

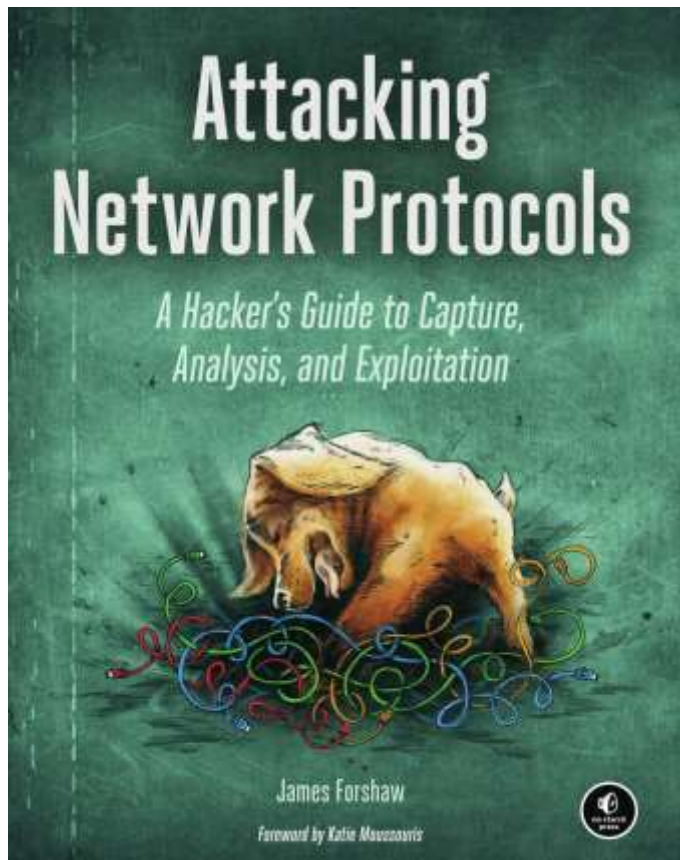


The Inner Workings of the Windows Runtime

James Forshaw @tiraniddo

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

Windows RunTime
Hack In The Box 2012

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QUARKSLAB
INNOVATIVE SECURITY

This Talk is based
on Windows 10
1803/1809


OleViewDotNet

The screenshot shows the GitHub repository page for `tyranid / oleviewdotnet`. The repository is described as "A .net OLE/COM viewer and inspector to merge functionality of OleView and Test Container". It has 39 Unwatchers, 312 Stars, and 59 Forks. The repository is on the `master` branch and has 506 commits, 2 branches, 4 releases, 2 contributors, and is licensed under GPL-3.0. The commit history shows the following entries:

File	Commit Message	Time Ago
<code>OleViewDotNet.Main</code>	Added method to create the Publisher ID from a Publisher Name,	15 hours ago
<code>OleViewDotNet.PowerShell</code>	Fix naming issues,	3 days ago
<code>OleViewDotNet</code>	Cleanup for assembly information.	a month ago
<code>.gitignore</code>	Updated gitignores and output file to a common location in release bu...	3 months ago

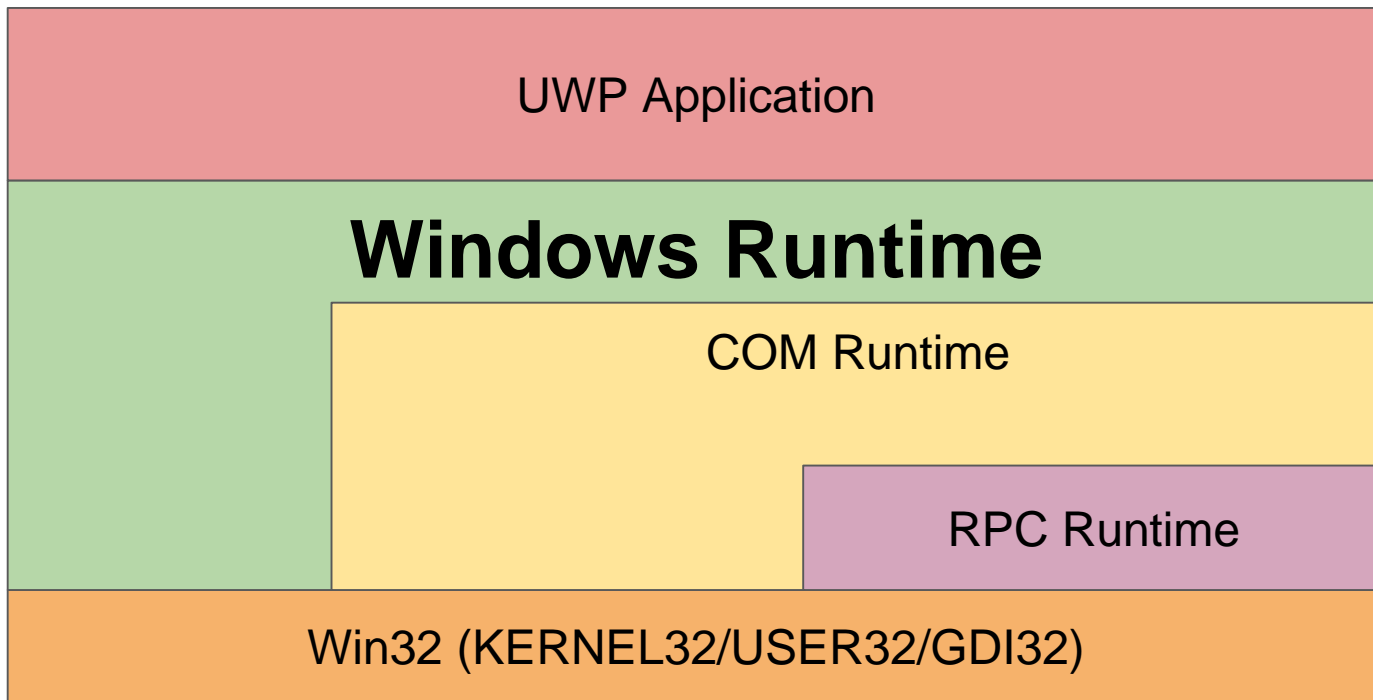
<https://github.com/tyranid/oleviewdotnet>

What's the Universal Windows Platform (UWP)?

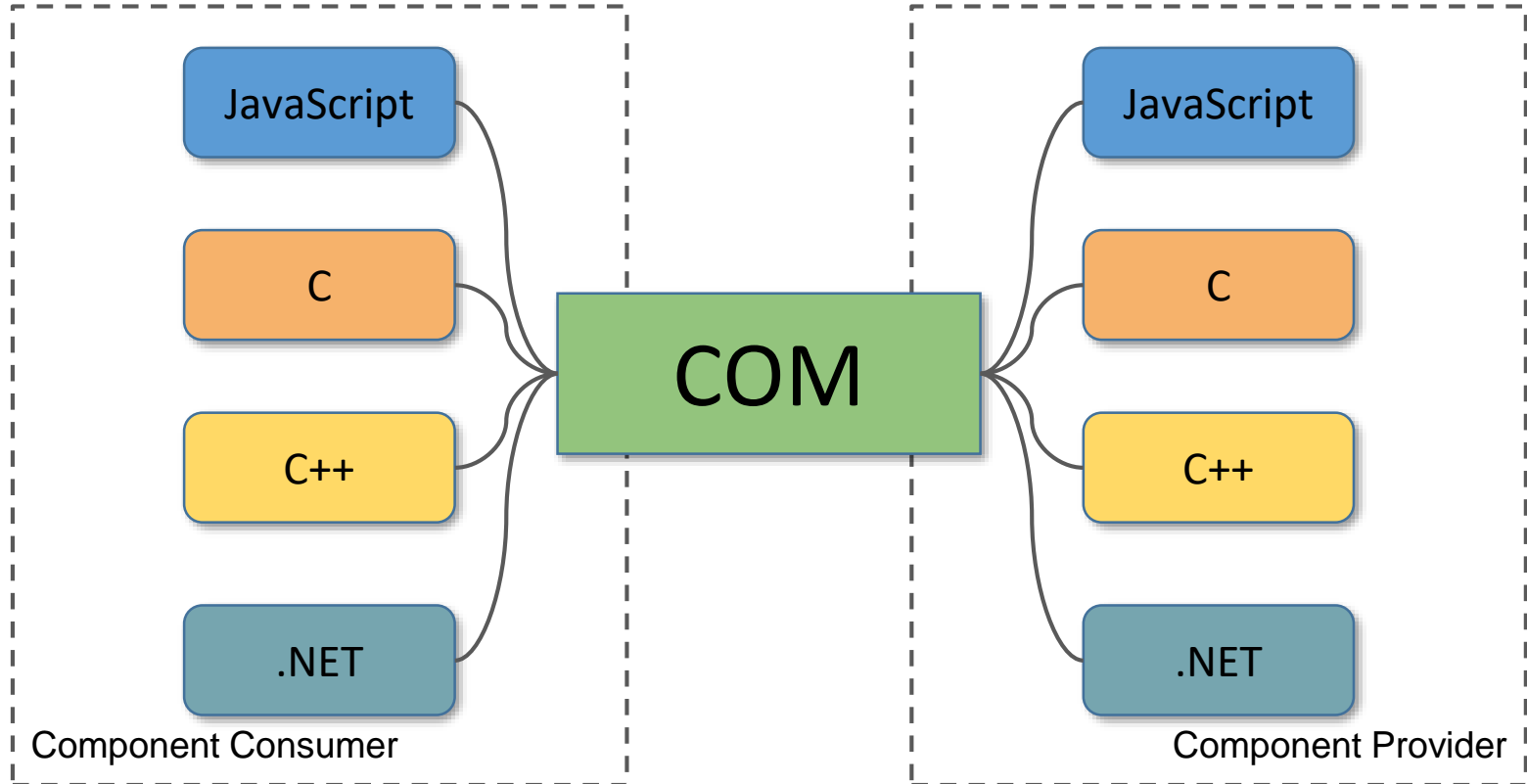
📅 05/07/2018 • ⌚ 10 minutes to read • Contributors      all



What's the Windows Runtime (WinRT)?



COM Joins Everything Together



Inspectable 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__;
```

Opaque string handle structure.

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

```
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;           Used for stack scoped  
    unsigned int padding1;        "reference" strings.  
    unsigned int padding2;  
    const wchar_t *stringRef;  
};
```

```
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

<i>Description</i>	<i>Classic COM</i>	<i>Windows Runtime</i>
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);
```



Abbreviated as
ACID

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

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

Runtime Class Registry Keys

System
Windows Runtime
Classes

HKEY_LOCAL_MACHINE\Software\Classes

Per-App Runtime
Extension Classes

HKEY_CURRENT_USER\Software\Classes

Per-App Runtime Classes

%ProgramData%\Package\ActivationStore.dat

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

Normal User Level

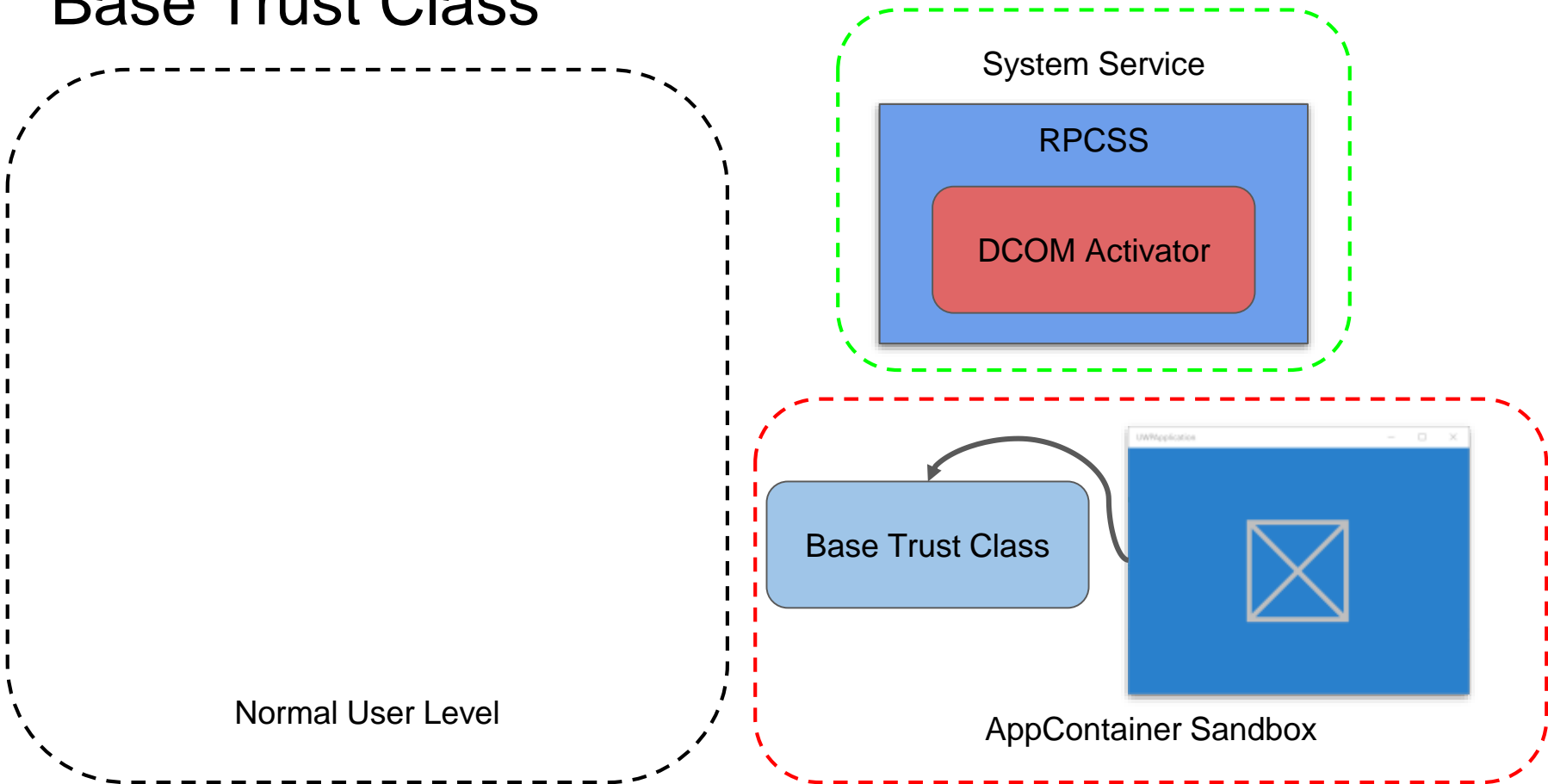
System Service

RPCSS

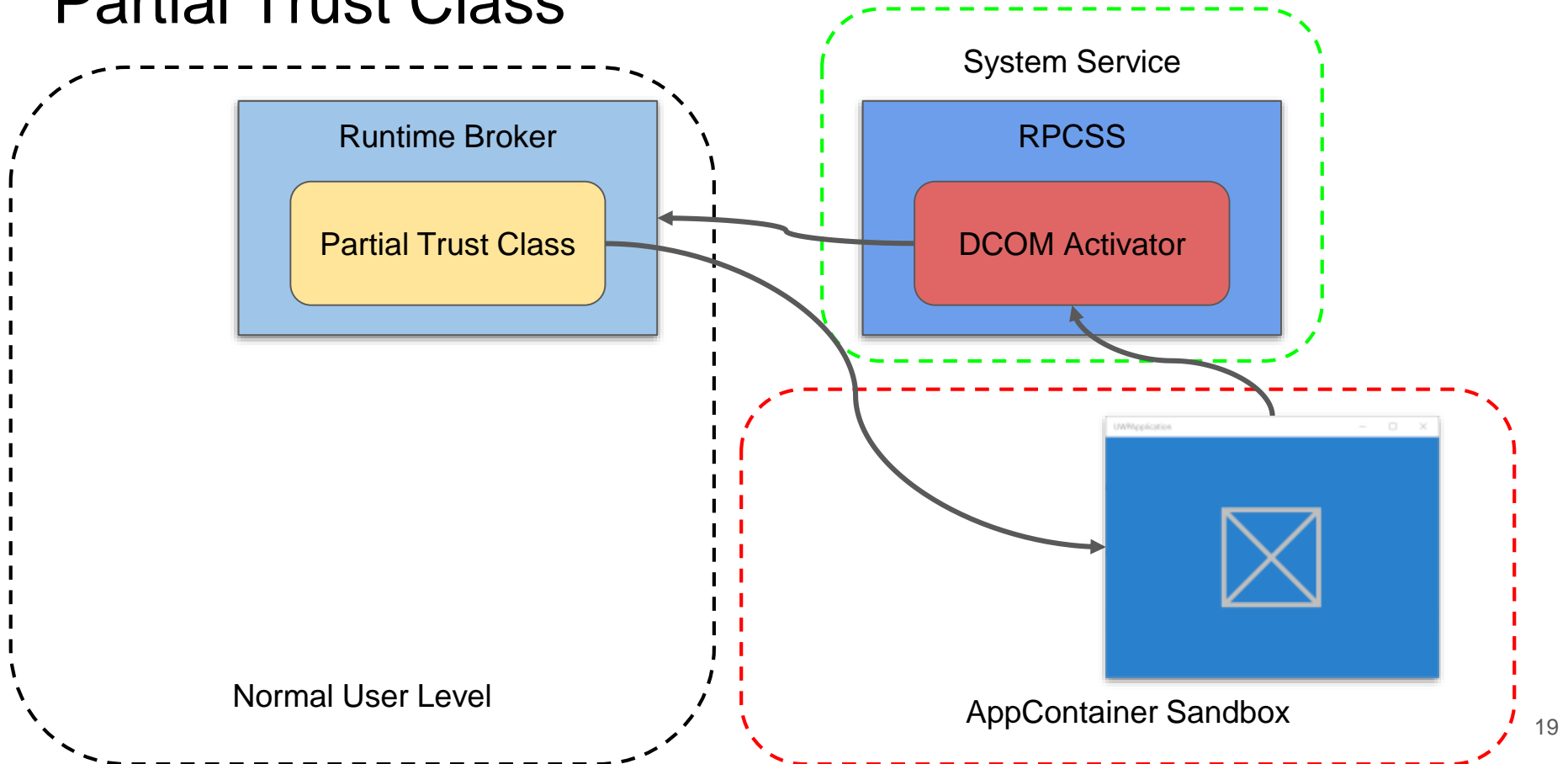
DCOM Activator

Base Trust Class

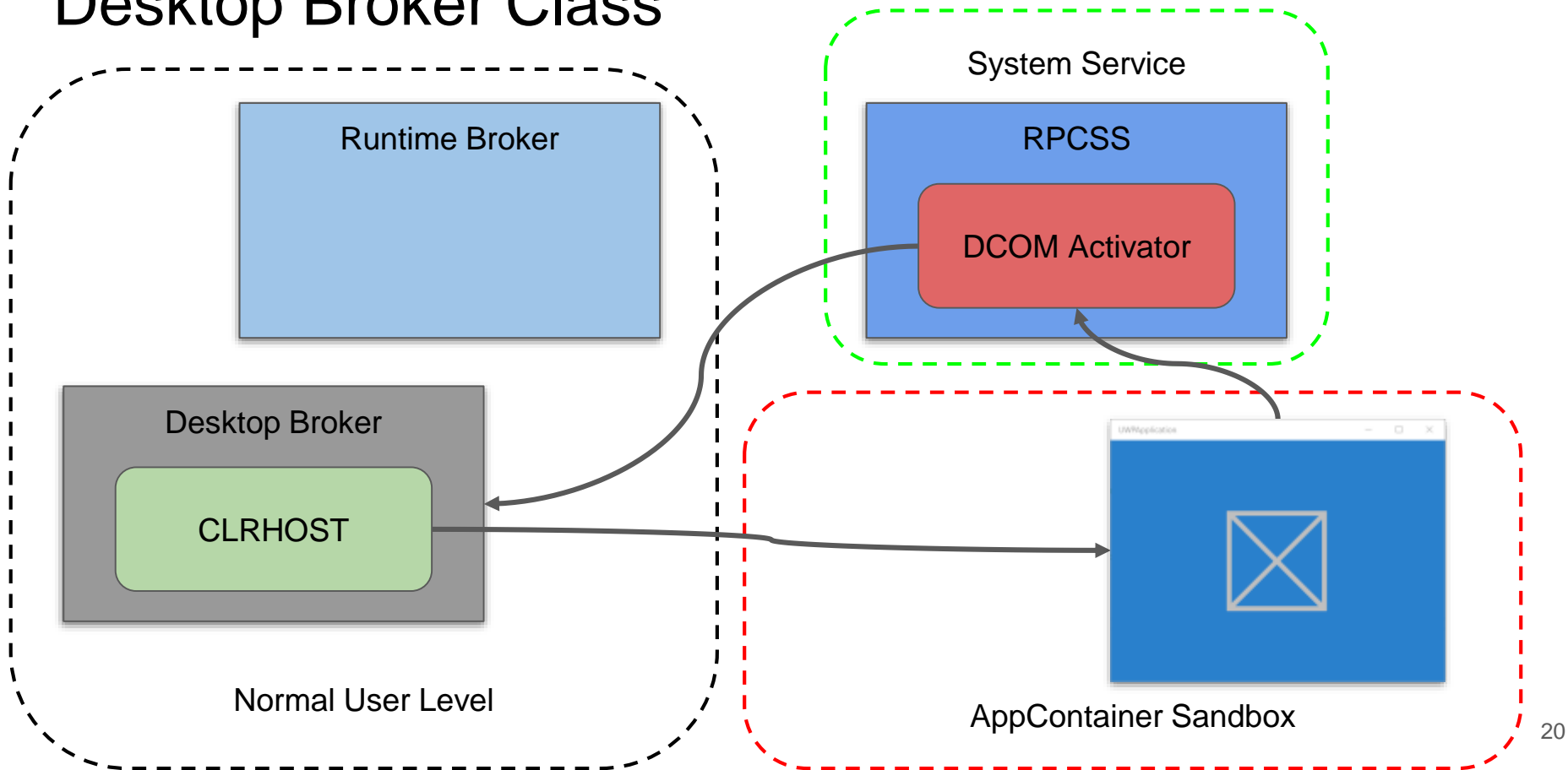
AppContainer Sandbox



Partial Trust Class



Desktop Broker Class



DEMO 1

Application Manifest XML

<Package>

Package
Identity



```
<Identity Name="Microsoft.MicrosoftEdge"
          Publisher="CN=Microsoft Corporation, ..."
          Version="44.17763.1.0"
          ProcessorArchitecture="neutral"/>
```

<Applications>

```
<Application Id="MicrosoftEdge"
              Executable="MicrosoftEdge.exe"
              EntryPoint="MicrosoftEdge.App">
    ...
</Application>
```

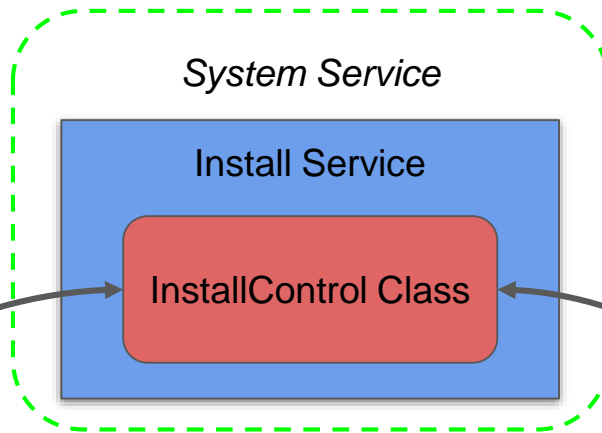
</Applications>

</Package>

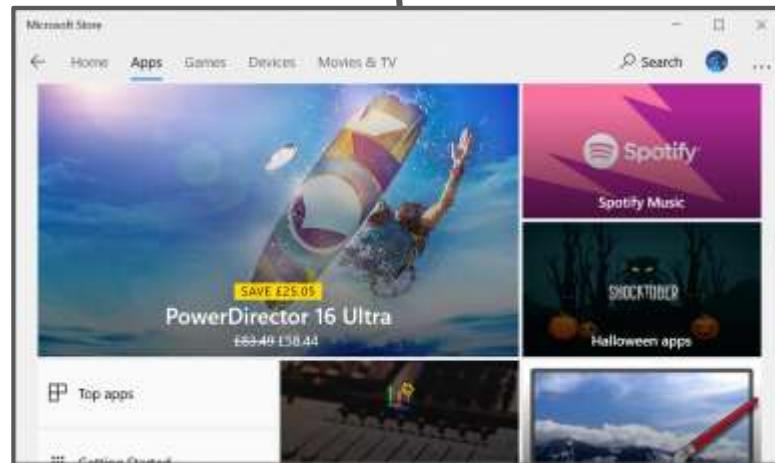
Application
Launch



AppX Installation

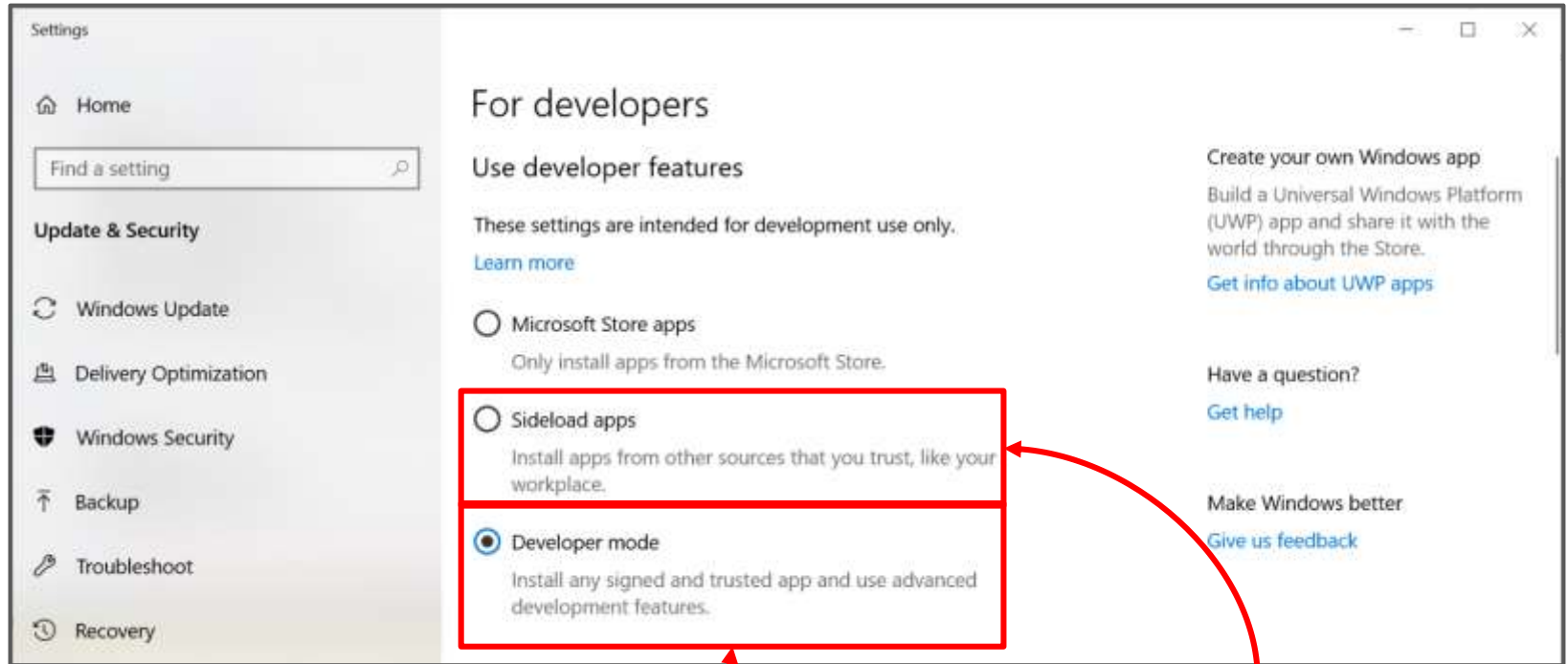


Side-loading



Windows Store

Developer Mode and Sideloading



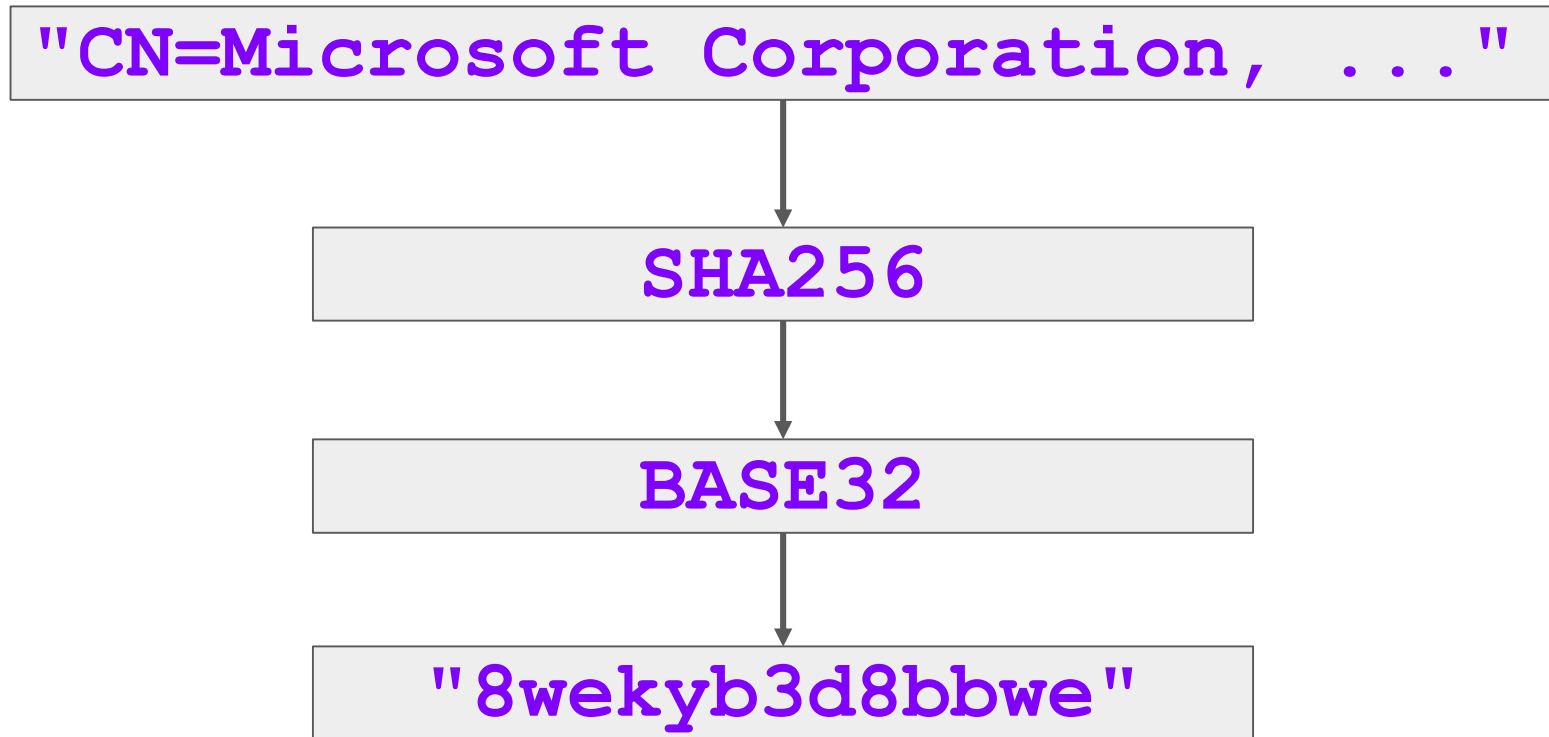
Enable Developer Mode to allow anything to install, even unsigned.

Sideloading allows any signed application from trusted CA root store.

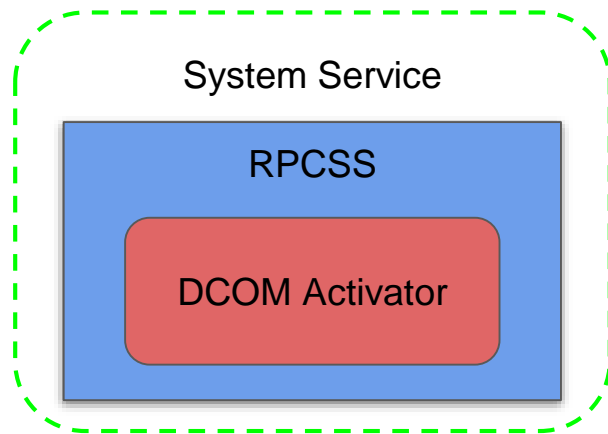
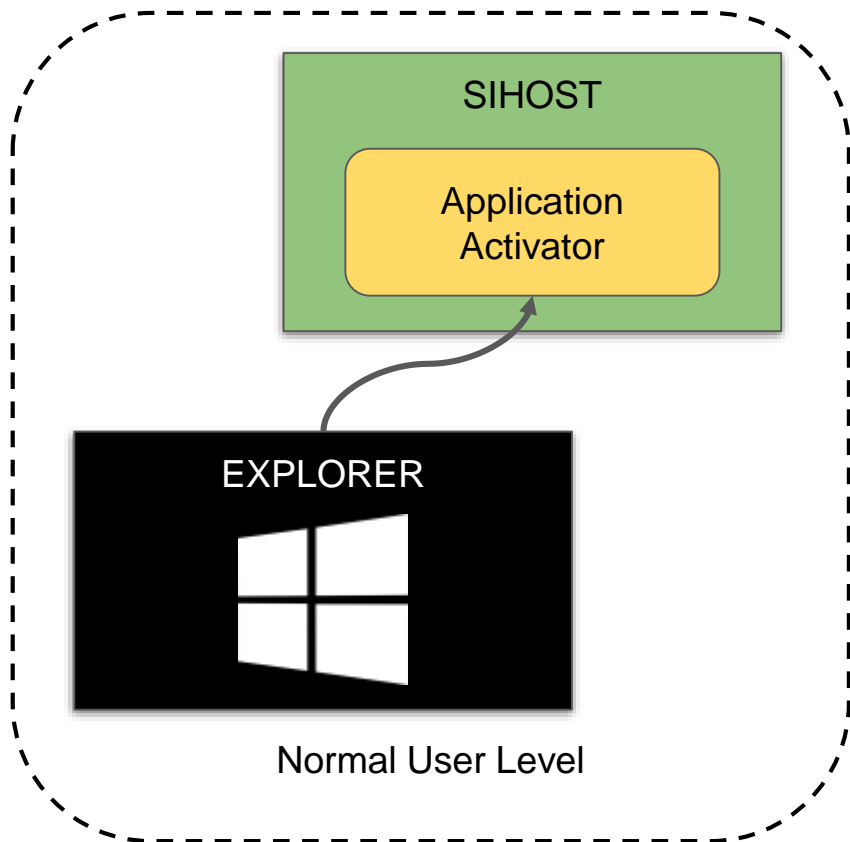
Building the System Application ID

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

Publisher to Publisher ID

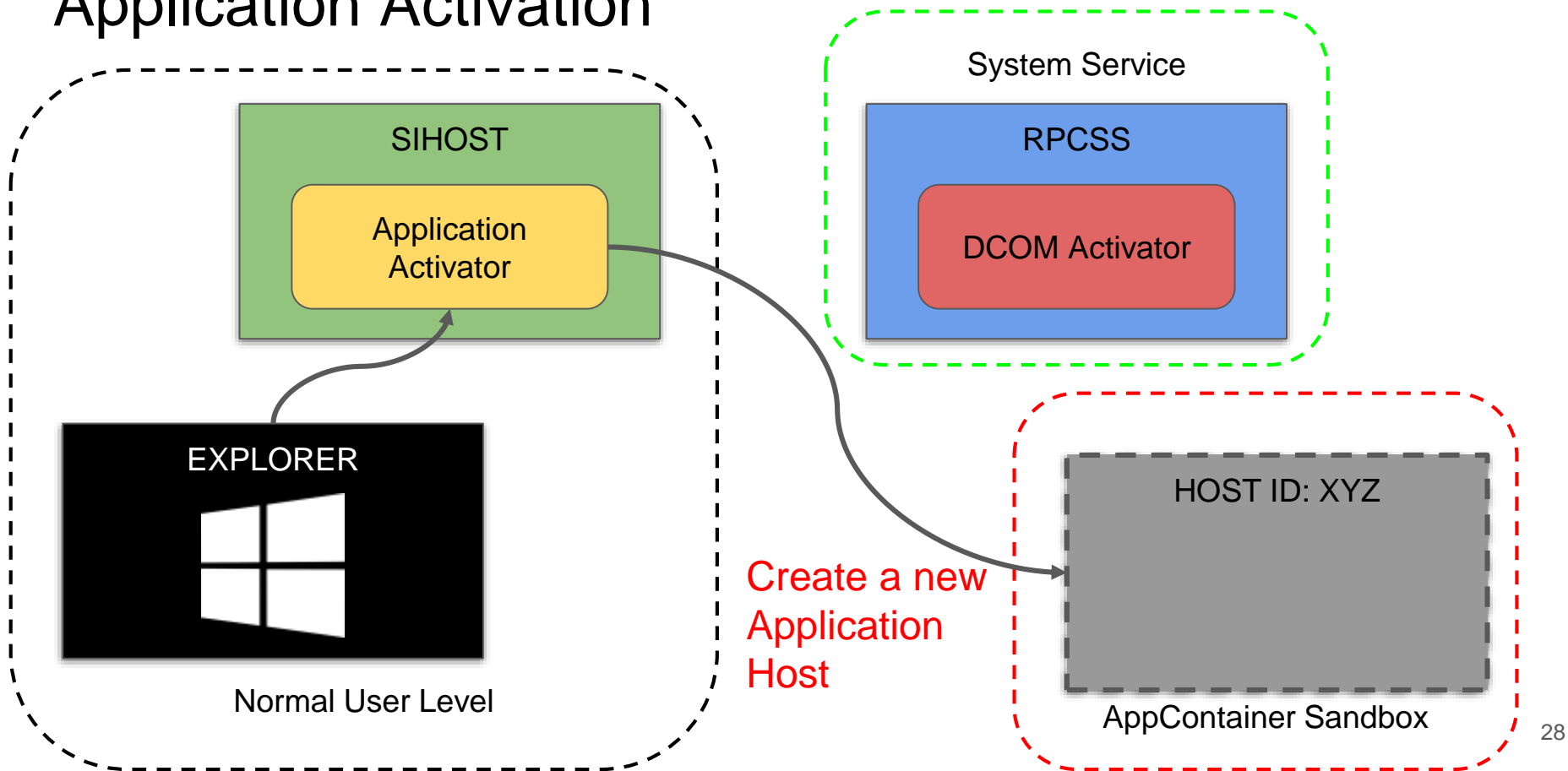


Application Activation

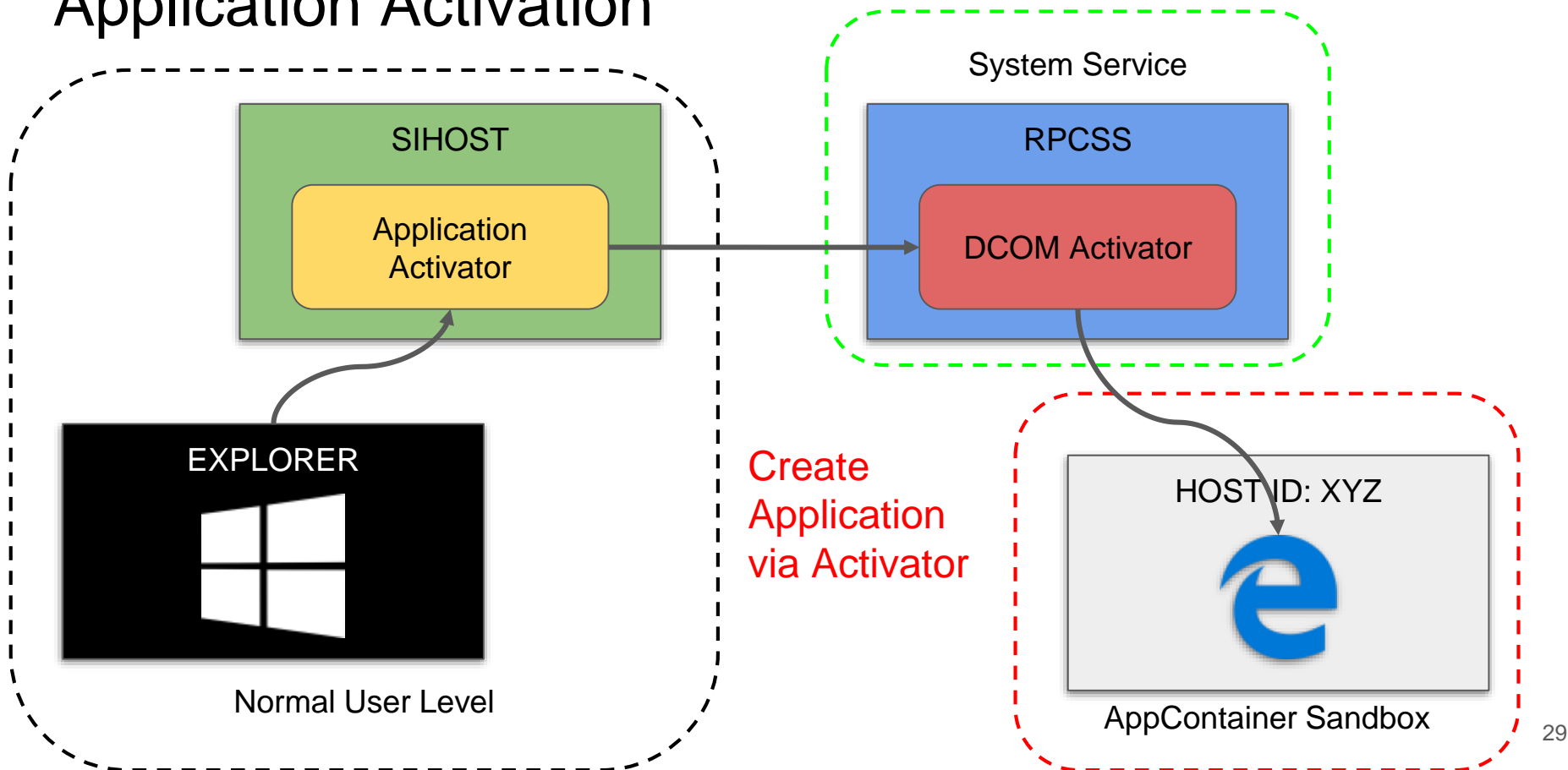


Call
ActivateApplication
over DCOM

Application Activation



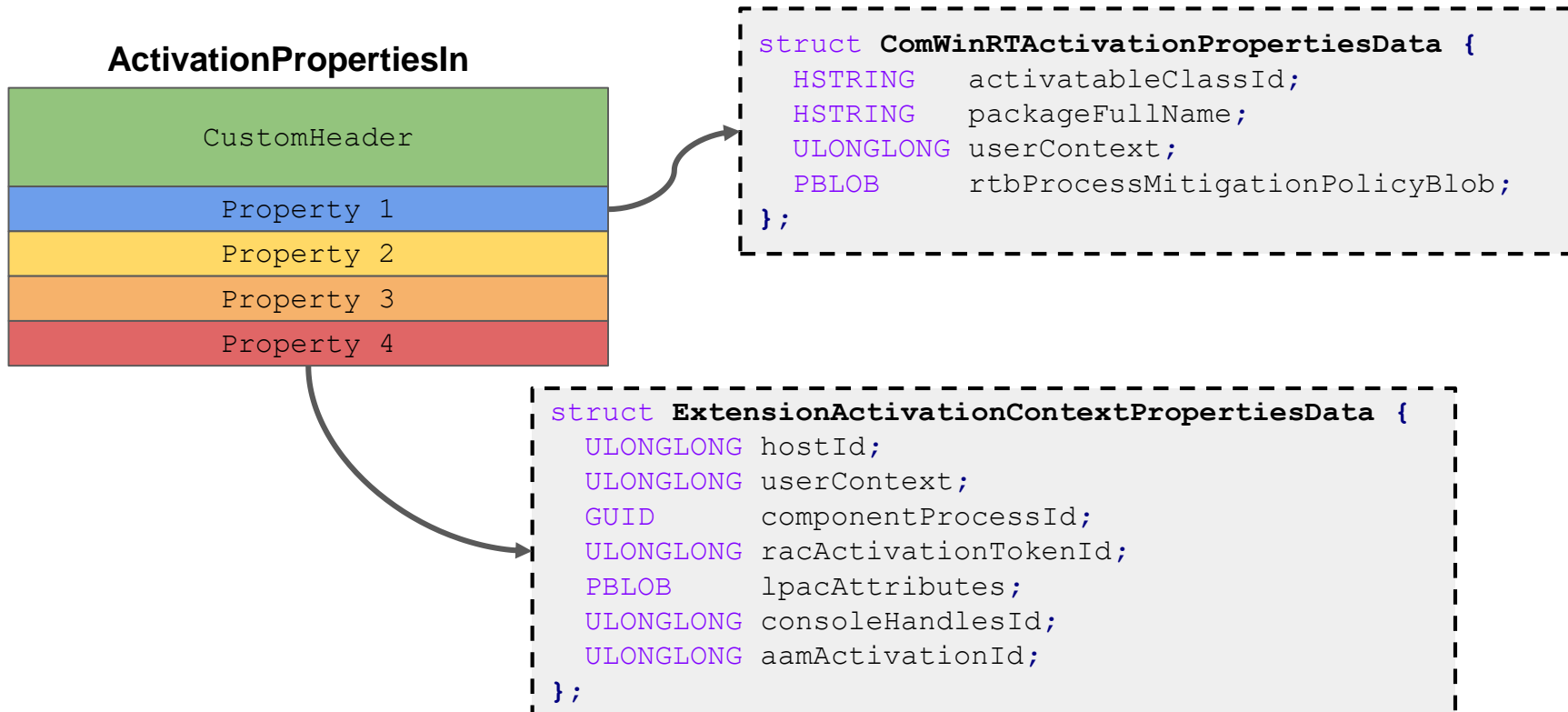
Application Activation



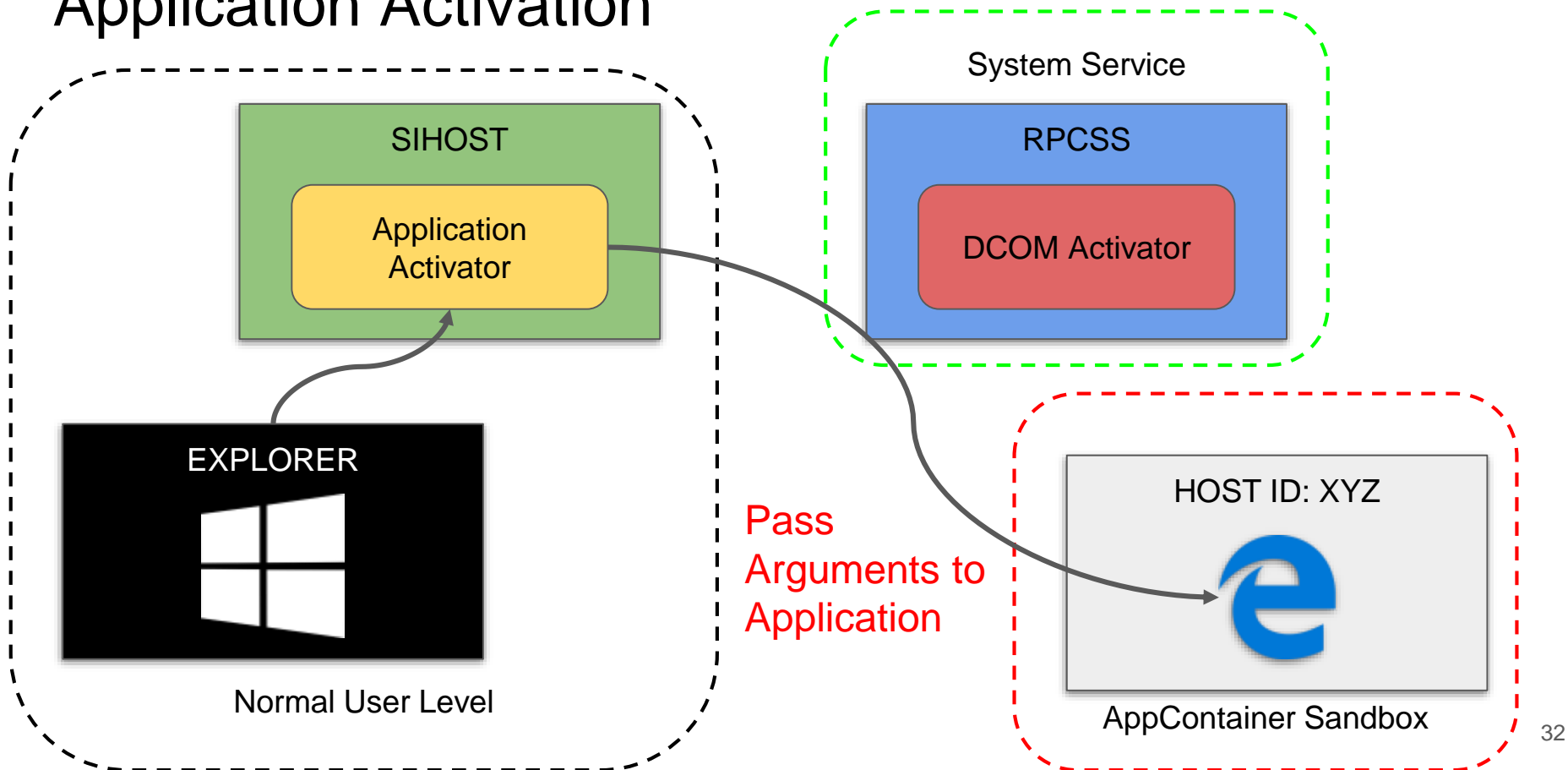
DCOM Activator

```
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);  
};
```

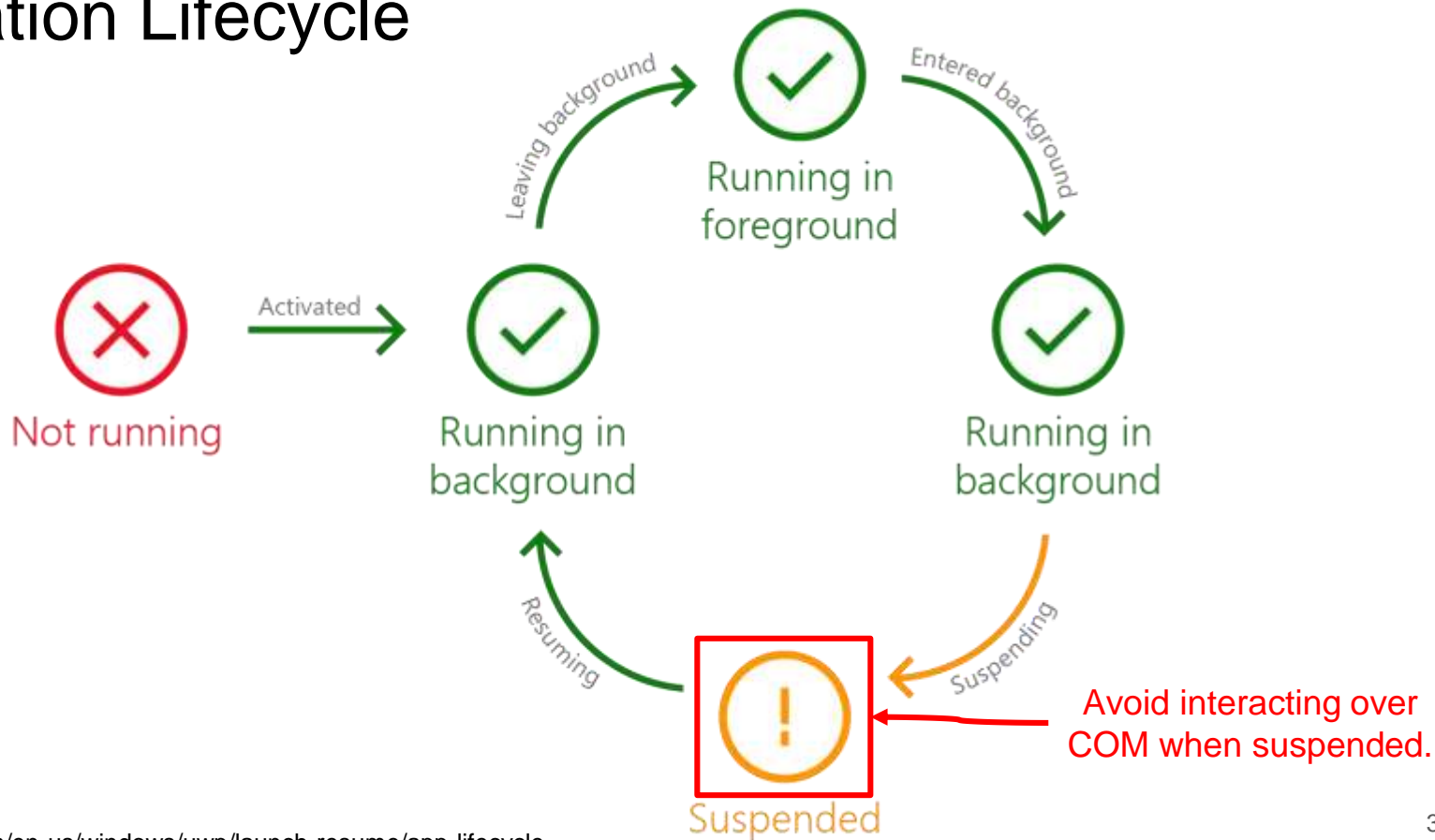
WinRT Activation Properties



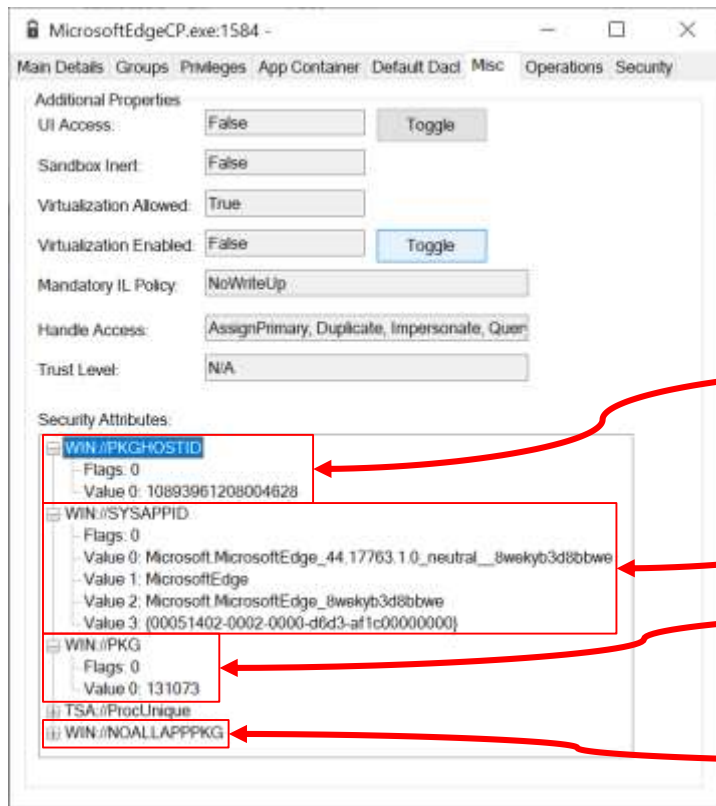
Application Activation



Application Lifecycle



AppContainer Access Token Attributes



Caller needs SeTcbPrivilege to add or modify security attributes.

Application Host ID

System Application ID

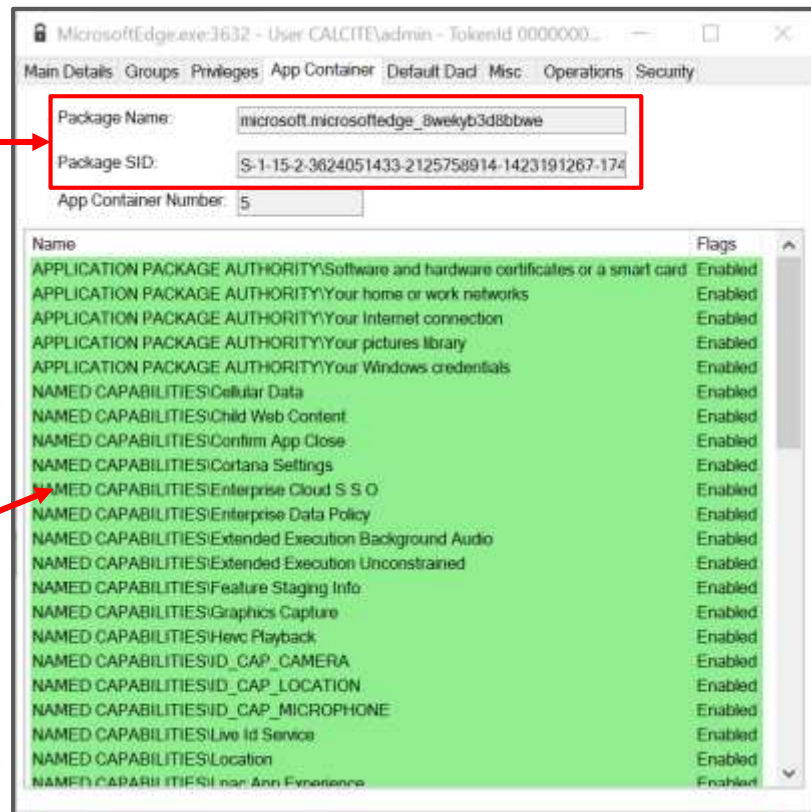
Package Flags

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

Microsoft.MicrosoftEdge_8wekyb3d8bbwe



microsoft.microsoftedge_8wekyb3d8bbwe



SHA256

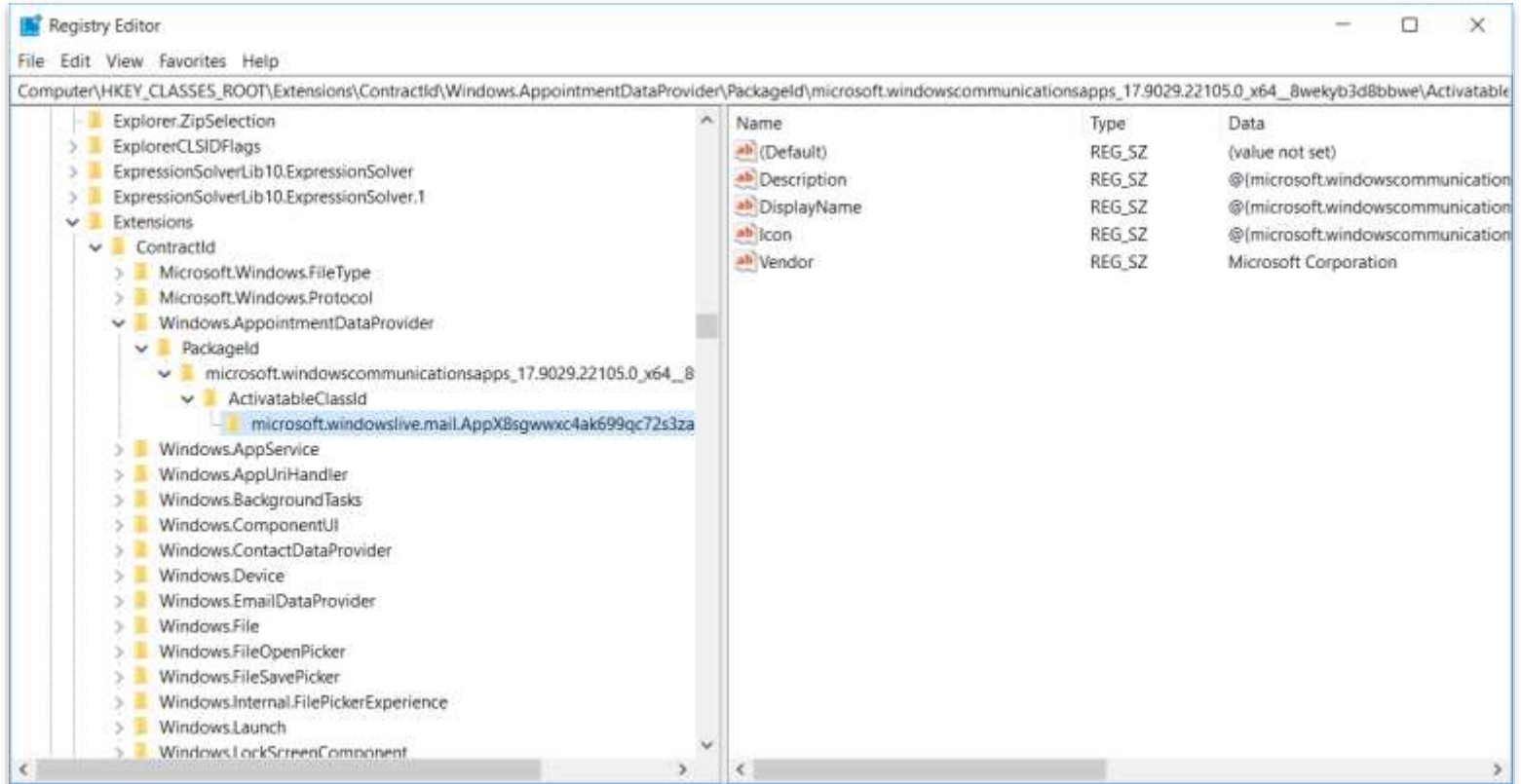


S-1-15-2-%d-%d-%d-%d-%d-%d-%d

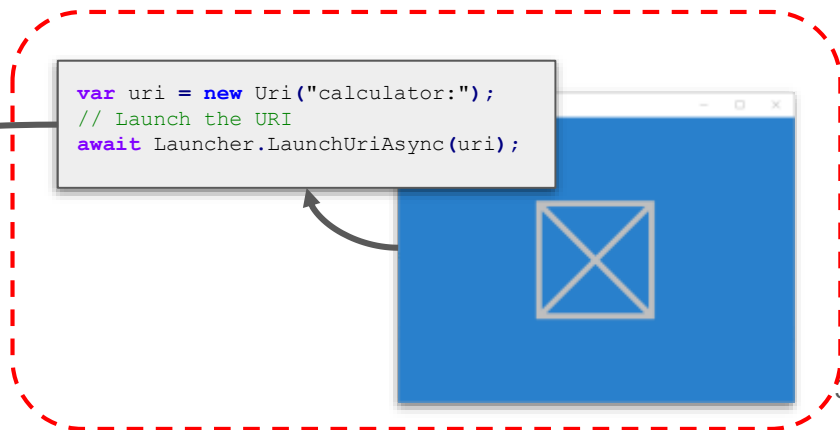
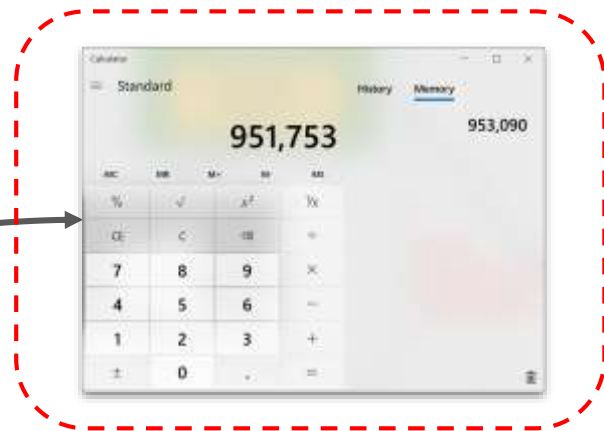
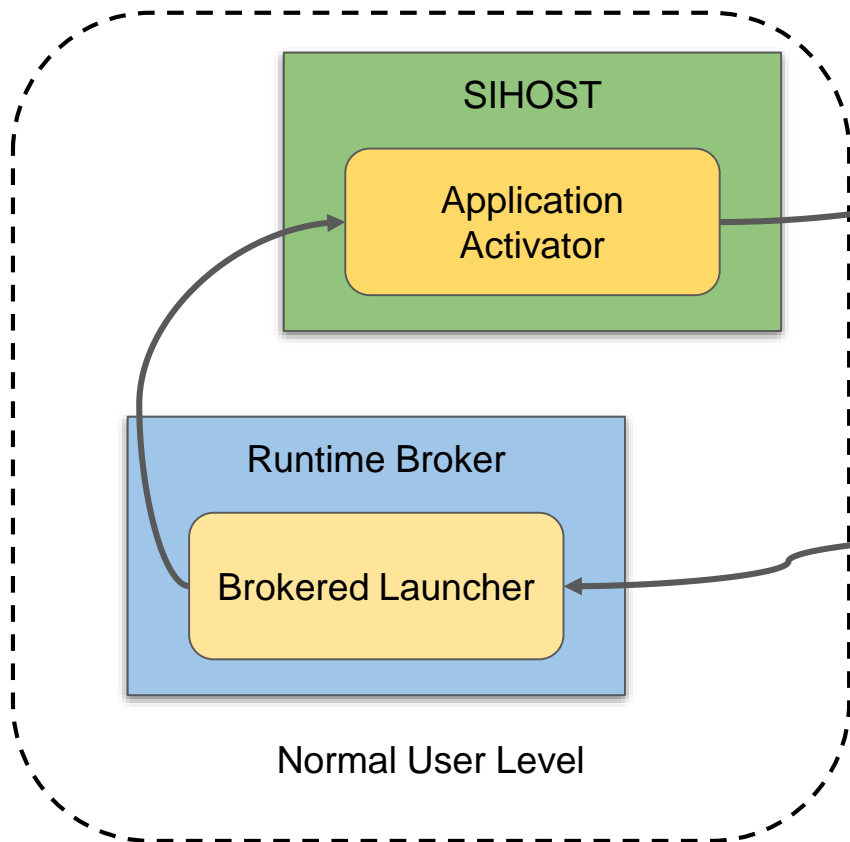
Windows Protocols

<i>Contract ID</i>	<i>Description</i>
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



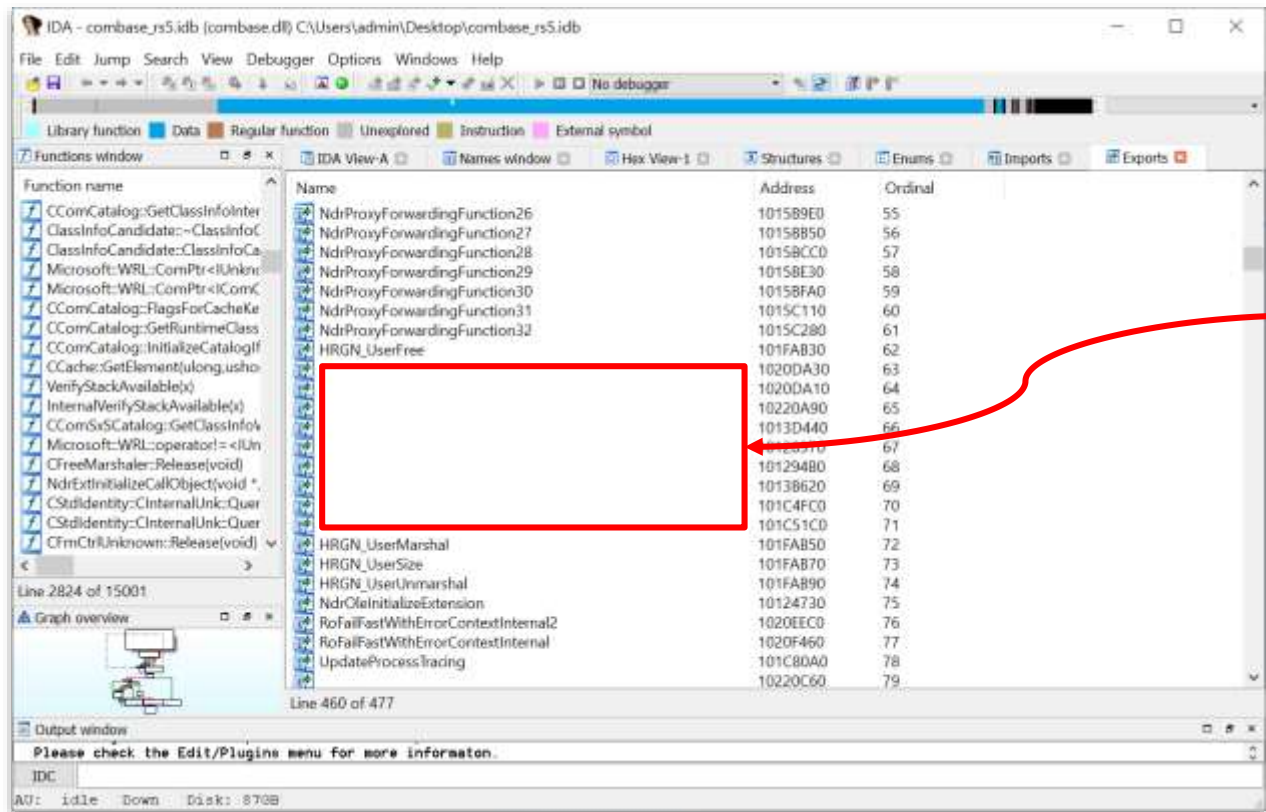
URI Protocols



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_xxxxxxxxxx", "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);
```

```
    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;
}
```

The diagram highlights two specific validation steps in the code. A red box encloses the switch statement, which lists four specific attributes: `ATTRIBUTE_MITIGATION_POLICY`, `ATTRIBUTE_CHILD_PROCESS_POLICY`, `ATTRIBUTE_ALL_APPLICATION_PACKAGES_POLICY`, and `ATTRIBUTE_WIN32K_FILTER`. A red arrow points from the text "Limited set of attributes" to this box. Another red box encloses the `if (!ValidateAttribute(blob[i]))` check, with a red arrow pointing from the text "Attribute data also validated" to it.

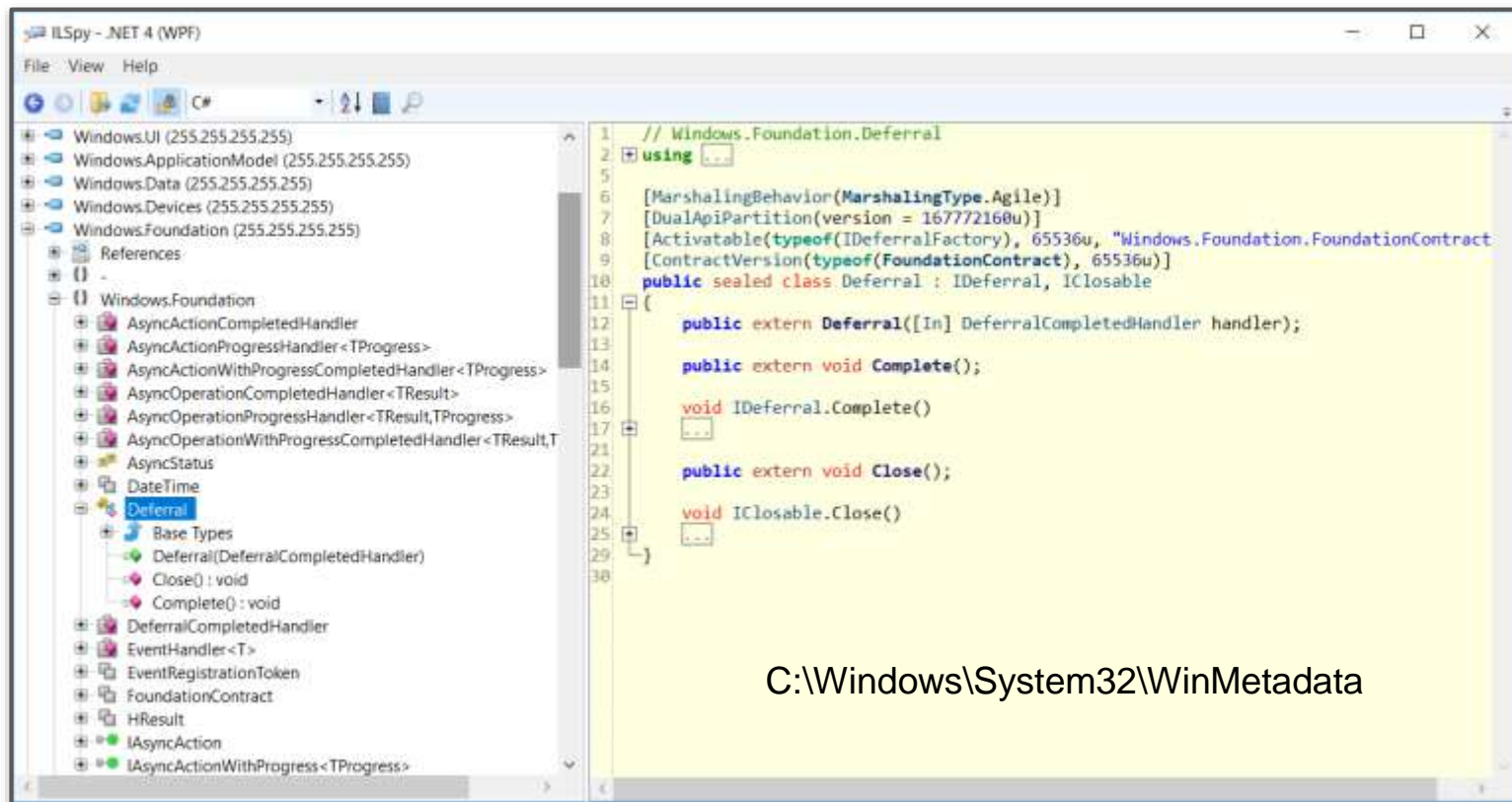
Limited set of attributes

Attribute data also validated

DEMO 2

Reverse Engineering Native Components

Windows Metadata



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();  
}
```

Factory Object

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

```
interface IRuntimeClassFactory {  
    HRESULT ActivateInstanceWithParam(  
        int p,  
        IRuntimeClass** instance);  
}
```

```
interface IRuntimeClassStatics {  
    HRESULT A(int* retval);  
}
```

Instance Object

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

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
```

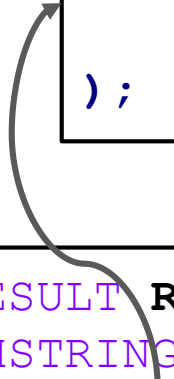
If OOP service get Service name

```
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;  
    }  
};
```

Define base
implementation of
Inspectable

Interface
Implementation

```
ActivatableClass(WinRTClass);
```

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

Variadic
Template

Handle Base
Case

```
HRESULT AsIID(RuntimeClass<IT...>* implements,
              REFIID riid, void **ppv) {
    HRESULT hr = E_NOINTERFACE;
    if (riid == __uuidof(IUnknown)
        || riid == __uuidof(IInspectable)) {
        *ppv = implements->CastToUnknown();
        hr = S_OK;
    } else {
        hr = implements->CanCastTo(riid, ppv);
    }
    if (SUCCEEDED(hr))
        static_cast<IUnknown*>(*ppv)->AddRef();
    return hr;
}
```

Specific
CanCastTo

CanCastTo Helper

Variadic
Template
Expanded

```
HRESULT RuntimeClass<I1, I2, I3> CanCastTo(REFIID riid,  
                                             void* ppv) {  
    if (riid == __uuidof(I1)) {  
        ppv = static_cast<I1*>(this);  
    } else if (riid == __uuidof(I2)) {  
        ppv = static_cast<I2*>(this);  
    } else if (riid == __uuidof(I3)) {  
        ppv = static_cast<I2*>(this);  
    } else {  
        return E_NOINTERFACE;  
    }  
    return S_OK;  
}
```

Test Each
Interface

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
```

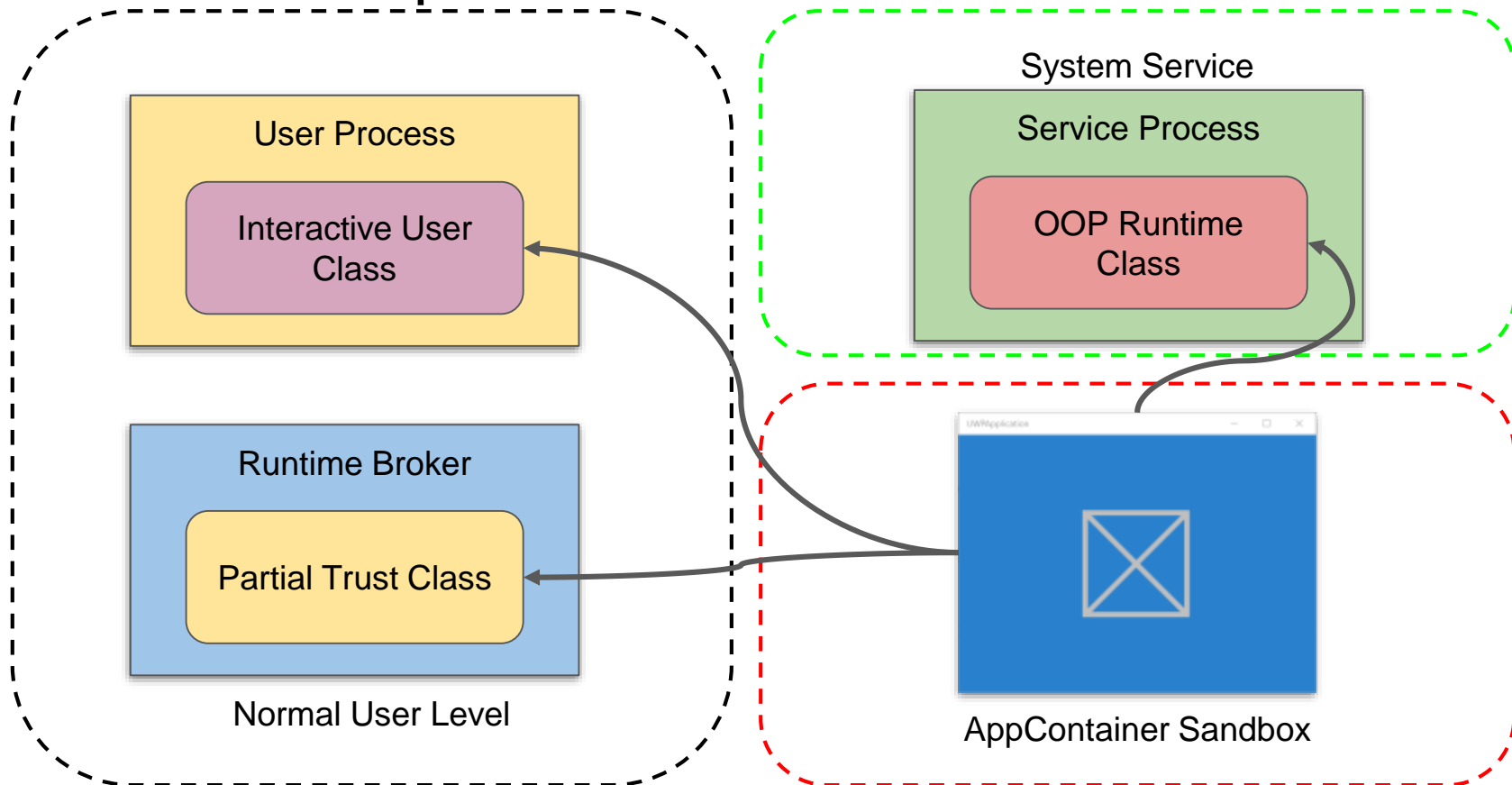
Enable debugging for a package

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

DEMO 3

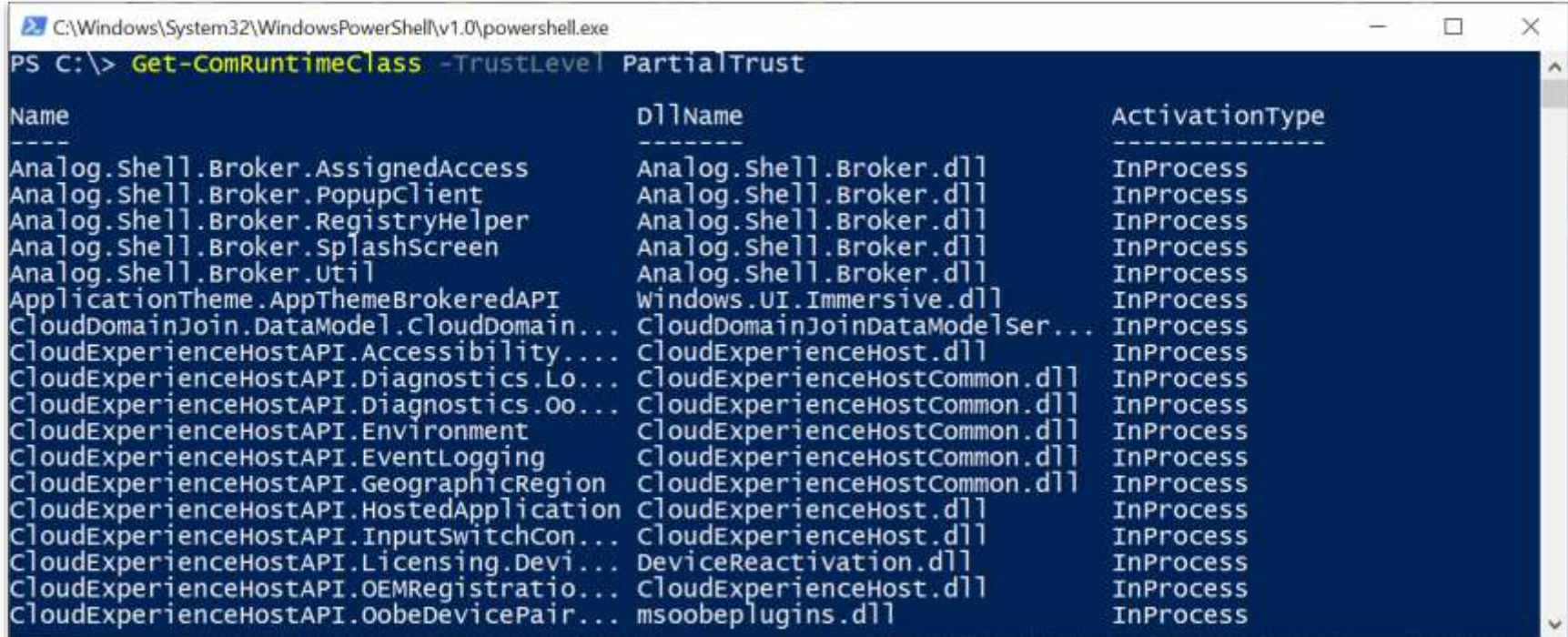
Windows Runtime Security

Sandbox Escape OOP Attack Surface



Partial Trust Brokered Classes

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



```
PS C:\> Get-ComRuntimeClass -TrustLevel PartialTrust
```

Name	DllName	ActivationType
Analog.Shell.Broker.AssignedAccess	Analog.Shell.Broker.dll	InProcess
Analog.Shell.Broker.PopupClient	Analog.Shell.Broker.dll	InProcess
Analog.Shell.Broker.RegistryHelper	Analog.Shell.Broker.dll	InProcess
Analog.Shell.Broker.SplashScreen	Analog.Shell.Broker.dll	InProcess
Analog.Shell.Broker.Util	Analog.Shell.Broker.dll	InProcess
ApplicationTheme.AppThemeBrokeredAPI	Windows.UI.Immersive.dll	InProcess
CloudDomainJoin.DataModel.CloudDomain...	CloudDomainJoinDataModelSer...	InProcess
CloudExperienceHostAPI.Accessibility....	CloudExperienceHost.dll	InProcess
CloudExperienceHostAPI.Diagnostics.Lo...	CloudExperienceHostCommon.dll	InProcess
CloudExperienceHostAPI.Diagnostics.Oo...	CloudExperienceHostCommon.dll	InProcess
CloudExperienceHostAPI.Environment	CloudExperienceHostCommon.dll	InProcess
CloudExperienceHostAPI.EventLogging	CloudExperienceHostCommon.dll	InProcess
CloudExperienceHostAPI.GeographicRegion	CloudExperienceHostCommon.dll	InProcess
CloudExperienceHostAPI.HostedApplication	CloudExperienceHost.dll	InProcess
CloudExperienceHostAPI.InputSwitchCon...	CloudExperienceHost.dll	InProcess
CloudExperienceHostAPI.Licensing.Devi...	DeviceReactivation.dll	InProcess
CloudExperienceHostAPI.OEMRegistratio...	CloudExperienceHost.dll	InProcess
CloudExperienceHostAPI.OobeDevicePair...	msoobeplugins.dll	InProcess

Partial Trust Class Default Permissions

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

The screenshot shows the 'Launch Security' dialog box. At the top, it displays the Owner (NT AUTHORITY\SYSTEM), Group (NT AUTHORITY\SYSTEM), and Integrity (Low). Below this, there are tabs for DACL and SACL. The ACL Entries section is expanded, showing a table of permissions. A red arrow points from the text 'Allows all AC at the same user to access the class.' to the 'NT AUTHORITY\SYSTEM' entry in the table. The 'Specific Access' section at the bottom shows a list of permissions with checkboxes.

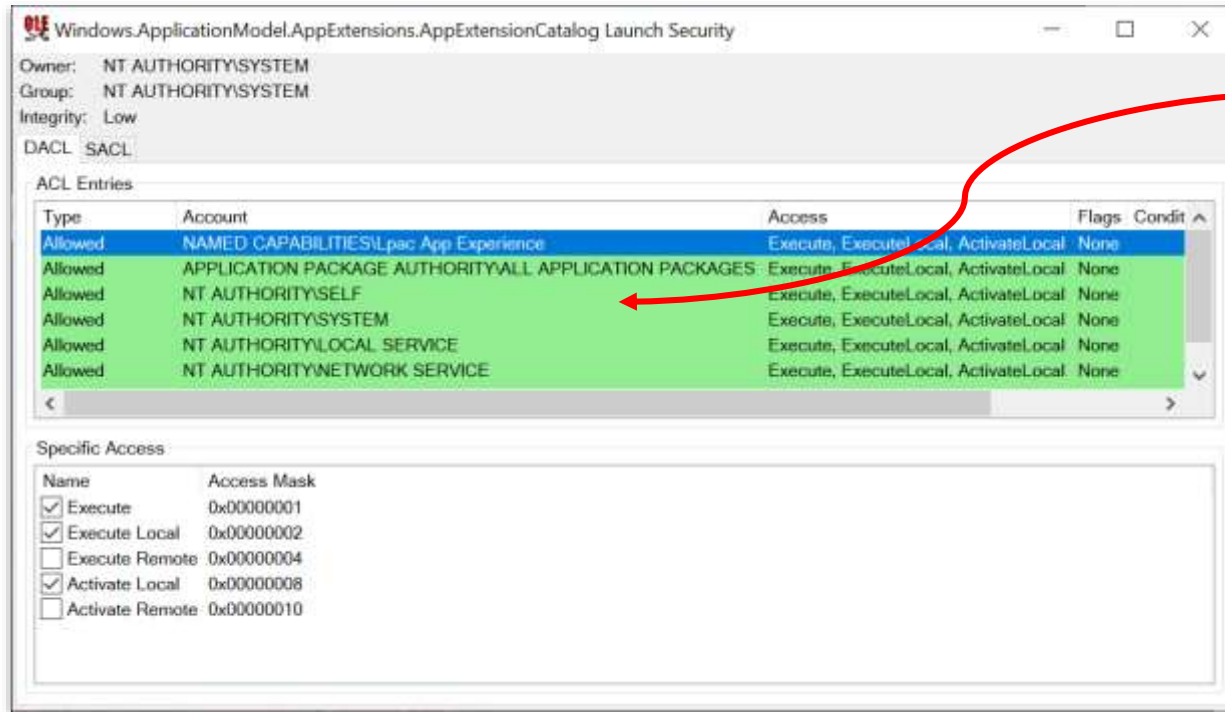
Type	Account	Access	Flags	Condition
Allowed	APPLICATION PACKAGE AUTHORITY\ALL APPLICATION PACKAGES	Execute, ExecuteLocal, ActivateLocal	None	
Allowed	NT AUTHORITY\SELF	Execute, ExecuteLocal, ActivateLocal	None	
Allowed	NT AUTHORITY\SYSTEM	Execute, ExecuteLocal, ActivateLocal	None	
Allowed	NT AUTHORITY\LOCAL SERVICE	Execute, ExecuteLocal, ActivateLocal	None	
Allowed	NT AUTHORITY\NETWORK SERVICE	Execute, ExecuteLocal, ActivateLocal	None	
AllowedCallback	NT AUTHORITY\INTERACTIVE	Execute, ExecuteLocal, ActivateLocal	None	!(WIN://IS

Name	Access Mask
<input checked="" type="checkbox"/> Execute	0x00000001
<input checked="" type="checkbox"/> Execute Local	0x00000002
<input type="checkbox"/> Execute Remote	0x00000004
<input checked="" type="checkbox"/> Activate Local	0x00000008
<input type="checkbox"/> Activate Remote	0x00000010

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

Class Specific Permissions

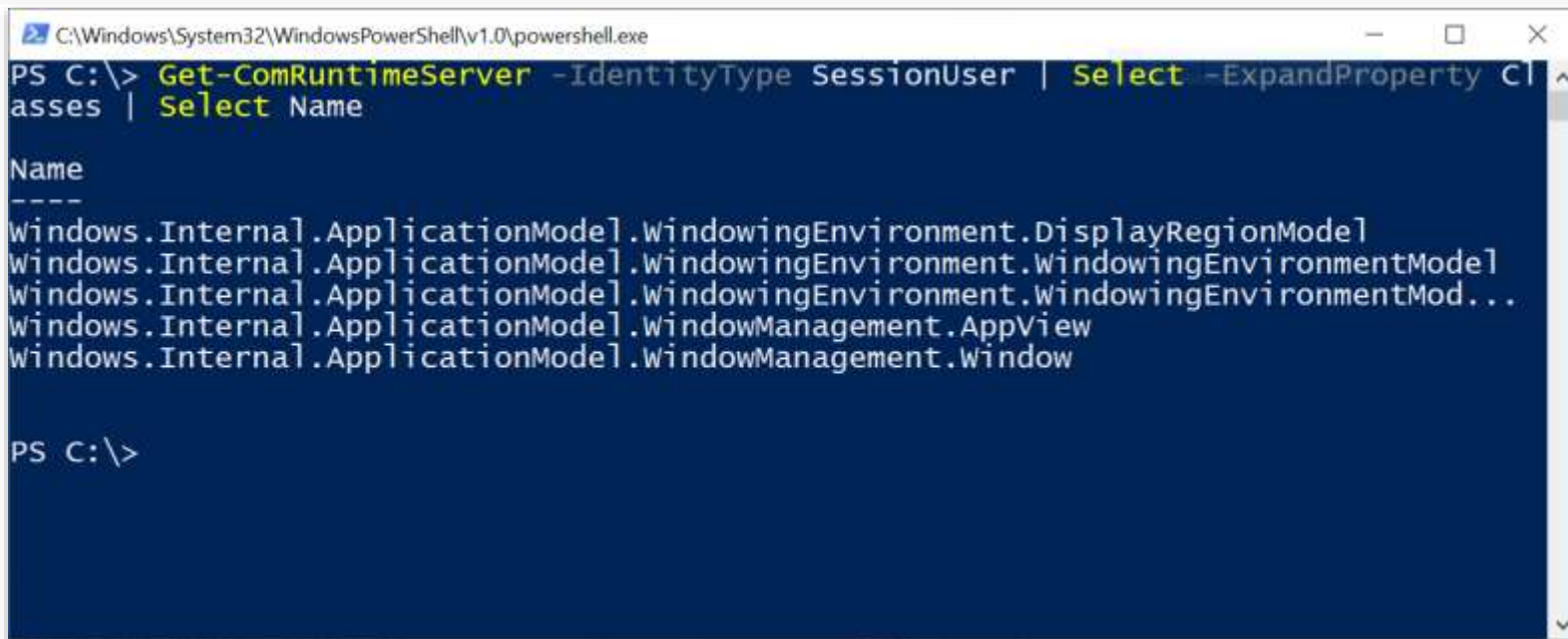
```
PS> Show-ComSecurityDescriptor $cls
```



Adds the
IpacAppExperience
capability

Interactive User Classes

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

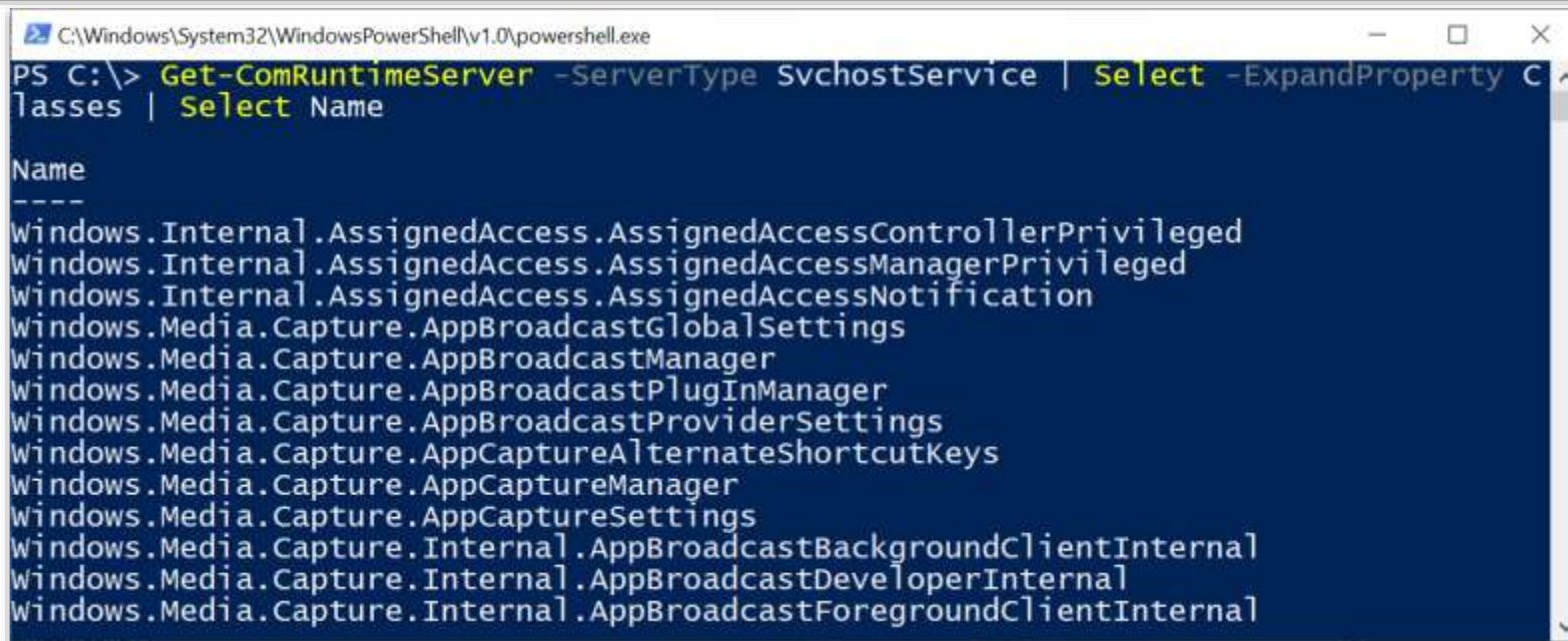


```
C:\Windows\System32\WindowsPowerShell\v1.0\powershell.exe
PS C:\> Get-ComRuntimeServer -IdentityType SessionUser | Select -ExpandProperty Classes
Name
----
Windows.Internal.ApplicationModel.WindowingEnvironment.DisplayRegionModel
Windows.Internal.ApplicationModel.WindowingEnvironment.WindowingEnvironmentModel
Windows.Internal.ApplicationModel.WindowingEnvironment.WindowingEnvironmentMod...
Windows.Internal.ApplicationModel.WindowManagement.AppView
Windows.Internal.ApplicationModel.WindowManagement.Window

PS C:\>
```


System Service Classes

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

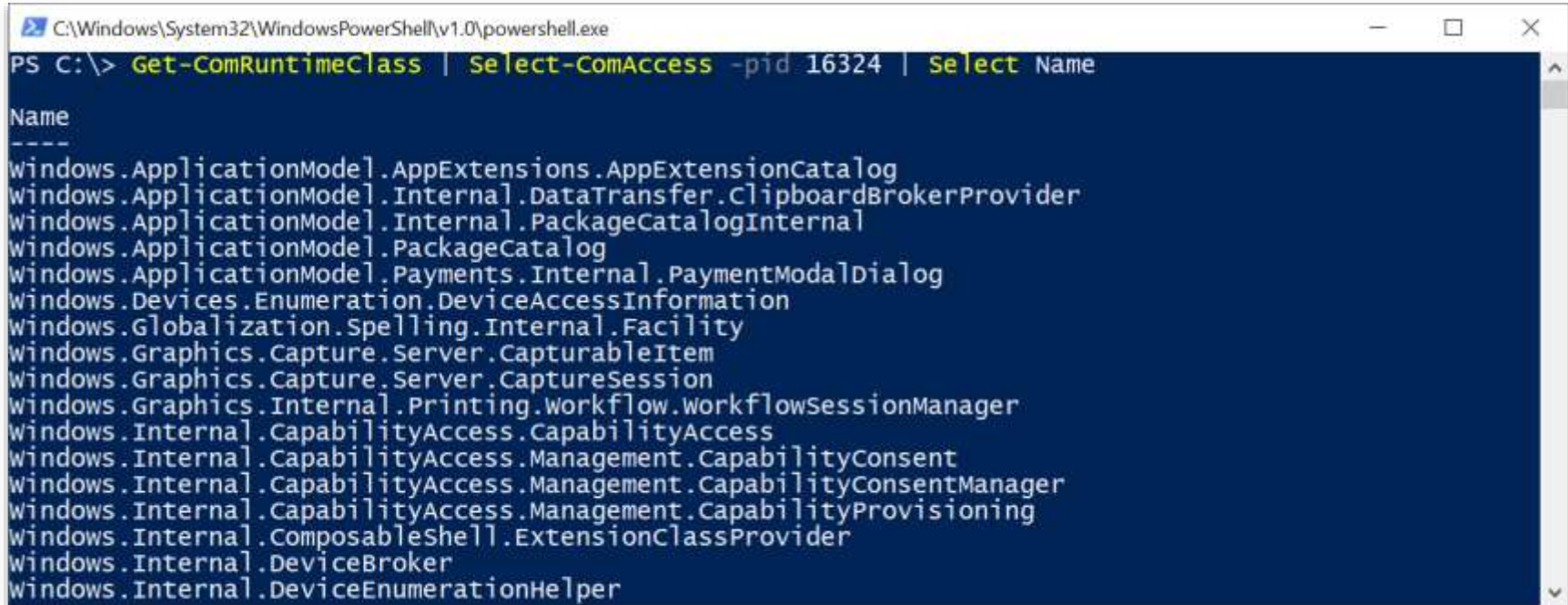


The screenshot shows a PowerShell window titled 'C:\Windows\System32\WindowsPowerShell\v1.0\powershell.exe'. The command entered is 'PS C:\> Get-ComRuntimeServer -ServerType SvchostService | Select -ExpandProperty Classes'. The output is a list of class names under the heading 'Name'.

```
PS C:\> Get-ComRuntimeServer -ServerType SvchostService | Select -ExpandProperty Classes
Name
----
Windows.Internal.AssignedAccess.AssignedAccessControllerPrivileged
Windows.Internal.AssignedAccess.AssignedAccessManagerPrivileged
Windows.Internal.AssignedAccess.AssignedAccessNotification
Windows.Media.Capture.AppBroadcastGlobalSettings
Windows.Media.Capture.AppBroadcastManager
Windows.Media.Capture.AppBroadcastPlugInManager
Windows.Media.Capture.AppBroadcastProviderSettings
Windows.Media.Capture.AppCaptureAlternateShortcutKeys
Windows.Media.Capture.AppCaptureManager
Windows.Media.Capture.AppCaptureSettings
Windows.Media.Capture.Internal.AppBroadcastBackgroundClientInternal
Windows.Media.Capture.Internal.AppBroadcastDeveloperInternal
Windows.Media.Capture.Internal.AppBroadcastForegroundClientInternal
```

Finding Accessible Classes

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




```
C:\Windows\System32\WindowsPowerShell\v1.0\powershell.exe
PS C:\> Get-ComRuntimeClass | Select-ComAccess -pid 16324 | Select Name
Name
----
Windows.ApplicationModel.AppExtensions.AppExtensionCatalog
Windows.ApplicationModel.Internal.DataTransfer.ClipboardBrokerProvider
Windows.ApplicationModel.Internal.PackageCatalogInternal
Windows.ApplicationModel.PackageCatalog
Windows.ApplicationModel.Payments.Internal.PaymentModalDialog
Windows.Devices.Enumeration.DeviceAccessInformation
Windows.Globalization.Spelling.Internal.Facility
Windows.Graphics.Capture.Server.CapturableItem
Windows.Graphics.Capture.Server.CaptureSession
Windows.Graphics.Internal.Printing.workflow.workflowSessionManager
Windows.Internal.CapabilityAccess.CapabilityAccess
Windows.Internal.CapabilityAccess.Management.CapabilityConsent
Windows.Internal.CapabilityAccess.Management.CapabilityConsentManager
Windows.Internal.CapabilityAccess.Management.CapabilityProvisioning
Windows.Internal.ComposableShell.ExtensionClassProvider
Windows.Internal.DeviceBroker
Windows.Internal.DeviceEnumerationHelper
```

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      *hasEmbeddedNull  
);
```

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

```
HRESULT StartViewer(IFileObject file) {  
    if (file.GetPath().EndsWith(".exe"))  
        return E_ACCESS_DENIED;  
  
    ShellExecute(file.GetPath());  
}
```

Takes Generic
interface

First call returns
safe filename.

Second call returns
unsafe filename.

```
class MyFileObject : IFileObject {  
    bool _returned = false;  
    string GetPath() {  
        if (_returned)  
            return "calc.exe";  
        _returned = true;  
        return "safe.txt";  
    }  
}
```

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](#)

CoCreateInstanceFromApp

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

If not a desktop
application call
FromApp version

```
#else
```

Normal import.

```
HRESULT WINAPI CoCreateInstanceEx(REFCLSID Clsid, ...);
```

```
#endif // !(WINAPI_PARTITION_DESKTOP | WINAPI_PARTITION_SYSTEM) 76
```


COM Class Restrictions

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

```
C:\Windows\System32\WindowsPowerShell\v1.0\powershell.exe
PS D:\> Get-ComClass | ? ActivatableFromApp
```

Name	CLSID	DefaultServer Name
-----	-----	-----
ClassMoniker	0000031a-0000-0000-c000-0000000000046	combase.dll
XblAuthManager	0134a8b2-3407-4b45-ad25-e9f7c92a80bc	<APPID HOS...
EditionUpgradeHelper Class	01776df3-b9af-4e50-9b1c-56e93116d704	EditionUpg...
Provides IPortableDevicePro...	08a99e2f-6d6d-4b80-af5a-baf2bcbe4cb9	PortableDe...
Provides methods to enumera...	0af10cec-2ecd-4b92-9581-34f6ae0637f3	PortableDe...
Provides IPortableDeviceVal...	0c15d503-d017-47ce-9016-7b3f978721cc	PortableDe...
DeviceIoControl	12d3e372-874b-457d-9fdf-73977778686c	deviceacce...
Media Foundation DShow Sour...	14d7a407-396b-44b3-be85-5199a0f0f80a	mfsd.dll
Provides access to a portab...	1649b154-c794-497a-9b03-f3f0121302f3	PortableDe...
AudioFrameNativeFactory	16a0a3b9-9f65-4102-9367-2cda3a4f372a	RTMediaFra...
Camera UI Control	16d5a2be-b1c5-47b3-8eae-ccbcf452c7e8	webcamui.dll
Microsoft Dolby Digital Plu...	177c0afe-900b-48d4-9e4c-57add250b3d4	DolbyDecMF...
EditionUpgradeManager Class	17cca47d-dae5-4e4a-ac42-cc54e28f334a	EditionUpg...
UIAnimationTransitionLibrary	1d6322ad-aa85-4ef5-a828-86d71067d145	UIAnimatio...
Mbn Device Services Manager	2269daa3-2a9f-4165-a501-ce00a6f7a75b	wwanapi.dll
Multi Language Support	275c23e2-3747-11d0-9fea-00aa003f8646	mlang.dll

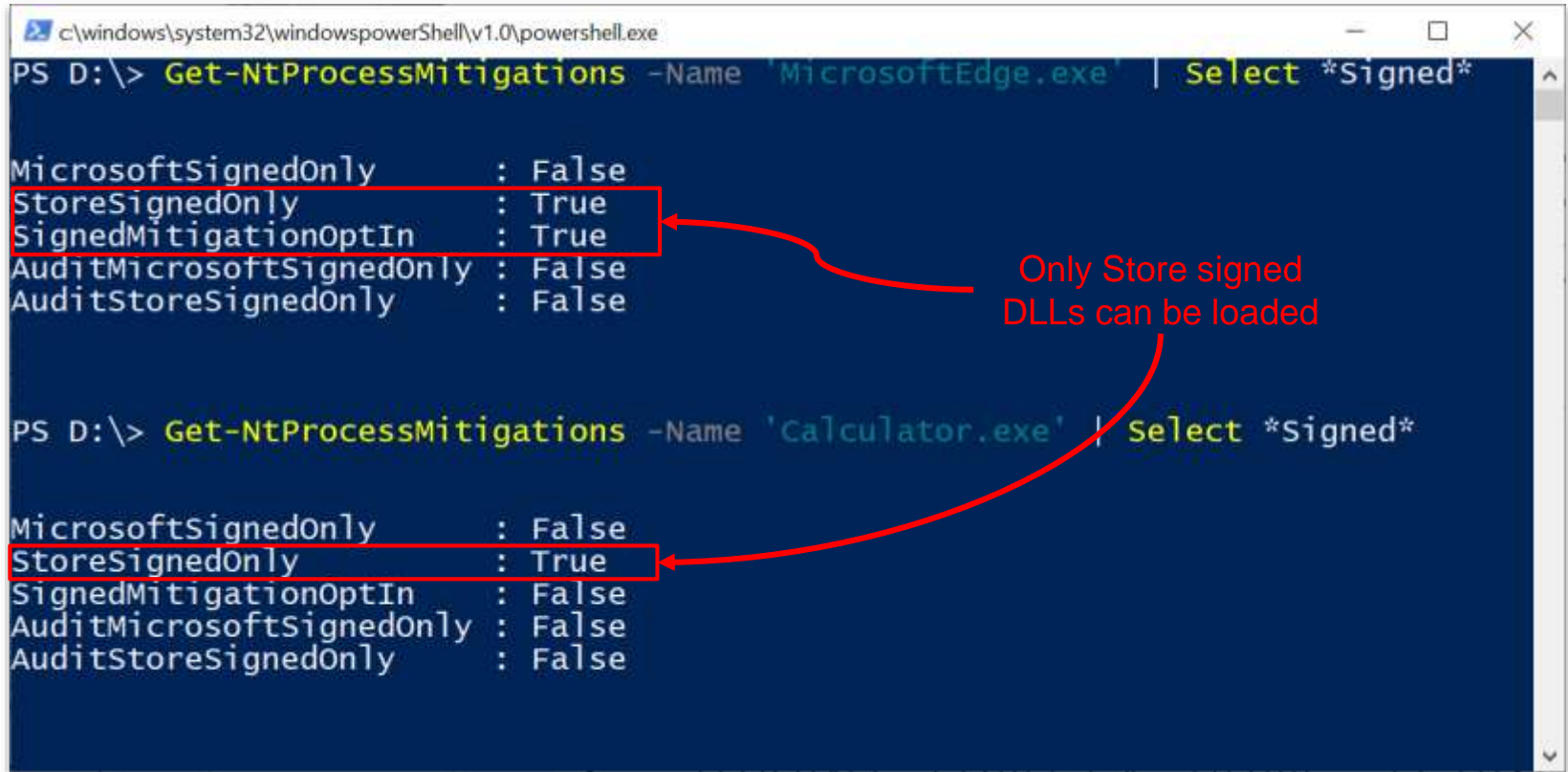
Load at Runtime

```
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



```
c:\windows\system32\windowspowershell\v1.0\powershell.exe
PS D:\> Get-NtProcessMitigations -Name 'MicrosoftEdge.exe' | Select *Signed*

MicrosoftSignedOnly      : False
StoreSignedOnly          : True
SignedMitigationOptIn    : True
AuditMicrosoftSignedOnly : False
AuditStoreSignedOnly     : False

PS D:\> Get-NtProcessMitigations -Name 'Calculator.exe' | Select *Signed*

MicrosoftSignedOnly      : False
StoreSignedOnly          : True
SignedMitigationOptIn    : False
AuditMicrosoftSignedOnly : False
AuditStoreSignedOnly     : False
```

Only Store signed DLLs can be loaded

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?