

BasicAVR writeup

Start with getting to know the achitecture of the elf

```
strings BasicAVR.elf | grep atmega
```

its atmega2560 based on avr8

now getting the hex of elf using

```
avr-objcopy -O ihex -R .eeprom BasicAVR.elf BasicAVR.hex
```

I will emulate the program with avr studio 4 and hapsim (both are deprecated)

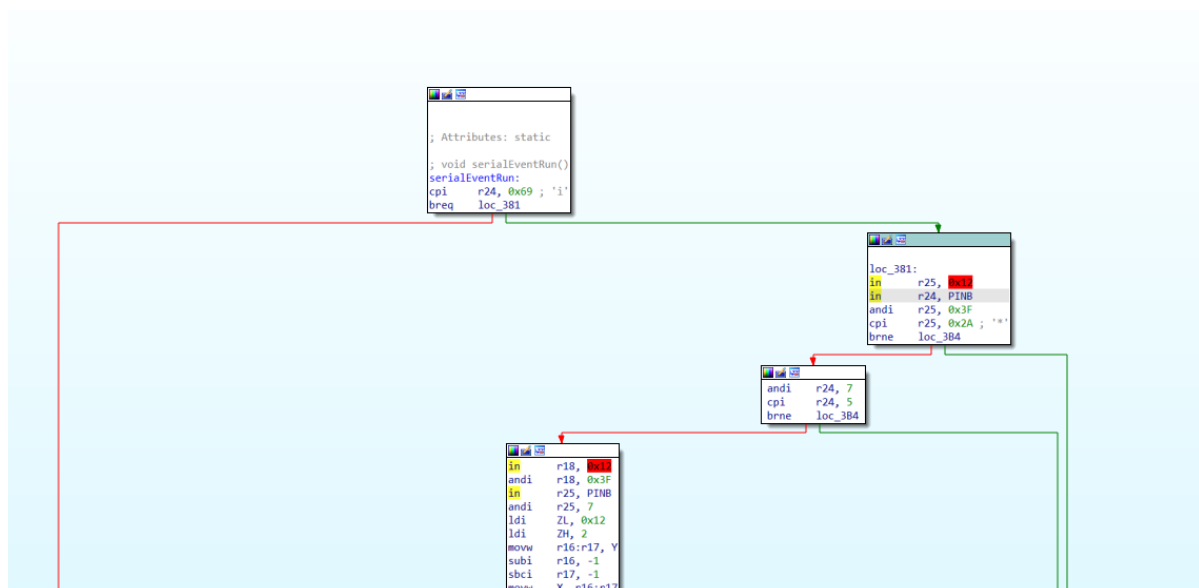
```
-
Unite2024 Initialized. Patch ELF and Configure port pins corectly. iykyk :)
Unpatched ELF :< NO Run
Unpatched ELF :< NO Run
Unpatched ELF :<
```

We need to patch it ig.

opening the elf in decompiler and searching for terms like port and pin i got

Address	Function	Instruction
.text:00000083	RESET	
.text:00000382	serialEventRun	in r24, PINB
.text:0000038B	serialEventRun	in r25, PINB
LOAD:000006DB		aTPinsCorrectly:.db "t pins correctly. iykyk :))",0

going to the `serialEventRun` function

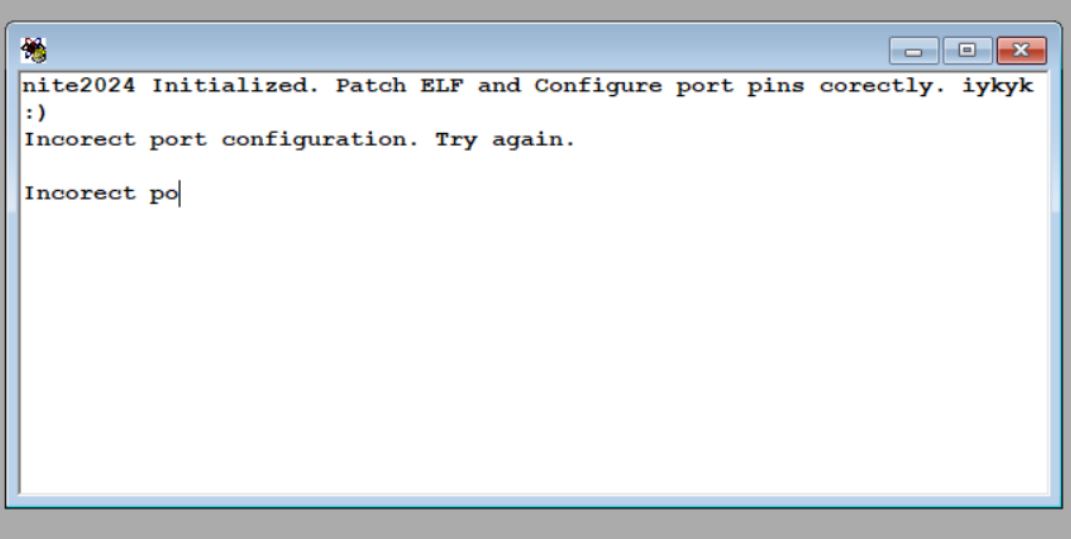


we are interested in the PINB instructions part, there we will invert the if statement here.

now first reading about breq and brne from the datasheet [AVR® Instruction Set Manual](#)

I have to set 2 bit of 2 byte of breq to 1 to invert it to brne

F069 to F469

A screenshot of a Windows command prompt window. The window has a blue title bar with a small icon on the left and standard minimize, maximize, and close buttons on the right. The text inside the window is as follows:
nite2024 Initialized. Patch ELF and Configure port pins corectly. iykyk
:)
Incorect port configuration. Try again.

Incorect po|
The text is in a monospaced font. The word "Incorect" is misspelled. The cursor is at the end of the line "Incorect po|".

```

loc_381:
in      r25, 0x12
in      r24, PINB
andi    r25, 0x3F
cpi     r25, 0x2A ; '*'
brne    loc_3B4

loc_3B4:
andi    r24, 7
cpi     r24, 5
brne    loc_3B4
  
```

but important stuff for this challenge

13.4.22 PING – Port G Input Pins Address

Bit	7	6	5	4	3	2	1	0	
0x12 (0x32)	–	–	PING5	PING4	PING3	PING2	PING1	PING0	PING
Read/Write	R	R	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	N/A	N/A	N/A	N/A	N/A	N/A	

13.4.23 PORTH – Port H Data Register

PING is 0x12

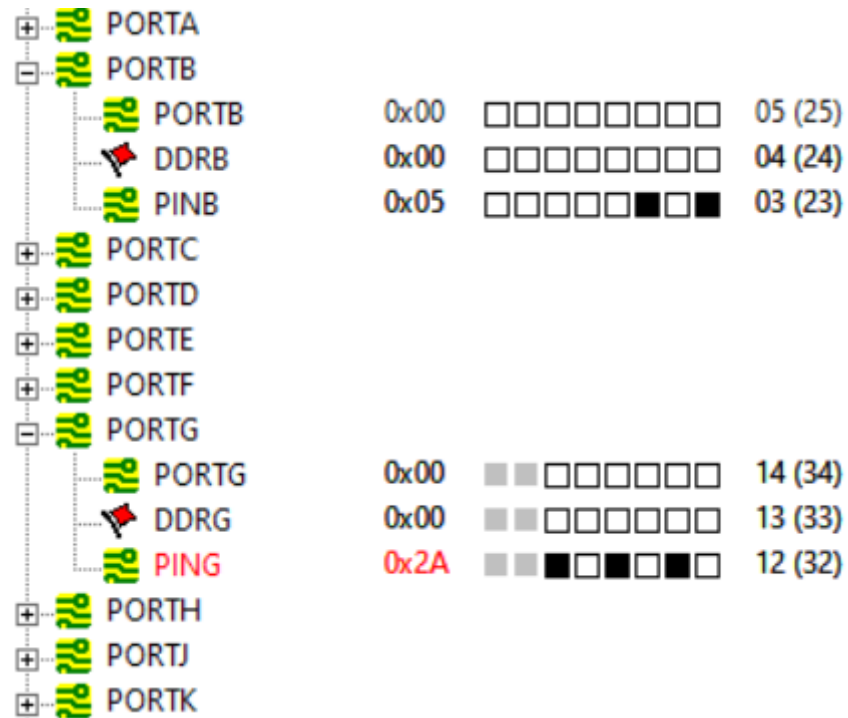
we already know PINB

now looking at the instructions it looks like we need

PING = 0x2A

PINB = 0x5

we can manipulate pins in avr studio 4 lets do that



after this i ran the program again

and here is the flag

