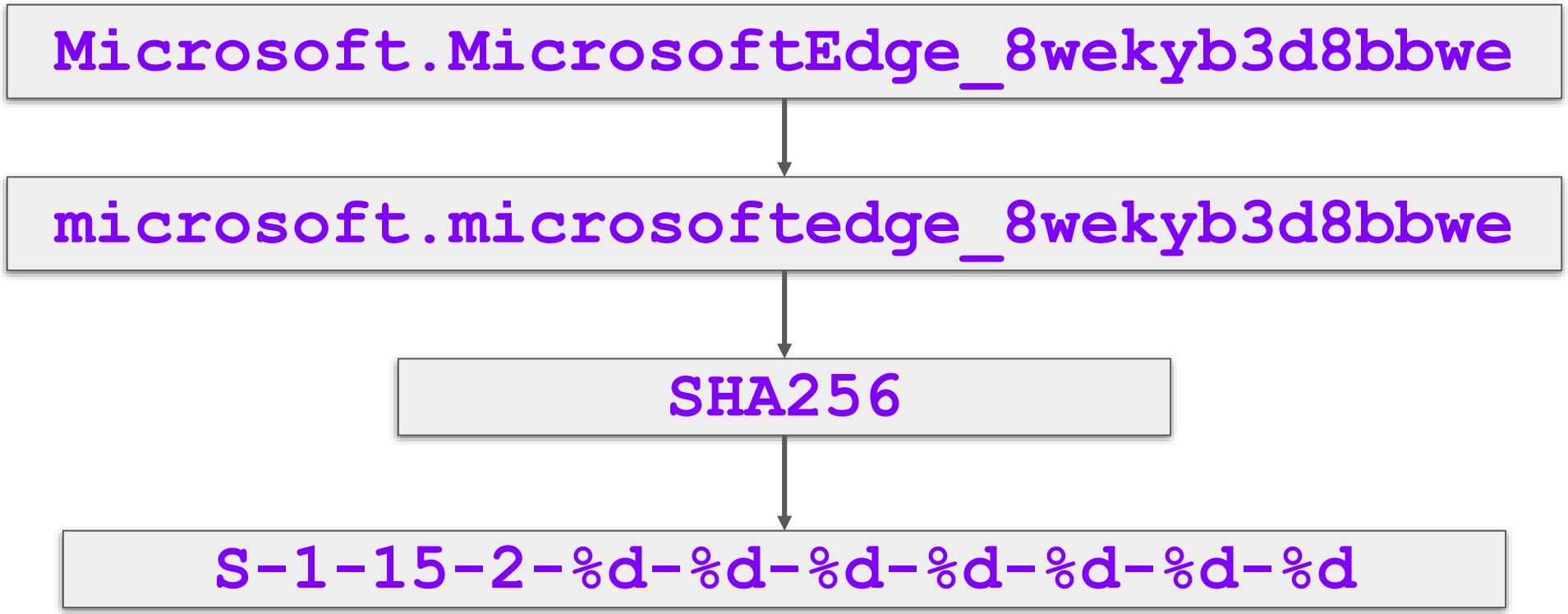
AppContainer SID and Capabilities

Package Family Name and Package SID

```
<Capabilities>
 <Capability Name="internetClient"/>
 <Capability Name="privateNetworkClientServer"/>
 <rescap:Capability Name="childWebContent"/>
 <rescap:Capability Name="confirmAppClose"/>
 <rescap:Capability Name="lpacCom"/>
 ...
 <DeviceCapability Name="location"/>
 <DeviceCapability Name="microphone"/>
 <DeviceCapability Name="webcam"/>
</Capabilities>
```



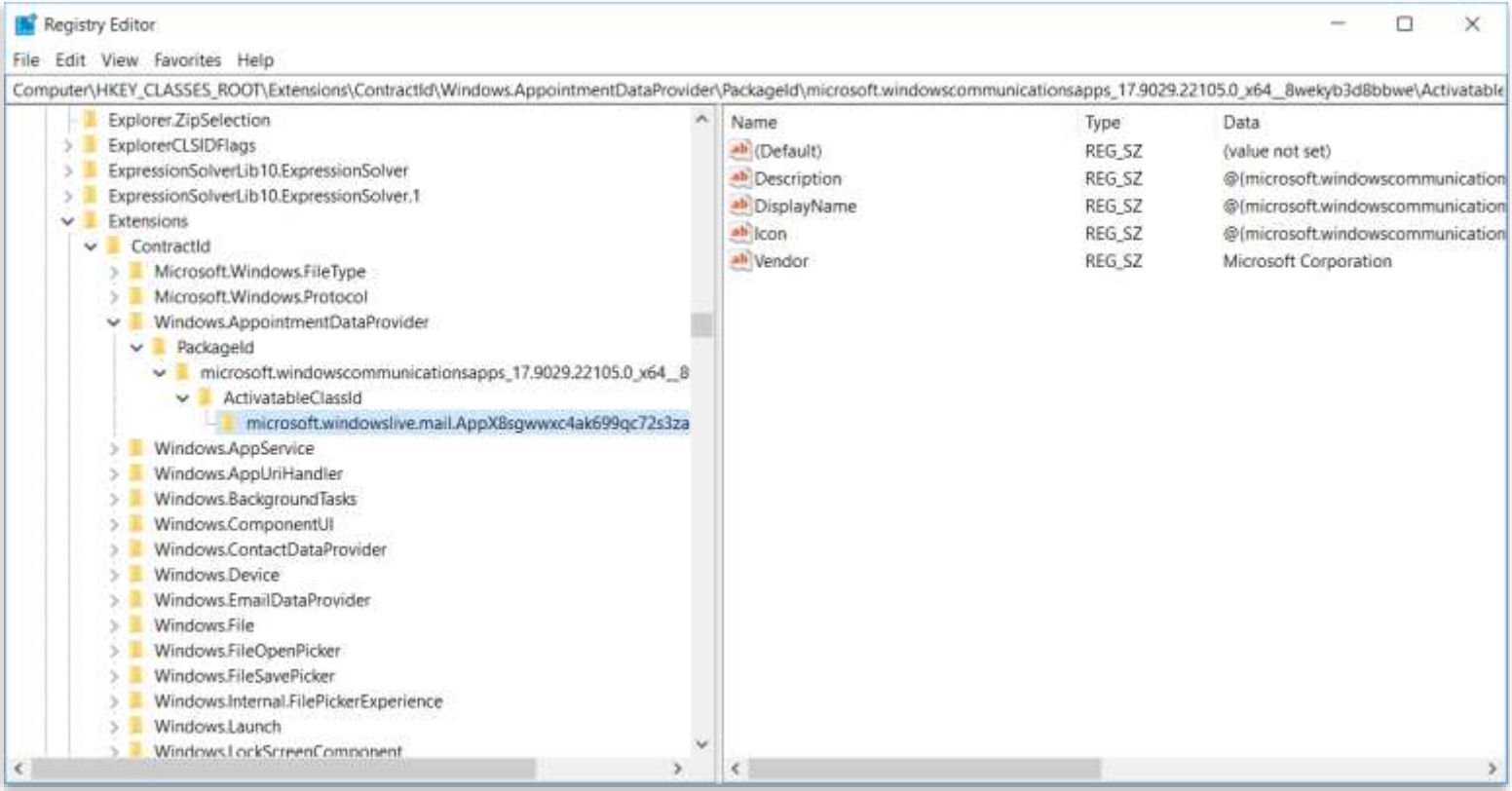
Package Family Name to Package SID



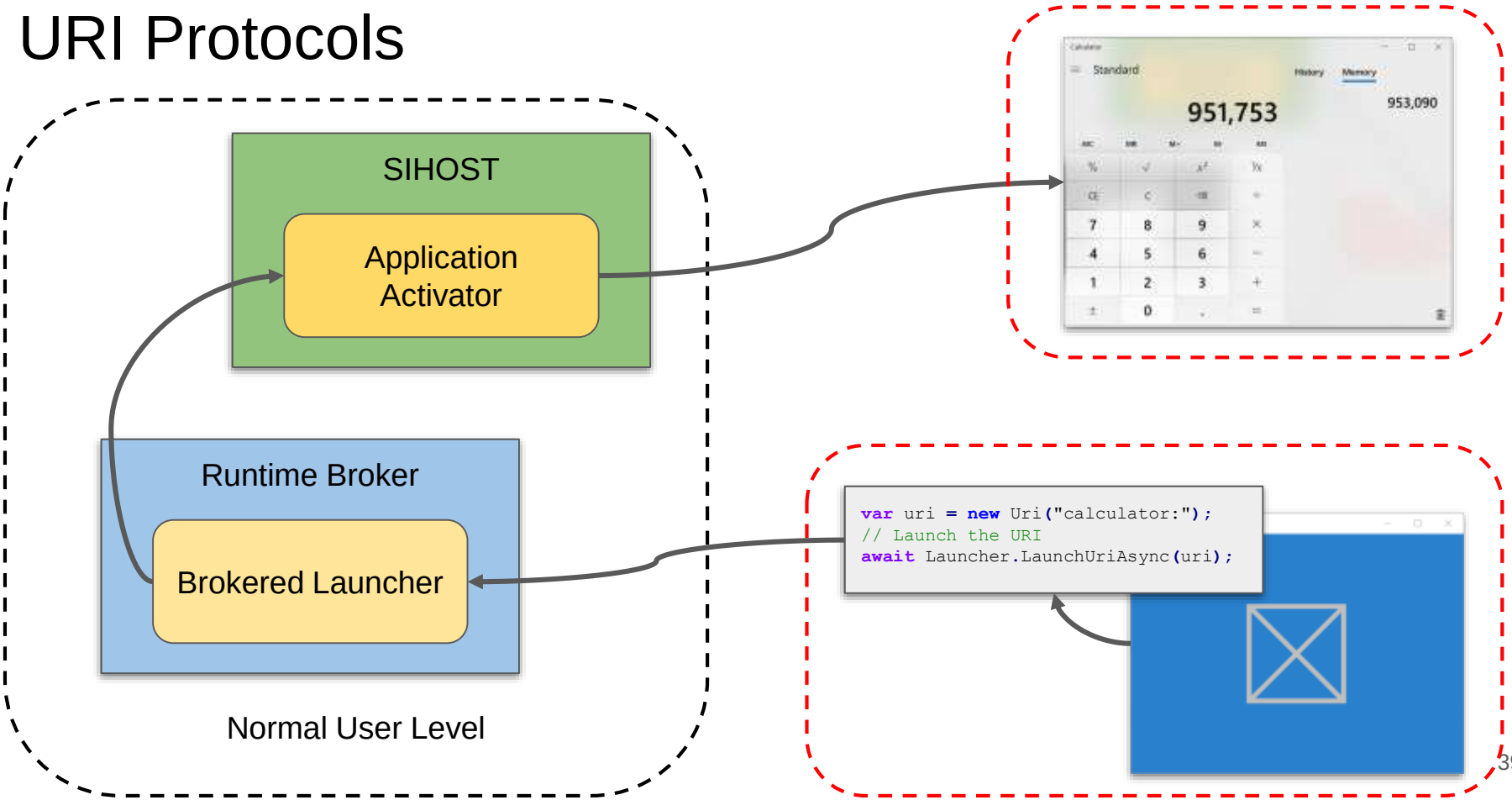
Windows Protocols

Contract ID	***Description***
Windows.Launch	Default Application Launch
Windows.Protocol	URI Protocol Handler
Windows.BackgroundTasks	Background Task
Windows.File	Launch and pass a file object
Windows.Search	Search request

Registered Extensions



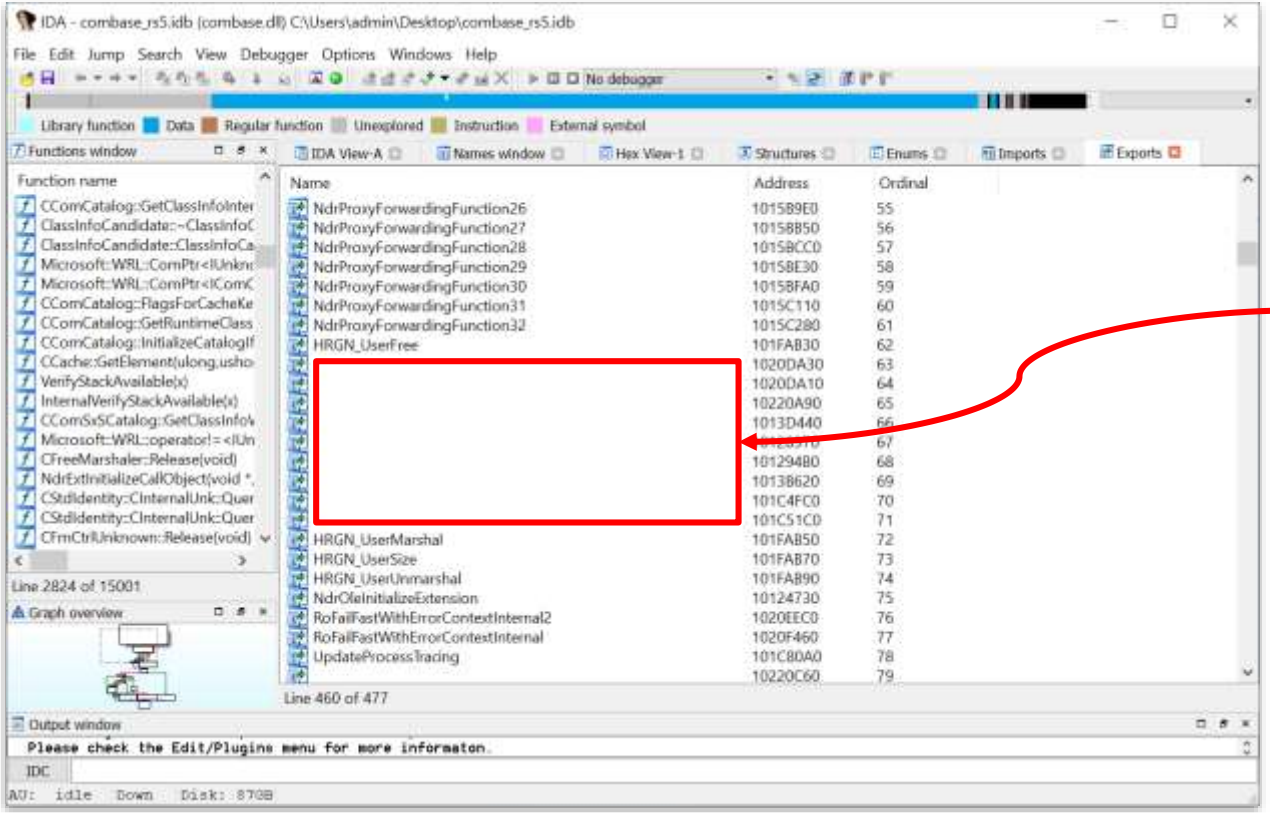
URI Protocols



Handling Activation

```
class App : Application {
  override void OnLaunched(LaunchActivatedEventArgs e) {
    // Handle Windows.Launch activation.
  }

  override void OnActivated(IActivatedEventArgs args) {
      if (args.Kind == ActivationKind.Protocol) {
         ProtocolActivatedEventArgs eventArgs =
            args as ProtocolActivatedEventArgs;
         // Handle Windows.Protocol activation
      }
   }
   // ...
}
```

The Undocumented Exports



Where are the exported names?

Creating Instances in Packages

```
// Exported as Ordinal #135
HRESULT
RoActivateInstanceInPackage(HSTRING activatableClassId,
                            HSTRING packageMoniker,
                            IInspectable **instance) {

  return _RoActivateInstance(activatableClassId,
                             packageMoniker,
                             true,
                             0,
                             instance);
}
```

Doesn’t seem to be an equivalent for GetActivationFactory.

Extension Activation

```
// Exported as Ordinal #65
HRESULT RoGetExtensionRegistration(
  HSTRING contractId,
  HSTRING packageId,
  HSTRING activatableClassId,
  IExtensionRegistration **extensionRegistration);
```

```
IExtensionRegistration* reg =;
RoGetExtensionRegistration("Windows.Protocol",
        "Pkg_1.0.0.0_xxxxxxxxx", "Class", &reg);
reg->set_HostId(12345678);
IInspectable* obj;
reg->Activate(&obj);
```

Low Privilege/Restricted AC and Security Mitigations

```
[Guid("533148e2-ee0a-4b06-8500-7fda28f92ae2")]
interface IExtensionActivationContext {
    long HostId { get; set; }
    long UserContext { get; set; }
    long ComponentProcessId { get; set; }
    long RacActivationTokenId { get; set; }
    Blob LpacAttributes { get; set; }
    long ConsoleHandlesId { get; set; }
    int AAMActivationId {
}
```

```
HRESULT CoRegisterRacActivationToken(
      HANDLE      racActivationToken,
      PULONGLONG racActivationTokenId)
```

```
HRESULT GenerateProcThreadAttributeBlob(
      UINT entryCount, BLOB_ENTRY* blob,
      LPVOID *buffer, SIZE_T *bufferSize);
```

LpacAttributes Validation

```
HRESULT ValidateAttributeList(BLOB_ENTRY* blob,
                              UINT blobCount) {
  for(int i = 0; i < blobCount; ++i) {
    switch (blob[i].Attribute) {
      case ATTRIBUTE_MITIGATION_POLICY:
      case ATTRIBUTE_CHILD_PROCESS_POLICY:
      case ATTRIBUTE_ALL_APPLICATION_PACKAGES_POLICY:
      case ATTRIBUTE_WIN32K_FILTER:
      default:
        return E_NOTIMPL;
    }
    if (!ValidateAttribute(blob[i]))
      return E_INVALIDARG;
  }
  return S_OK;
}
```

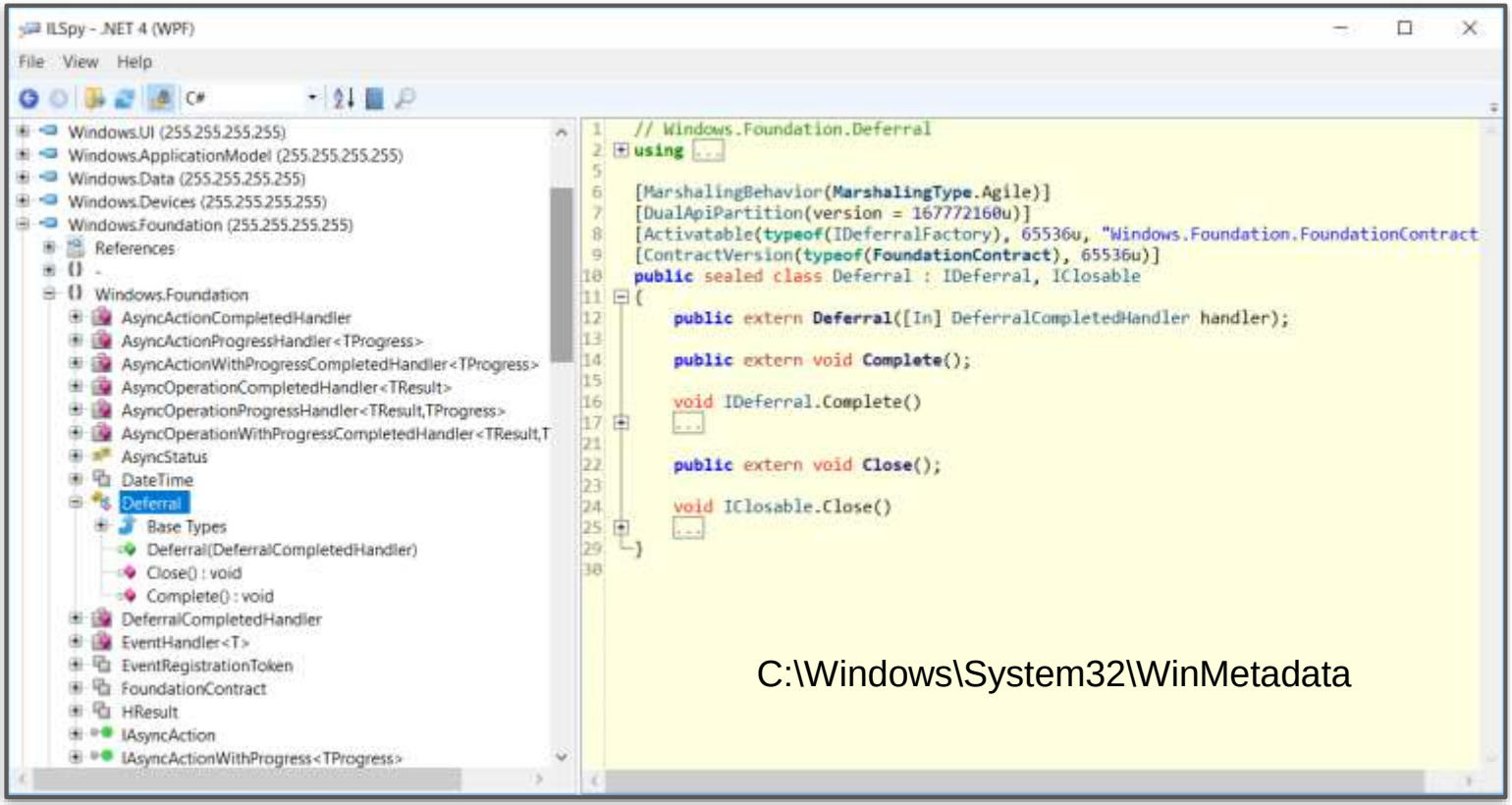
Limited set of attributes

Attribute data also validated

DEMO 2

Reverse Engineering Native Components

Windows Metadata



C:\Windows\System32\WinMetadata

Combining Interfaces

```
class RuntimeClass {
  // Default constructor.
  public RuntimeClass();
  // Constructor with parameter.
  public RuntimeClass(int p);
  // Static method.
  public static int A();
  // Instance method.
  public int B();
}
```

Factory Object

Instance Object

Combining Interfaces

```
class RuntimeClass {
  // Default constructor.
  public RuntimeClass();
  // Constructor with parameter.
  public RuntimeClass(int p);
  // Static method.
  public static int A();
  // Instance method.
  public int B();
}
```

Factory Object

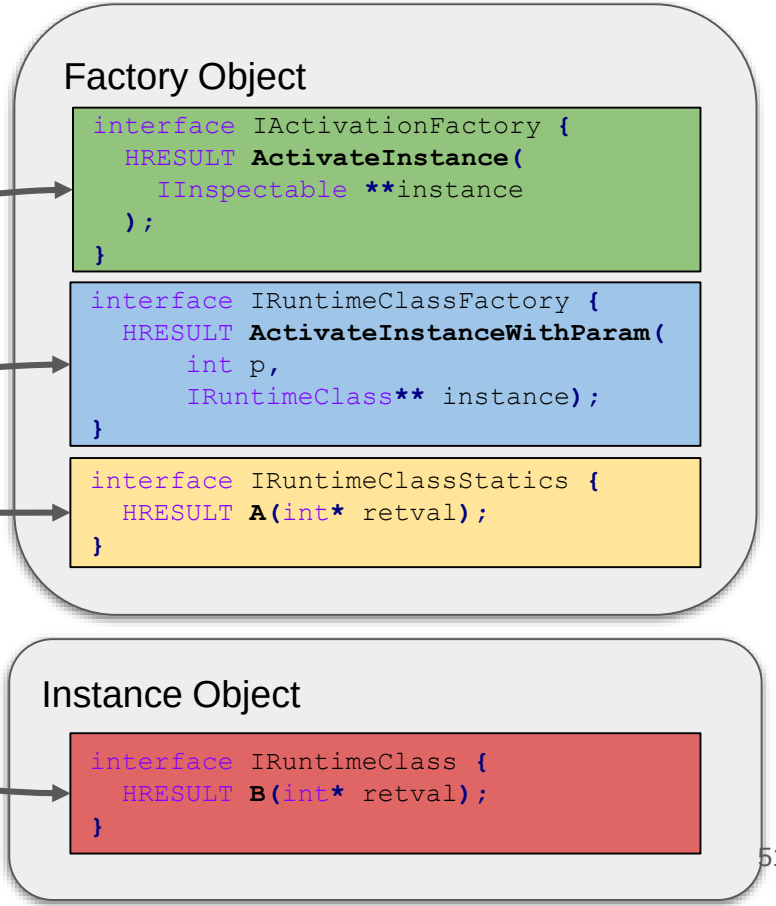
```
interface IActivationFactory {
  HRESULT ActivateInstance(
    IInspectable **instance
  );
}
```

Instance Object

```
interface IRuntimeClass {
  HRESULT B(int* retval);
}
```

Combining Interfaces

```
class RuntimeClass {
  // Default constructor.
  public RuntimeClass();
  // Constructor with parameter.
  public RuntimeClass(int p);
  // Static method.
  public static int A();
  // Instance method.
  public int B();
}
```



Finding the Implementation Binary

Get object for the class

```
PS> $cls = Get-ComRuntimeClass -Name "Class.Name"
```

If In-Process get DLL path

```
PS> $cls.DllPath
```

If OOP NormalExe get Server Exe Path

```
PS> $cls.ServerEntry.ExePath
```

If OOP service get Service name

```
PS> $cls.ServerEntry.ServiceName
```

Activation Entry Points

Exported from a DLL

```
HRESULT DllGetActivationFactory(
    HSTRING            activatableClassId,
    IActivationFactory **factory
);
```

Called in an EXE

```
HRESULT RoRegisterActivationFactories(
  HSTRING                    *activatableClassIds,
  PFNGETACTIVATIONFACTORY    *activationFactoryCallbacks,
  UINT32                     count,
  RO_REGISTRATION_COOKIE     *cookie
);
```

C++ Application Frameworks

C++/CX (Custom C++ dialect)

```
void App::OnLaunched(LaunchActivatedEventArgs^ e) {
    Handler^ handler = ref new Handler();
    handler->HandleLaunch("Launched");
}
```

C++/WRL (C++ 11)

```
HRESULT App::OnLauncher(ILaunchActivatedEventArgs* e) {
    ComPtr<IHandler> handler;
    HRESULT hr = Make<Handler>(&handler)
    if (FAILED(hr))
        return hr;
    HStringReference str(L"OnLaunched");
    return handler->HandleLaunch(str.Get());
}
```

C++/WINRT (C++ 17)

```
void App::OnLaunched(LaunchActivatedEventArgs const& e) {
    Handler handler = Handler();
    handler.HandleLaunch(hstring(L"Launched"));
}
```

IDL File

```
namespace WRLClass {
    [uuid(E74F1CF0-59C7-4CA6-BDE5-0F9DED9B4EF7),
        version(1.0), exclusiveto(WinRTClass)]
    interface IWinRTClass : IInspectable {
        HRESULT Add([in] int a, [in] int b,
                    [out, retval] int* value);
    }

    [version(1.0), activatable(1.0)]
    runtimeclass WinRTClass {
        [default] interface IWinRTClass;
    }
}
```

C++/WRL Implementation

```
class WinRTClass : public RuntimeClass<IWinRTClass> {
  InspectableClass(L"WRLClass.WinRTClass", BaseTrust)
public:
  HRESULT STDMETHODCALLTYPE Add(
          /* [in] */int a,
          /* [in] */int b,
          /* [retval, out] */int * value
  ) override {
    *value = a + b;
    return S_OK;
  }
};

ActivatableClass(WinRTClass);
```

Define base implementation of IInspectable

Interface Implementation

Define ActivationFactory

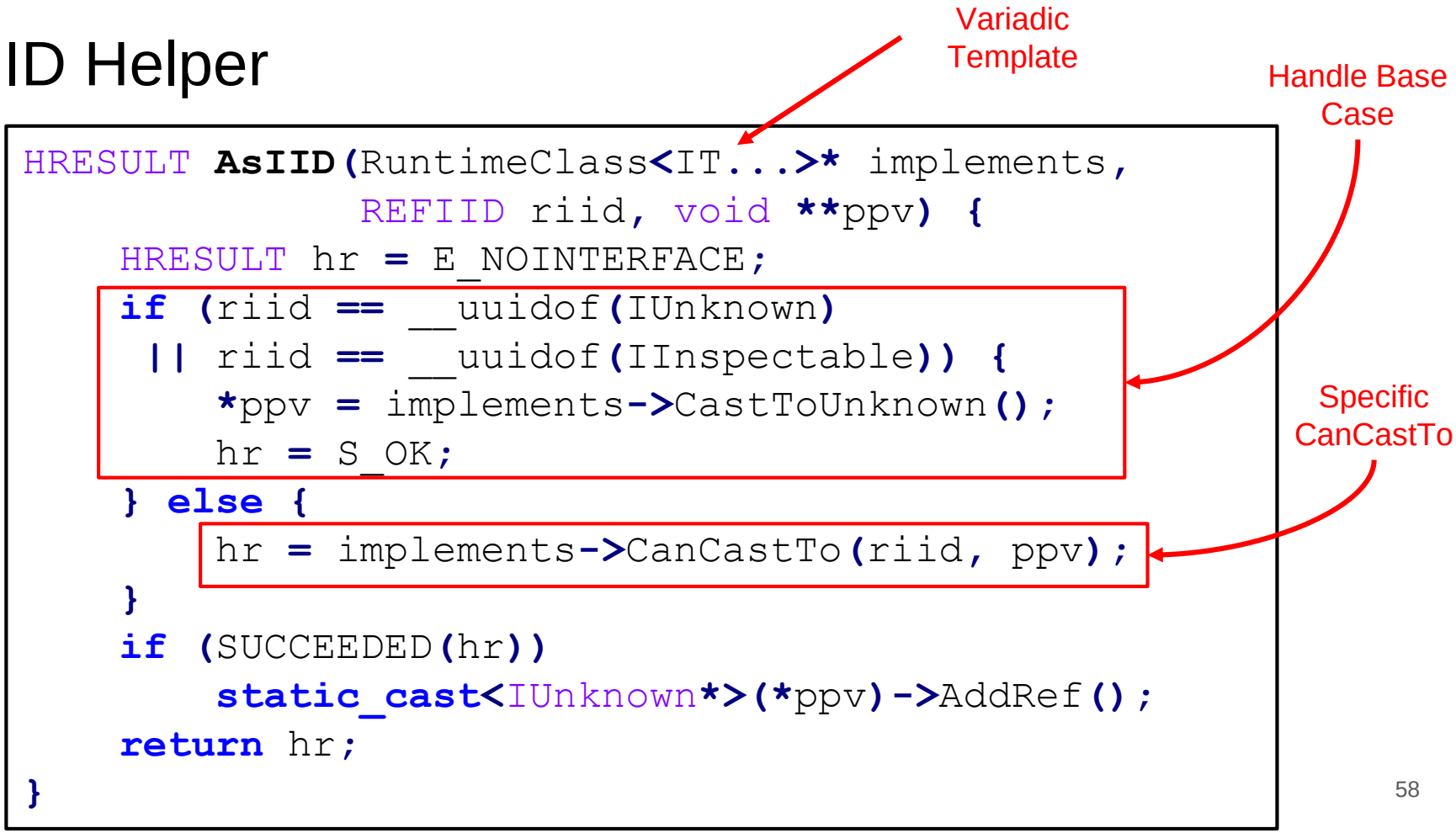
Finding Implemented Interfaces

```
HRESULT QueryInterface(REFIID riid, void** ppv) {
    bool handled = false;
    HRESULT hr = CustomQueryInterface(riid, ppv, &handled);
    if (FAILED(hr) || handled)
        return hr;

    return Super::AsIID(this, riid, ppv);
}
```

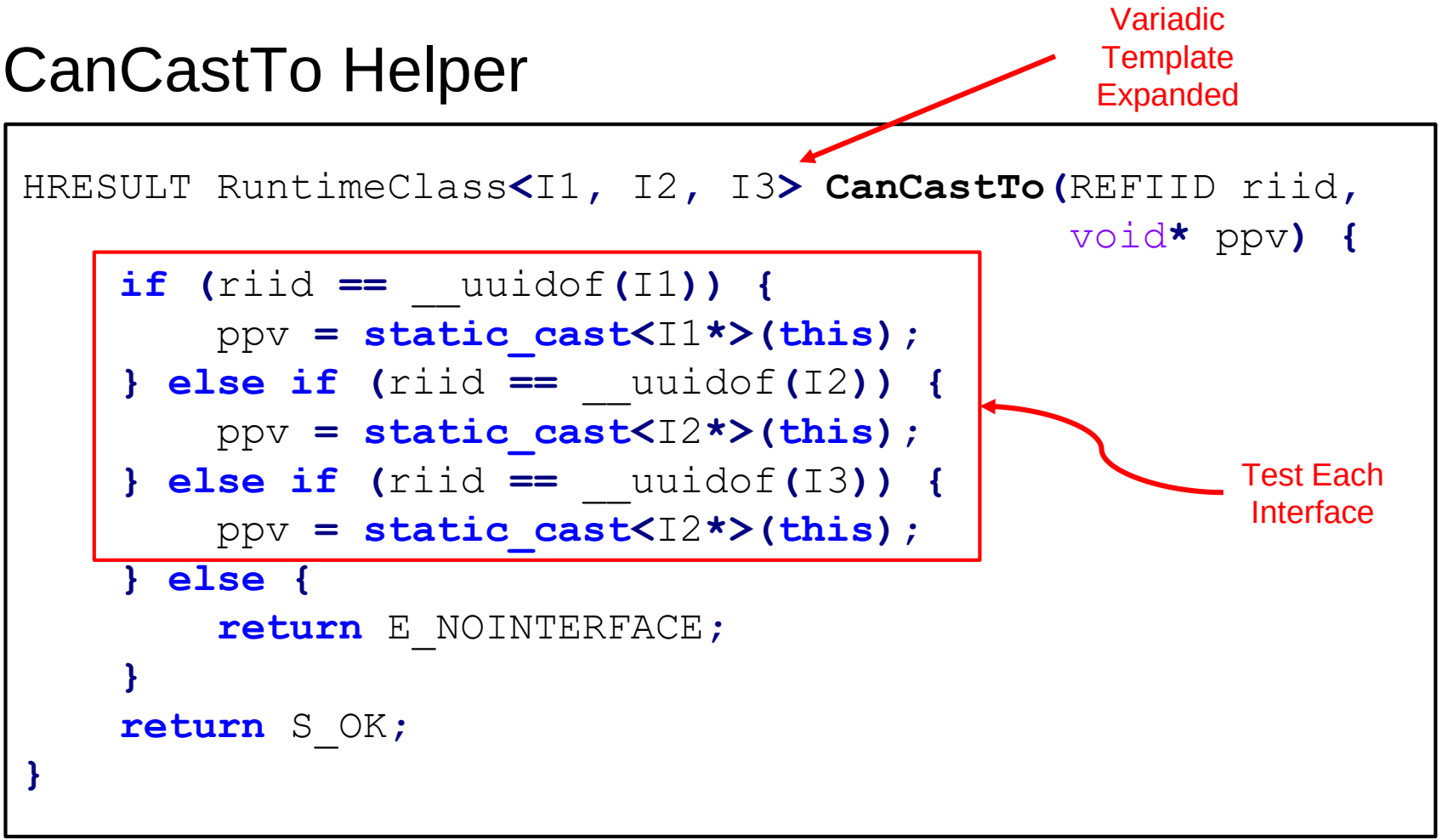
Overridable Custom QI

Call AsIID helper method

AsIID Helper



CanCastTo Helper



Sets the global symbol resolver to use WinDBG's DBGHELP

```
PS> Set-ComSymbolResolver "c:\windbg\dbghelp.dll"
```

Create a new instance of a COM object.

```
PS> $obj = New-ComObject -Class $cls
```

Get all known interfaces for class.

```
PS> $intf = Get-ComClassInterface $cls
```

Get all known IPIDs for an object and resolve method names (if symbols available).

```
PS> $ipids = Get-ComObjectIpid $obj `
                               -ResolveMethodNames
```

Format the COM IPIDs as text.

```
PS> $ipids | Format-ComProxy
```

Debugging Applications

Get all registered Windows.Launch Extensions

```
PS> Get-ComRuntimeExtension -Launch | `
                          Select PackageId, AppId
```

Start a package and debug it.

```
PS> windbg.exe -plmPackage PKGID -plmApp APPID
```

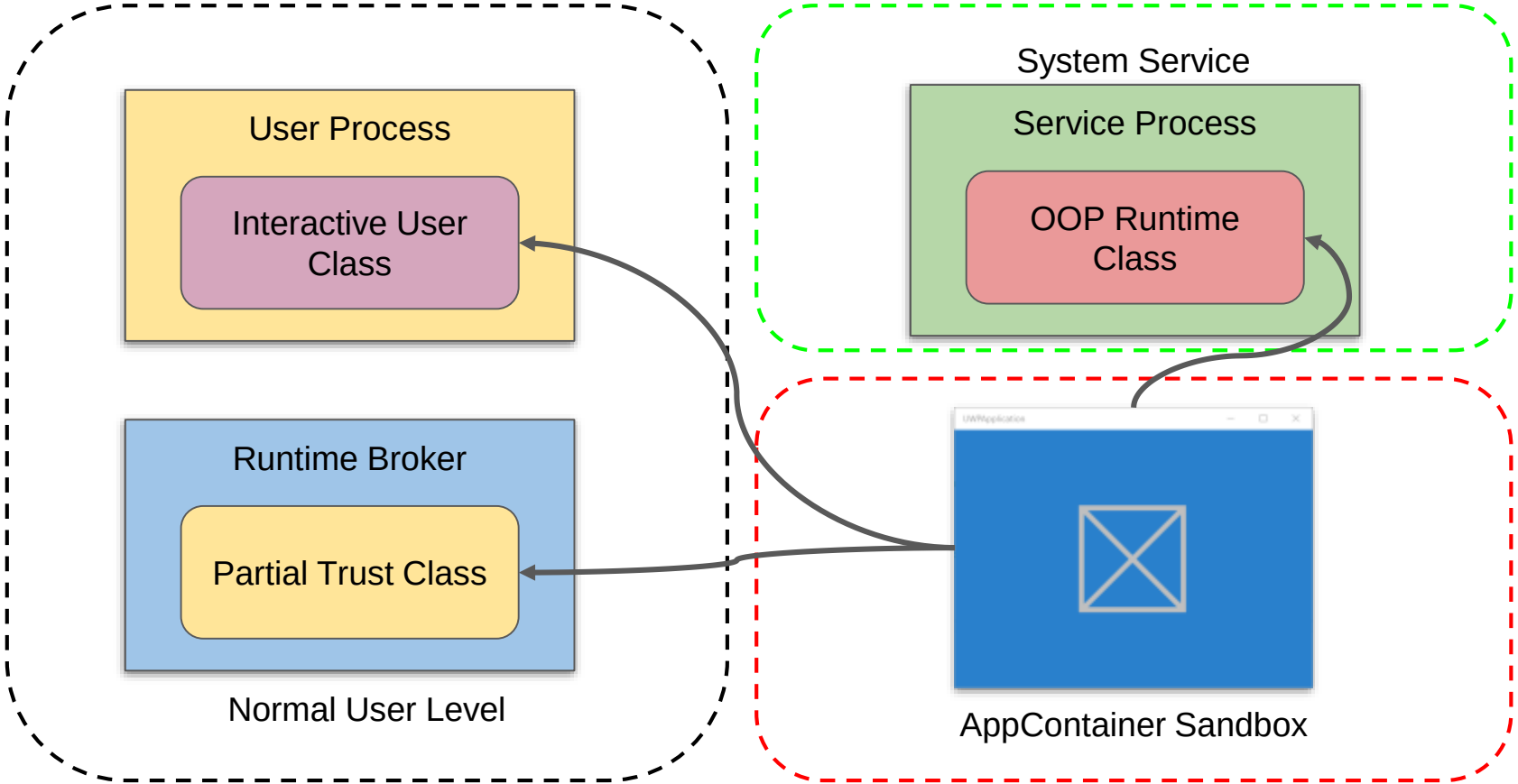
Enable debugging for a package

```
PS> plmdebug.exe /enableDebug PKGID DBGPATH.EXE
```

DEMO 3

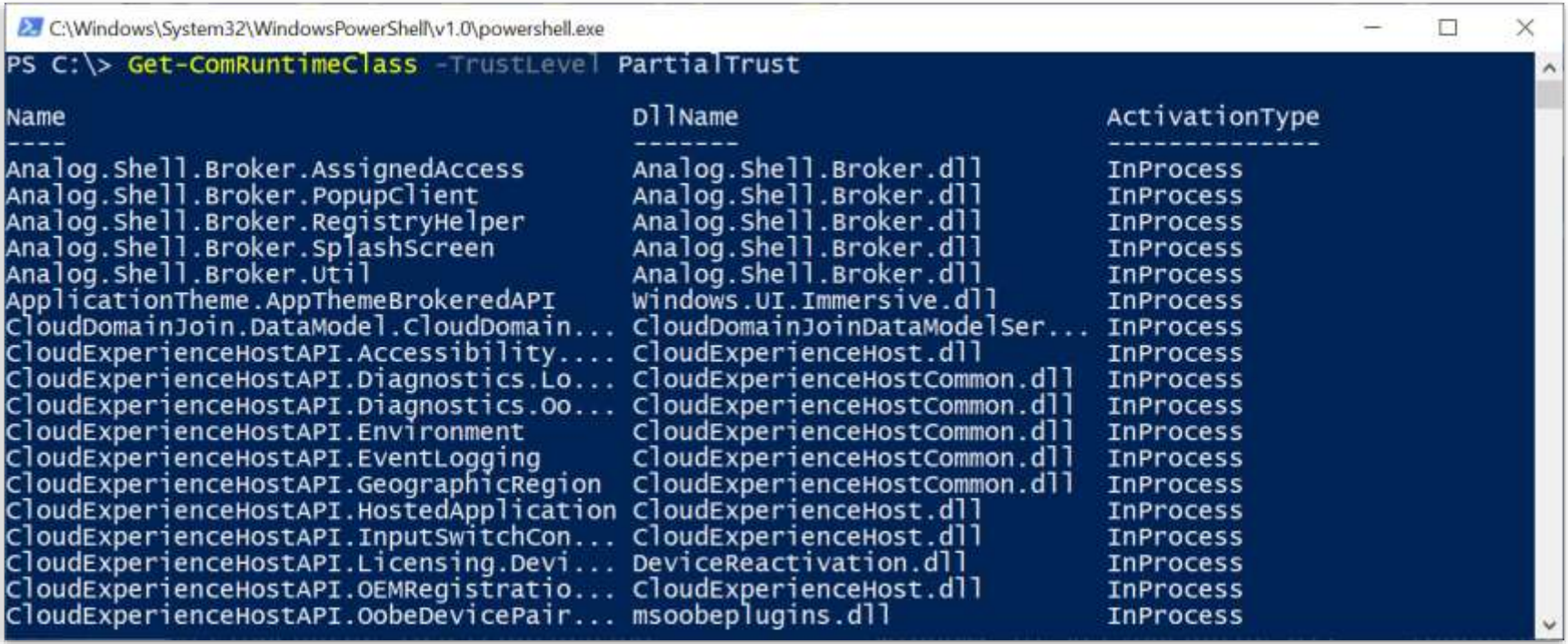
Windows Runtime Security

Sandbox Escape OOP Attack Surface



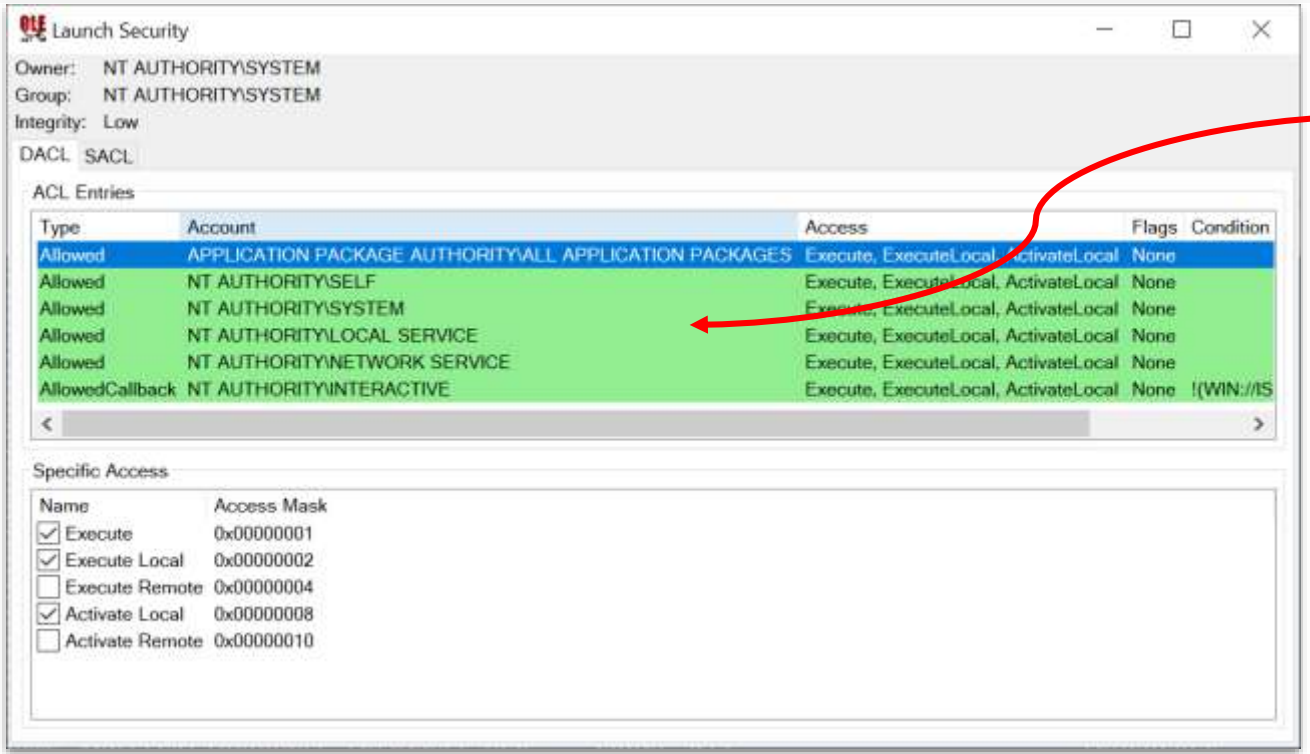
Partial Trust Brokered Classes

```
PS> Get-ComRuntimeClass -TrustLevel PartialTrust
```



Partial Trust Class Default Permissions

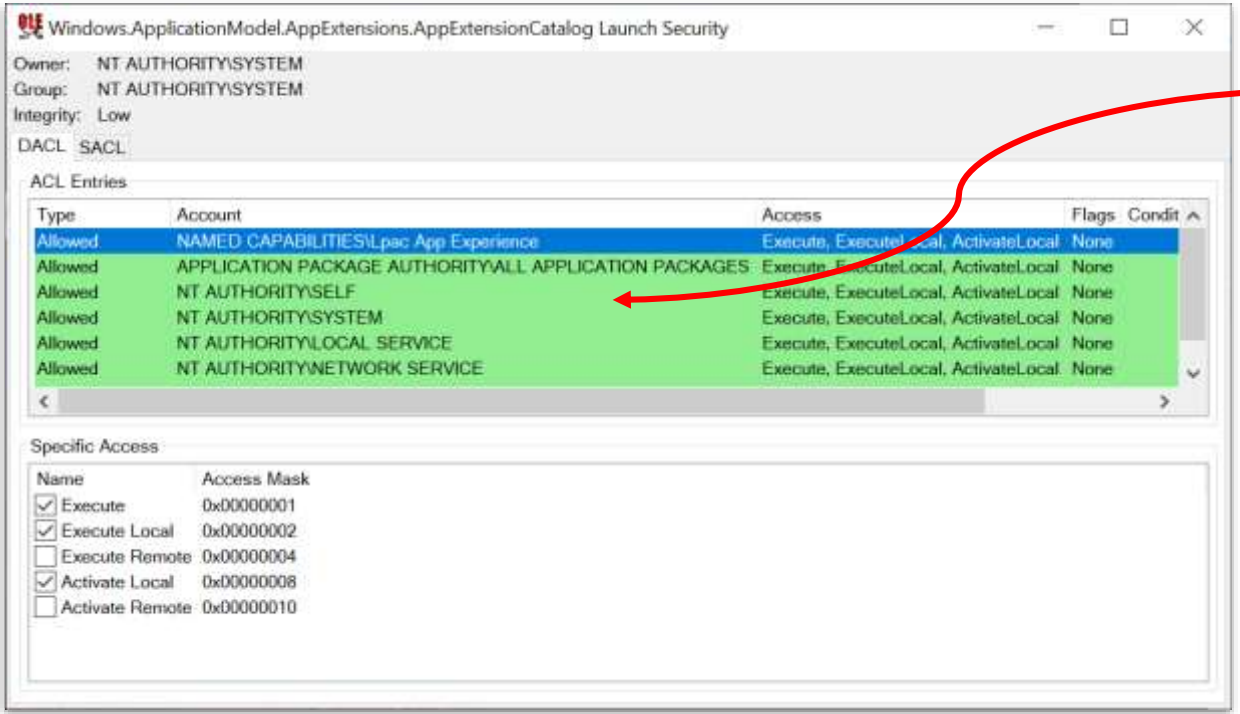
```
PS> Show-ComSecurityDescriptor -RuntimeDefault
```



Allows all AC at the same user to access the class.

Class Specific Permissions

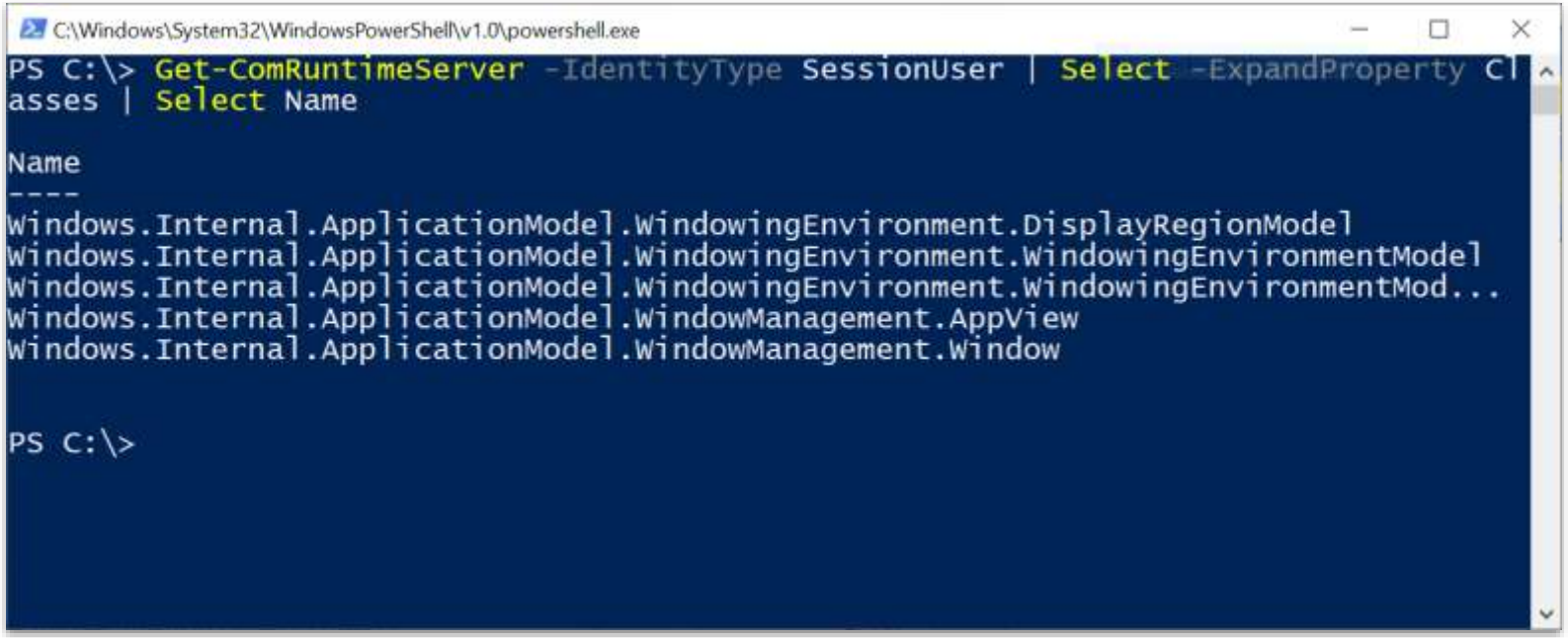
```
PS> Show-ComSecurityDescriptor $cls
```



Adds the ***lpacAppExperience*** capability

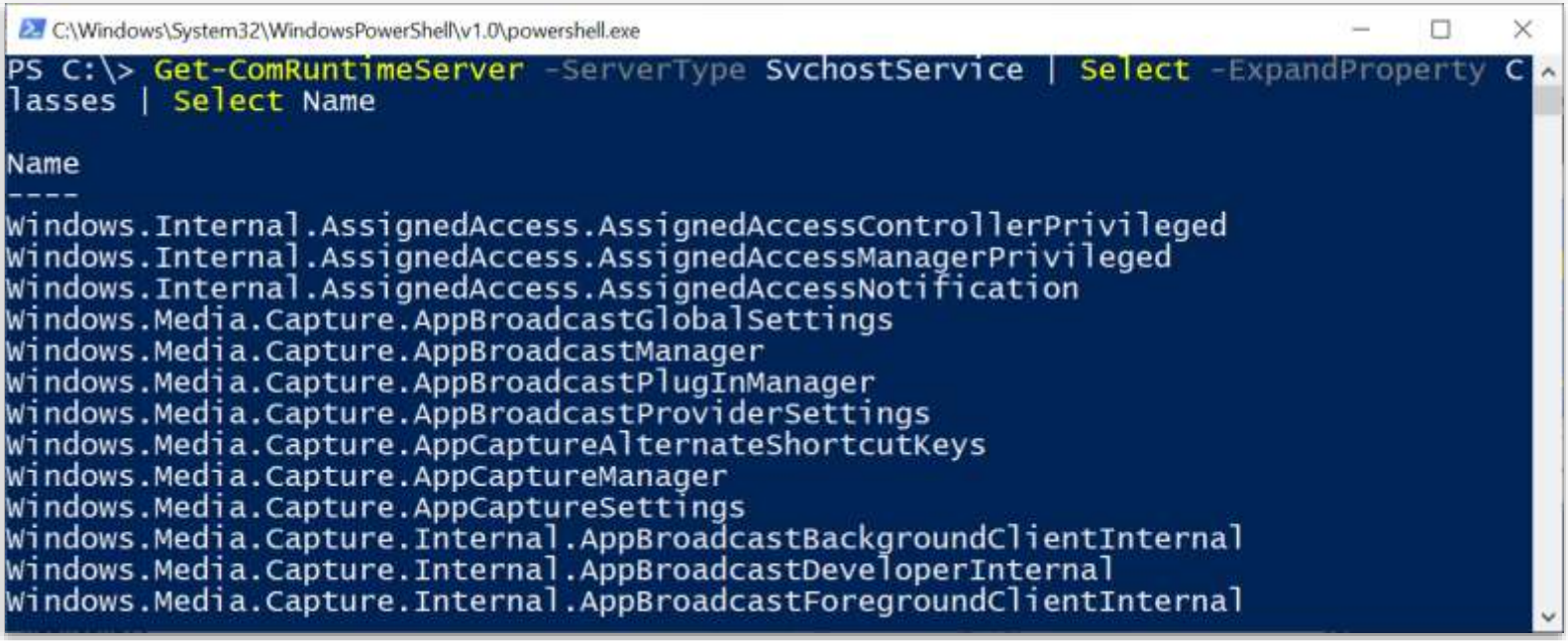
Interactive User Classes

```
PS> Get-ComRuntimeServer -IdentityType SessionUser `
    | Select -ExpandProperty Classes
```



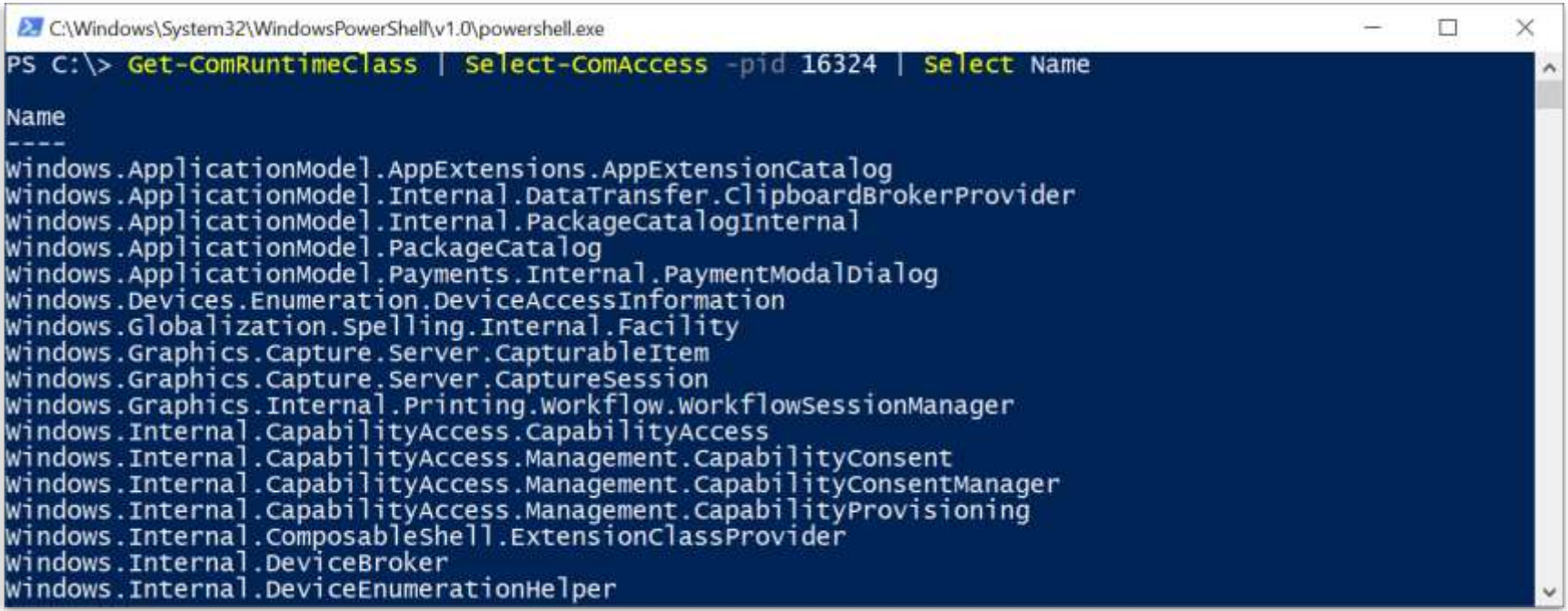
System Service Classes

```
PS> Get-ComRuntimeServer -ServerType SvchostService `
    | Select -ExpandProperty Classes
```



Finding Accessible Classes

```
PS> Get-ComRuntimeClass | Select-ComAcccess -pid X
```



Package Name Checks

```
BOOL BrokerAuthenticateCOMCaller() {
  HANDLE token;
  CoImpersonateClient();
  OpenThreadToken(GetCurrentThread(), TOKEN_QUERY, &token);
  WCHAR family_name[255];
  ULONG family_name_length = 255;
  NTSTATUS status = RtlQueryPackageClaims(token,
                        family_name, &family_name_length);
  if (NT_SUCCESS(status))
    return wcsicmp(package_name, L"MicrosoftEdge") == 0;
  return FALSE;
}
```

Reads from WIN://SYSAPPID

HSTRING is a Counted String

```
UINT32 length;
PCWSTR str = WindowsGetStringRawBuffer(hString,
                                       &length);
// Might not be equal.
assert(wcslen(str) == length);
```

```
HRESULT WindowsStringHasEmbeddedNull(
  HSTRING string,
  BOOL    *hasEmbedNull
);
```

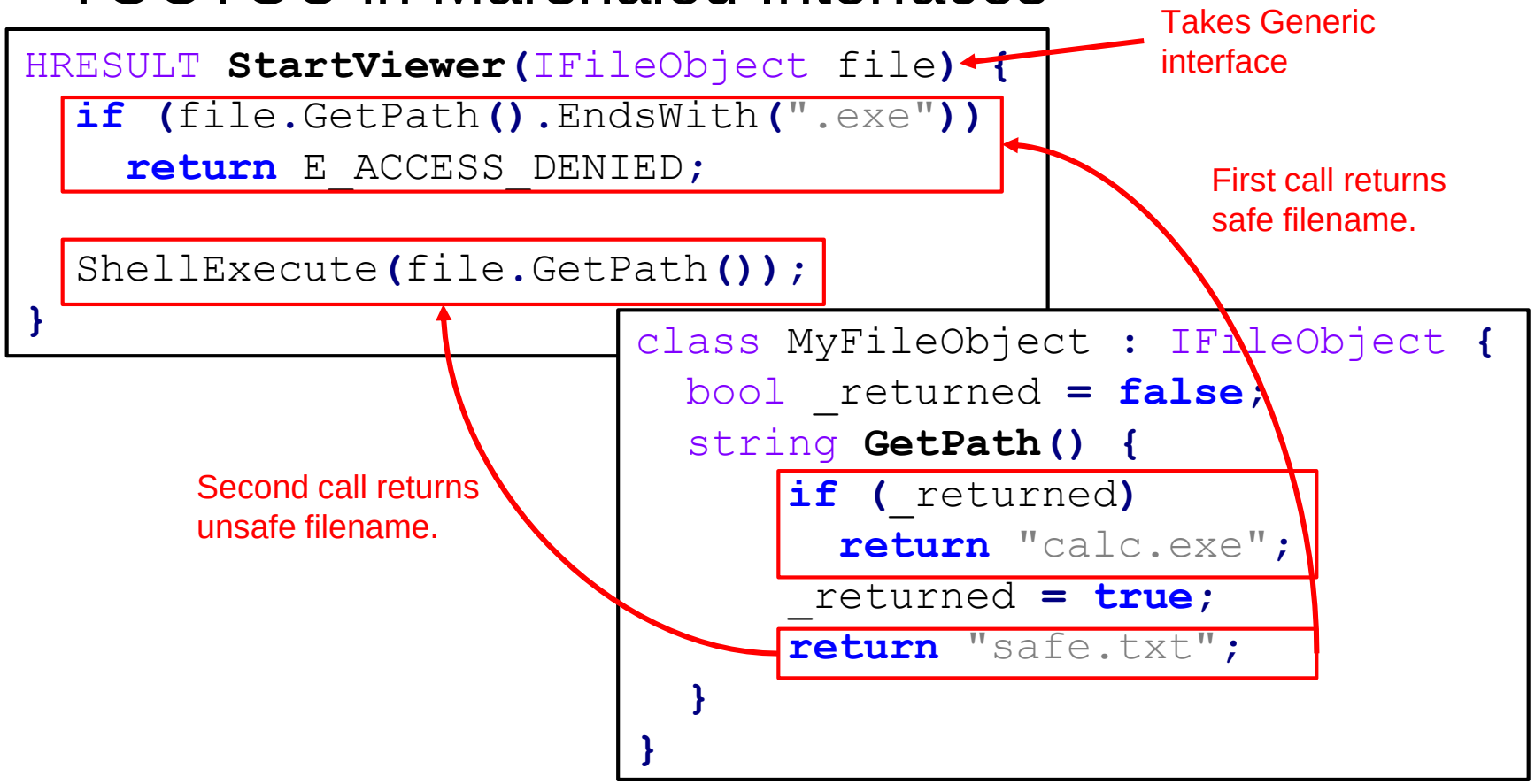
Incorrect Capability or Missing Security Checks

```
HANDLE CheckedCreateFile(string path) {
  // Get client token.
  HANDLE token;
  CoImpersonateClient();
  OpenThreadToken(GetCurrentThread(), &token);

  HANDLE ret = INVALID_HANDLE_VALUE;
  if (CapabilityCheck(token, L"internetClient")) {
    ret = CreateFile(path, ...);
  }

  return ret;
}
```

But opening a file.

Checking for internetClient capability

TOCTOU in Marshaled Interfaces



The Challenges of Writing a Proof of Concept

Win32 and COM APIs

Windows 10 Universal Windows Platform (UWP) apps and Windows 8.x apps can use a subset of the Win32 and COM APIs. This subset of APIs was chosen to support key scenarios for Windows Runtime apps that were not already covered by the Windows Runtime, HTML/CSS, or other supported languages or standards. The Windows App Certification Kit ensures that your app uses only this subset of the Win32 and COM API. In a native app, you can call these APIs directly. In a managed app, you can call them via a Windows Runtime Component. For more information, see the Windows Runtime components documentation.

In this section

- Win32 and COM APIs for UWP apps
- Win32 and COM APIs for Windows 8.x Store apps

https://msdn.microsoft.com/en-us/library/windows/apps/br205757.aspx

CoCreateInstanceFromApp

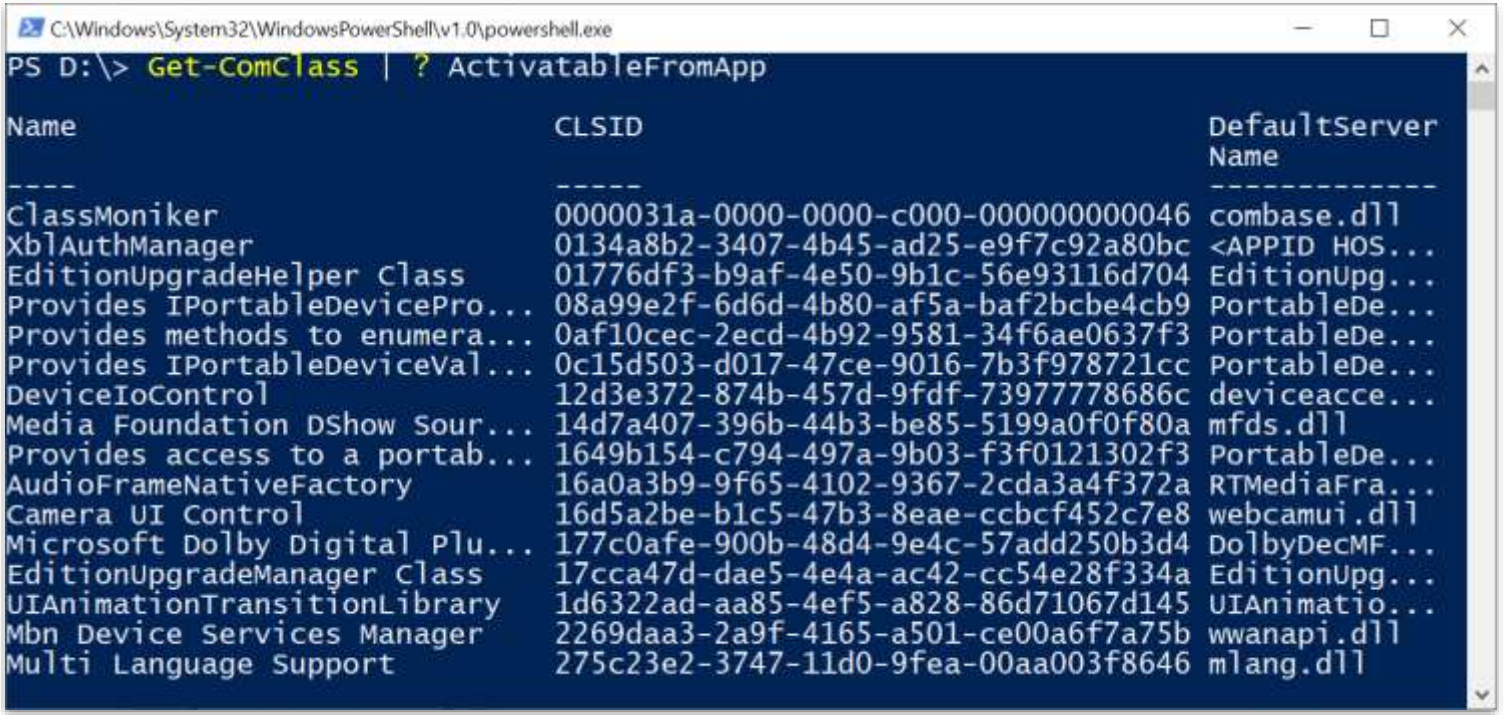
```
#if !(WINAPI_PARTITION_DESKTOP | WINAPI_PARTITION_SYSTEM)
HRESULT CoCreateInstanceEx(
    REFCLSID      Clsid,
    ...,
    MULTI_QI*     pResults) {
    return CoCreateInstanceFromApp(Clsid, punkOuter,
          dwClsCtx, pServerInfo, dwCount, pResults);
}

#else

HRESULT STDAPI CoCreateInstanceEx(REFCLSID Clsid, ...);

#endif // !(WINAPI_PARTITION_DESKTOP | WINAPI_PARTITION_SYSTEM)
```

If not a desktop application call FromApp version

Normal import.

COM Class Restrictions

```
PS> Get-ComClass | ? ActivatableFromApp
```



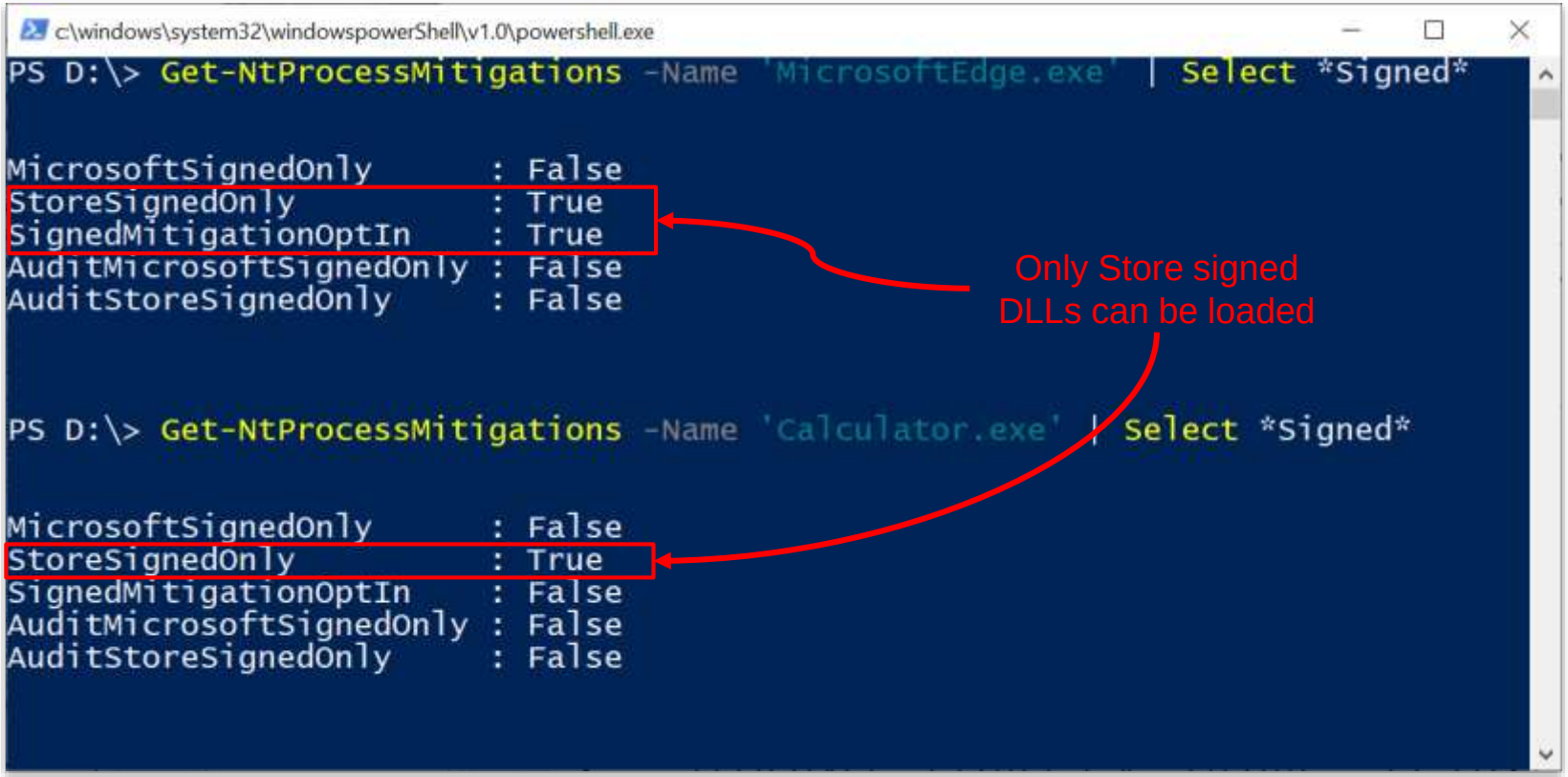
Load at Runtime

```
IUnknown* CreateObject(REFCLSID clsid) {
  HMODULE mod = GetModuleHandle(L"combase");
  fCCI pfCCI = (fCCI)GetProcAddress(mod, "CoCreateInstance");

  IUnknown* unk;
  pfCCI(clsid, nullptr, CLSCTX_SERVER, IID_PPV_ARGS(&unk)));
  return unk;
}
```

Late bound call.

Probably wouldn't get through Store review process.

Inject a DLL Into Running Process



DEMO 4

Conclusions

- All based on familiar COM programming paradigms
- The Windows Runtime has many interesting attack surfaces
  - Attack surface which might be accessible remotely
  - Plenty of Sandbox to User and User to System privilege escalation routes
- Tooling is not quite there, making an effort with OleViewDotNet

谢谢

Any Questions?