

# Unlimited Power

CTF Challenge by TheLuka

# Ozadje

## hitcon

Active Memory

Memory Usage Stats

Memory Usage: 9.4/1275.6kB  
Peak Memory: 10.0kB  
Object Usage: 51/65535  
Peak Objects: 55


Expand All

Collapse All

Symbol	Type	Value	Size
▼ <Stack[0]>	View/Delegate		-
▼ <View[0]>	Object		324
▼ magic	Array		175
[0]	Number	98	-
[1]	Number	32	-
[2]	Number	84	-
[3]	Number	253	-
[4]	Number	217	-
[5]	Number	18	-
[6]	Number	92	-
[7]	Number	22	-
[8]	Number	112	-
[9]	Number	138	-

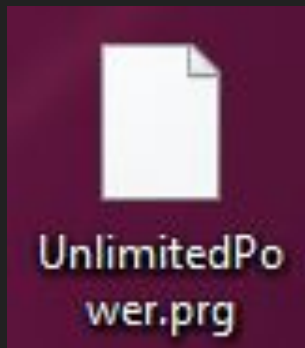
Connect IQ Device Simulator

File Settings Simulation Data Fields adb Connection Help



# 1.del

hint: Hack my watts



## 2.del

kaj je .prg?

```
UnlimitedPower.prg - Notepad
File Edit Format View Help
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- º
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º º&º ºŒÁ¥]i      º º€ º&º ºŒÁ¥]i      º º€ º&º ºxÁ¥]i      º º€ º&º ºøÁ¥]i      º º€ º&º ºùÁ¥]i
sprinting! º ºflag º ºWattz º ºyou are getting up to speed º º^legs burning º
attacking! º ºare you mezgec? º º^you are weak º º^this is easy º ºare you roglic? àºº% º5ºº º ' €º;
' € ^
```

# 3.del Google

The screenshot shows a Google search interface with the query ".prg files cycling" in the search bar. The search bar includes icons for clearing the search, voice search, and image search. Below the search bar, there are navigation links: "Vse", "Slike", "Videoposnetki", "Novice", "Zemljevidi", "Več", "Nastavitve", and "Orodja". The search results are displayed below the navigation links, showing approximately 4,720 results in 0.36 seconds. The first two results are from GitHub, and the third is from Xb2.NET. Each result includes a breadcrumb trail, a title, and a snippet of the page content.

.prg files cycling

Vse Slike Videoposnetki Novice Zemljevidi Več Nastavitve Orodja

Približno 4.720 rez. (0,36 sek.)


github.com › to-ko › Tacho ▾ Prevedi to stran  
**to-ko/Tacho: DataField App for garmin edge cycling ... - GitHub**  
DataField App for garmin edge **cycling** computers. ... **PRG file** to /Garmin/Apps/ 4) Start yor  
Edge device, go to menu->settings->activity-profiles, choose a profile, ...

github.com › to-ko › EveryTile ▾ Prevedi to stran  
**to-ko/EveryTile: DataField App for garmin edge ... - GitHub**  
DataField App for garmin edge **cycling** computers. ... to build the sources into a **PRG file**  
suitable for your device 3) Connect your device via USB, copy the \*.

www.xb2.net › PrgScript ▾ Prevedi to stran  
**Xb2.NET Compiled .PRG Scripts**  
These are standard Xbase++ **PRG files** that are placed within a Xb2.NET web server's ... Makes  
the incremental development and testing **cycle** much faster.

www.dcrainmaker.com › 2020/05 › var ▾ Prevedi to stran


# 4.del Garmin SDK

 to-ko / Tacho

[Code](#) [Issues](#) [Pull requests](#) [Actions](#) [Projects](#) [Wiki](#) [Security](#) [Insights](#)

master 1 branch 0 tags

Go to file Add file

 to-ko versions 1.0.1 ... ✓ aed3fed on Nov 25, 2018

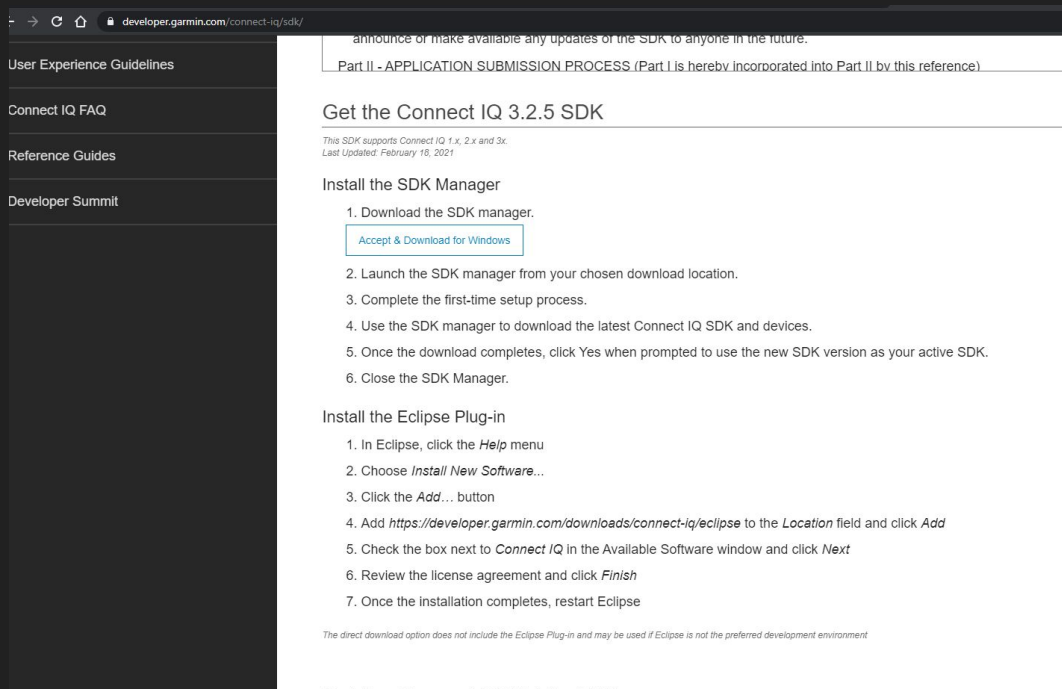
resources	versions 1.0.1
source	versions 1.0.1
COPYING	Tacho initial commit
READMEinstall	Tacho initial commit
manifest.xml	versions 1.0.1

READMEinstall

This software is a DataField for a Garmin Edge520, Edge520Plus or Edge820 cycling computer.  
To run the datafield:

- 1) download and unpack the Garmin IQ sdk in version 2.4 or higher from <https://developer.garmin.com/connect-iq/sdk/>
- 2) Use the monkeyc compiler to build the sources into a PRG file suitable for your device
- 3) Connect your device via USB, copy the \*.PRG file to /Garmin/Apps/
- 4) Start yor Edge device, go to menu->settings->activity-profiles, choose a profile, go to Data-Screens, edit or add a screen with a 1-Datafield layout. Choose for field-1 the connect-IQ app Tacho.

# 5.del setup garmin SDK



The screenshot shows a web browser window with the URL `developer.garmin.com/connect-iq/sdk/`. On the left is a dark sidebar with navigation links: "User Experience Guidelines", "Connect IQ FAQ", "Reference Guides", and "Developer Summit". The main content area has a white background and contains the following text:

announce or make available any updates of the SDK to anyone in the future.

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Part II - APPLICATION SUBMISSION PROCESS (Part I is hereby incorporated into Part II by this reference)

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## Get the Connect IQ 3.2.5 SDK

This SDK supports Connect IQ 1.x, 2.x and 3x.  
Last Updated: February 18, 2021

### Install the SDK Manager

1. Download the SDK manager.  
[Accept & Download for Windows](#)
2. Launch the SDK manager from your chosen download location.
3. Complete the first-time setup process.
4. Use the SDK manager to download the latest Connect IQ SDK and devices.
5. Once the download completes, click Yes when prompted to use the new SDK version as your active SDK.
6. Close the SDK Manager.

### Install the Eclipse Plug-in

1. In Eclipse, click the **Help** menu
2. Choose **Install New Software...**
3. Click the **Add...** button
4. Add `https://developer.garmin.com/downloads/connect-iq/eclipse` to the **Location** field and click **Add**
5. Check the box next to **Connect IQ** in the Available Software window and click **Next**
6. Review the license agreement and click **Finish**
7. Once the installation completes, restart Eclipse

The direct download option does not include the Eclipse Plug-in and may be used if Eclipse is not the preferred development environment

## Get the Connect IQ Mobile SDK

# 6.del running the simulator

connectiq

monkeydo UnlimitedPower.prg edge\_520

C:\Users\lukad\AppData\Roaming\Garmin\ConnectIQ\Sdks\connectiq-sdk-win-3.2.5-2021-02-12-6d31f4357\bin

- **monkeydo** runs a Connect IQ executable in the simulator. You must have previously started the simulator with **connectiq**. The usage is:

```
monkeydo [executable] [device_id] [-t | -t test_name]
```

Argument	Definition
executable	A Connect IQ executable (PRG) to run
device_id	The device to simulate (e.g. "fenix5plus")
-t	Execute Run No Evil unit tests. Supply an optional test method or class name to only run that test or set of tests.

Here is an example of a basic build and run cycle from the command line:

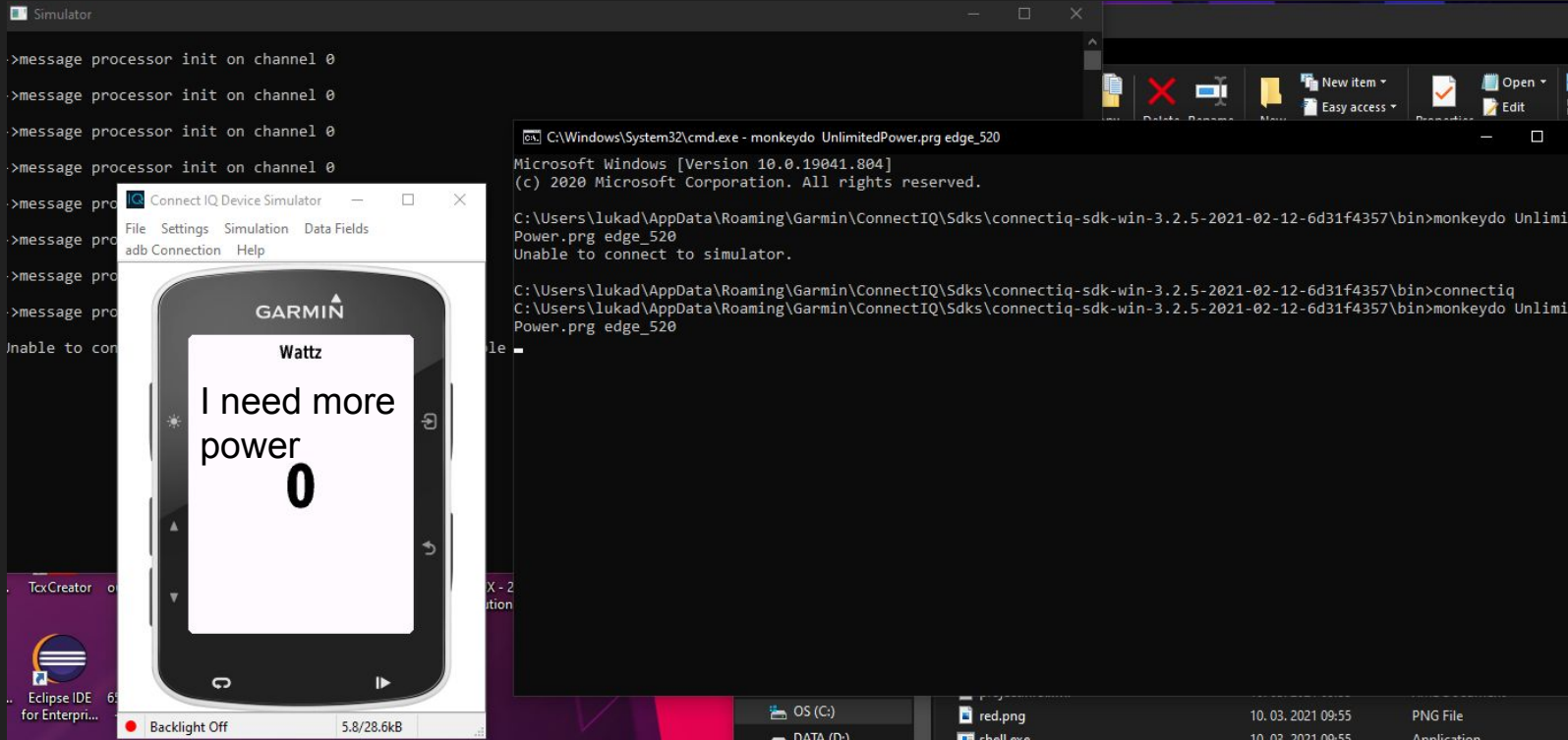
```
// Launch the simulator:
> connectiq

// Compile the executable:
> monkeyc -d fenix5plus -f /path/to/monkey.jungle -o project_name.prg -y /path/to/Dev_Key

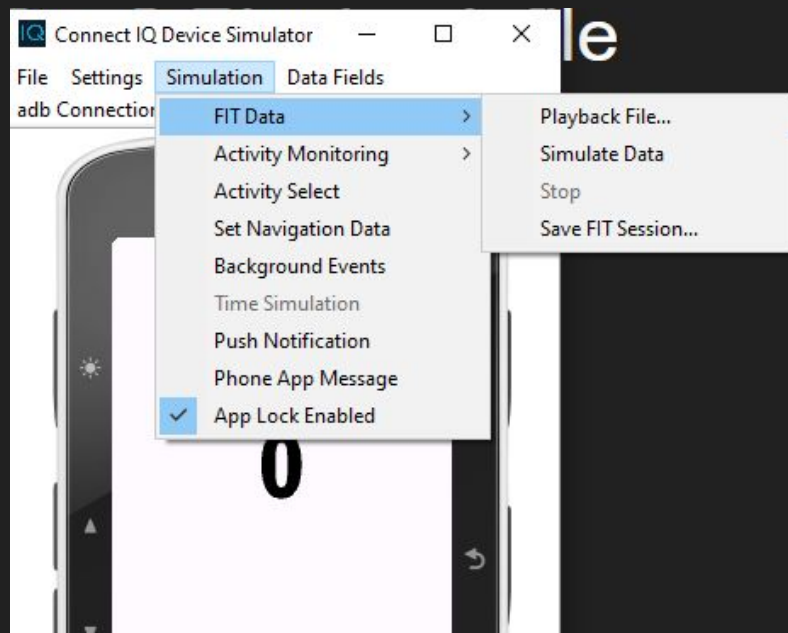
// Run in the simulator
> monkeydo myApp.prg fenix5plus
```



# 7.Run the simulation



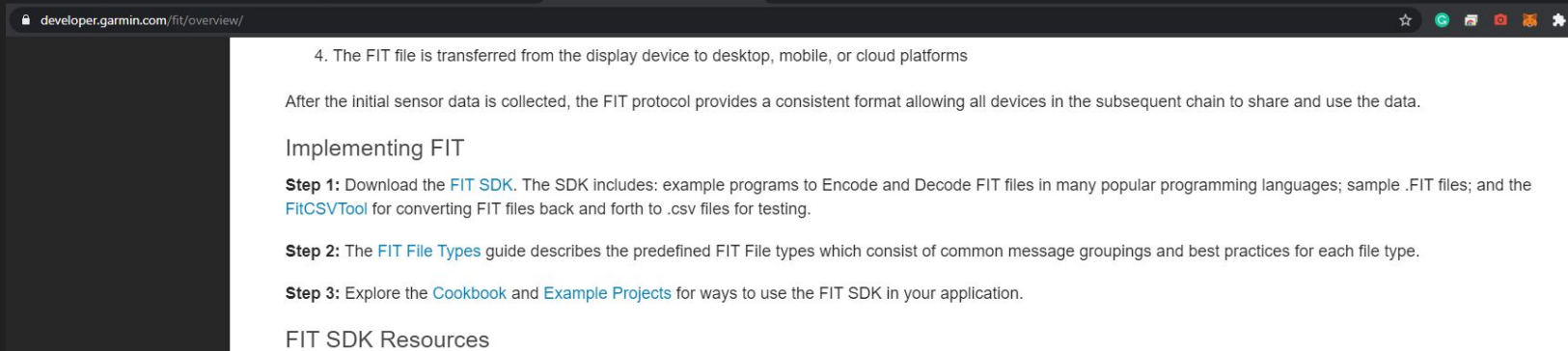
## 8.Playback file



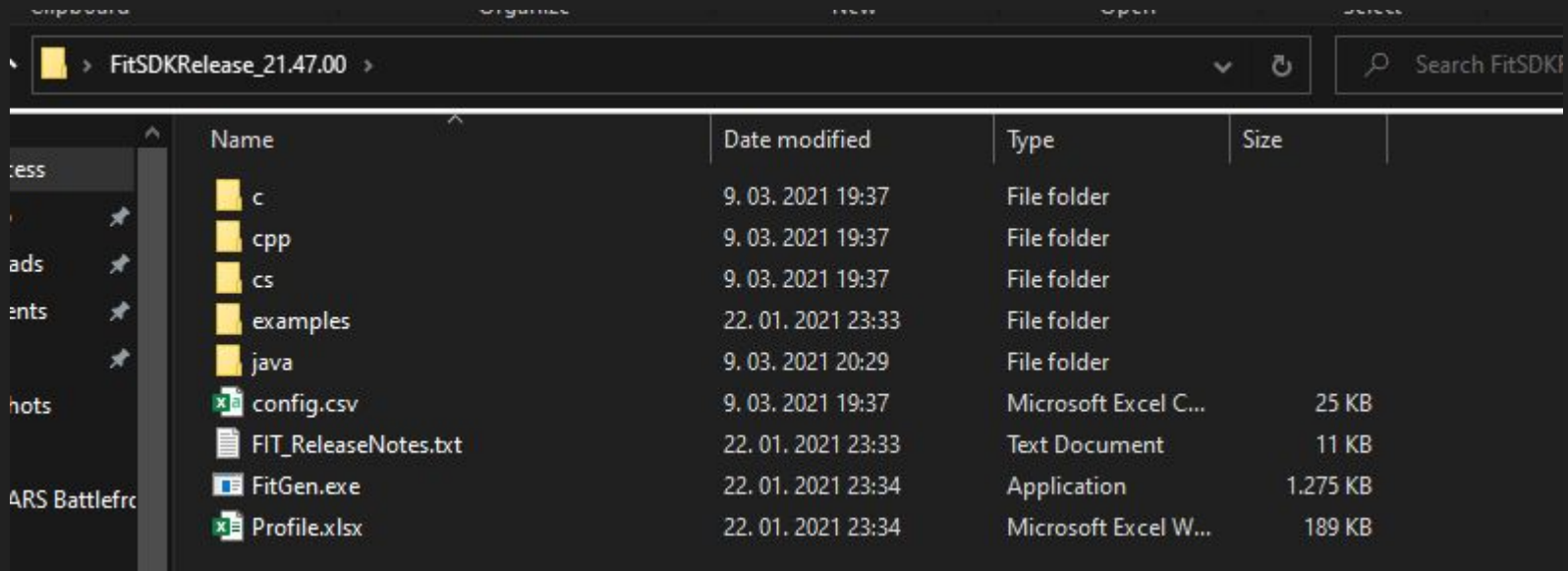
# 9. Pridobivanje fit file

Lahko uporabiš tudi svojega za testiranje

Cilj je dobiti nadzor nad Power Data

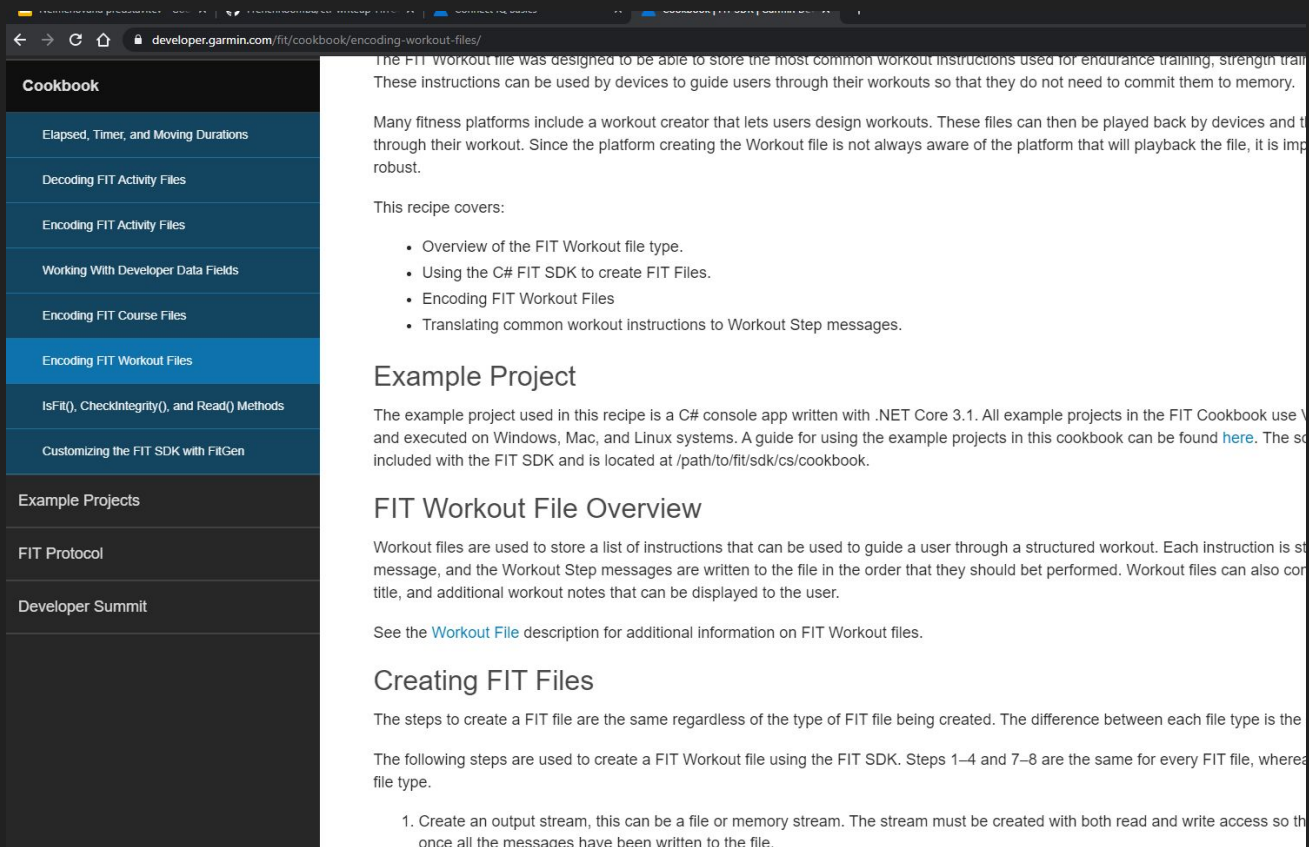


# 10. Examples



Name	Date modified	Type	Size
c	9. 03. 2021 19:37	File folder	
cpp	9. 03. 2021 19:37	File folder	
cs	9. 03. 2021 19:37	File folder	
examples	22. 01. 2021 23:33	File folder	
java	9. 03. 2021 20:29	File folder	
config.csv	9. 03. 2021 19:37	Microsoft Excel C...	25 KB
FIT_ReleaseNotes.txt	22. 01. 2021 23:33	Text Document	11 KB
FitGen.exe	22. 01. 2021 23:34	Application	1.275 KB
Profile.xlsx	22. 01. 2021 23:34	Microsoft Excel W...	189 KB

# 11. Got em



The screenshot shows a web browser displaying the Garmin FIT Cookbook website. The URL in the address bar is `developer.garmin.com/fit/cookbook/encoding-workout-files/`. The left sidebar contains a navigation menu with the following items: **Cookbook**, Elapsed, Timer, and Moving Durations, Decoding FIT Activity Files, Encoding FIT Activity Files, Working With Developer Data Fields, Encoding FIT Course Files, Encoding FIT Workout Files (highlighted), IsFit(), CheckIntegrity(), and Read() Methods, Customizing the FIT SDK with FitGen, Example Projects, FIT Protocol, and Developer Summit. The main content area has a dark header with the title 'Encoding FIT Workout Files' and a subtitle 'The FIT Workout file was designed to be able to store the most common workout instructions used for endurance training, strength training, and interval training. These instructions can be used by devices to guide users through their workouts so that they do not need to commit them to memory.' The main text explains that many fitness platforms include a workout creator that lets users design workouts. These files can then be played back by devices and through their workout. Since the platform creating the Workout file is not always aware of the platform that will playback the file, it is important to be robust. The text then states 'This recipe covers:' followed by a bulleted list: Overview of the FIT Workout file type, Using the C# FIT SDK to create FIT Files, Encoding FIT Workout Files, and Translating common workout instructions to Workout Step messages. Below this is the 'Example Project' section, which states that the example project used in this recipe is a C# console app written with .NET Core 3.1. All example projects in the FIT Cookbook use Visual Studio and are executed on Windows, Mac, and Linux systems. A guide for using the example projects in this cookbook can be found [here](#). The source code is included with the FIT SDK and is located at `/path/to/fit/sdk/cs/cookbook`. The next section is 'FIT Workout File Overview', which explains that Workout files are used to store a list of instructions that can be used to guide a user through a structured workout. Each instruction is stored as a message, and the Workout Step messages are written to the file in the order that they should be performed. Workout files can also contain a title, and additional workout notes that can be displayed to the user. The text then says 'See the [Workout File](#) description for additional information on FIT Workout files.' The final section is 'Creating FIT Files', which states that the steps to create a FIT file are the same regardless of the type of FIT file being created. The difference between each file type is the specific instructions. The text then says 'The following steps are used to create a FIT Workout file using the FIT SDK. Steps 1–4 and 7–8 are the same for every FIT file, whereas steps 5–6 are specific to the Workout file type.' The first step is listed: '1. Create an output stream, this can be a file or memory stream. The stream must be created with both read and write access so that you can read the messages back out of the stream once all the messages have been written to the file.'

**Cookbook**

- Elapsed, Timer, and Moving Durations
- Decoding FIT Activity Files
- Encoding FIT Activity Files
- Working With Developer Data Fields
- Encoding FIT Course Files
- Encoding FIT Workout Files
- IsFit(), CheckIntegrity(), and Read() Methods
- Customizing the FIT SDK with FitGen

**Example Projects**

- FIT Protocol
- Developer Summit

The FIT Workout file was designed to be able to store the most common workout instructions used for endurance training, strength training, and interval training. These instructions can be used by devices to guide users through their workouts so that they do not need to commit them to memory.

Many fitness platforms include a workout creator that lets users design workouts. These files can then be played back by devices and through their workout. Since the platform creating the Workout file is not always aware of the platform that will playback the file, it is important to be robust.

This recipe covers:

- Overview of the FIT Workout file type.
- Using the C# FIT SDK to create FIT Files.
- Encoding FIT Workout Files
- Translating common workout instructions to Workout Step messages.

## Example Project

The example project used in this recipe is a C# console app written with .NET Core 3.1. All example projects in the FIT Cookbook use Visual Studio and are executed on Windows, Mac, and Linux systems. A guide for using the example projects in this cookbook can be found [here](#). The source code is included with the FIT SDK and is located at `/path/to/fit/sdk/cs/cookbook`.

## FIT Workout File Overview

Workout files are used to store a list of instructions that can be used to guide a user through a structured workout. Each instruction is stored as a message, and the Workout Step messages are written to the file in the order that they should be performed. Workout files can also contain a title, and additional workout notes that can be displayed to the user.

See the [Workout File](#) description for additional information on FIT Workout files.

## Creating FIT Files

The steps to create a FIT file are the same regardless of the type of FIT file being created. The difference between each file type is the specific instructions.

The following steps are used to create a FIT Workout file using the FIT SDK. Steps 1–4 and 7–8 are the same for every FIT file, whereas steps 5–6 are specific to the Workout file type.

1. Create an output stream, this can be a file or memory stream. The stream must be created with both read and write access so that you can read the messages back out of the stream once all the messages have been written to the file.

# 12. Using the code

EXPLORER

- ActivityEncode.csproj
- Program.cs X
- ACTIVITYENCODE
  - vscode
  - extensions.json
  - launch.json
  - tasks.json
  - bin
  - obj
  - ActivityEncode.csproj
  - ActivityEncodeRecipeLapSwi...
  - Program.cs 9+

```
164
165 FieldDescriptionMsg hrFieldDescMsg = new FieldDescriptionMsg();
166 hrFieldDescMsg.SetDeveloperDataIndex(0);
167 hrFieldDescMsg.SetFieldDefinitionNumber(1);
168 hrFieldDescMsg.SetFitBaseTypeId(FitBaseType.UInt8);
169 hrFieldDescMsg.SetFieldName(0, "Heart Rate");
170 hrFieldDescMsg.SetUnits(0, "bpm");
171 hrFieldDescMsg.SetNativeFieldNum(RecordMsg.FieldDefNum.HeartRate);
172 hrFieldDescMsg.SetNativeMsgNum(MsgNum.Record);
173 messages.Add(hrFieldDescMsg);
174
175 // Every FIT ACTIVITY file MUST contain Record messages
176 var timestamp = new Dynastream.Fit.DateTime(startTime);
177
178 // Create one hour (3600 seconds) of Record data
179 for (uint i = 0; i <= 3600; i++)
180 {
181     // Create a new Record message and set the timestamp
182     var recordMsg = new RecordMsg();
183     recordMsg.SetTimestamp(timestamp);
184
185     // Fake Record Data of Various Signal Patterns
186     recordMsg.SetDistance(1); // Ramp
187     recordMsg.SetSpeed(1); // Flatline
188     recordMsg.SetHeartRate((byte)(Math.Sin(2*WOPI * (0.01 * i + 10)) + 1.0) * CALL STACK
189     recordMsg.SetCadence((byte)(i % 255)); // Sawtooth
190     recordMsg.SetPower((ushort)(THIS IS THE SOLUTION)); // Square
191     recordMsg.SetAltitude((float)Math.Abs(((double)i % 255.0) - 127.0)); // T
192
193     // Add a Developer Field to the Record Message
194     var hrDevField = new DeveloperField(hrFieldDescMsg, developerIdMsg);
195     recordMsg.SetDeveloperField(hrDevField);
196     hrDevField.SetValue((byte)((Math.Sin(2*WOPI * (0.01 * i + 10)) + 1.0) * 127
197
198     // Write the Record message to the output stream
199     messages.Add(recordMsg);
200
```

VARIABLES

WATCH

PROBLEMS 255 OUTPUT DEBUG CONSOLE TERMINAL

You may only use the Microsoft .NET Core Debugger (vsdbg) with Visual Studio Code, Visual Studio or Visual Studio for Mac software to help you develop and test your applications.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Private.CoreLib.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Users\lukad\Desktop\FitSDKRelease\_21.47.00\cs\Cookbook\ActivityEncode\bin\Debug\netcoreapp3.1\ActivityEncode.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Runtime.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Users\lukad\Desktop\FitSDKRelease\_21.47.00\cs\Cookbook\ActivityEncode\bin\Debug\netcoreapp3.1\Dynastream.Fit.Portable.dll'. Skipped loading symbols. Module is optimized.

My Code' is enabled.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Runtime.Extensions.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Threading.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Text.Encoding.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.IO.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Console.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Linq.dll'. Skipped loading symbols. Module is optimized.

Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.13\System.Text.Encoding.Extensions.dll'. Skipped loading symbols. Module is optimized.

Encoded FIT file C:\Users\lukad\Desktop\FitSDKRelease\_21.47.00\cs\Cookbook\ActivityEncode\ActivityEncodeRecipeCycling.fit

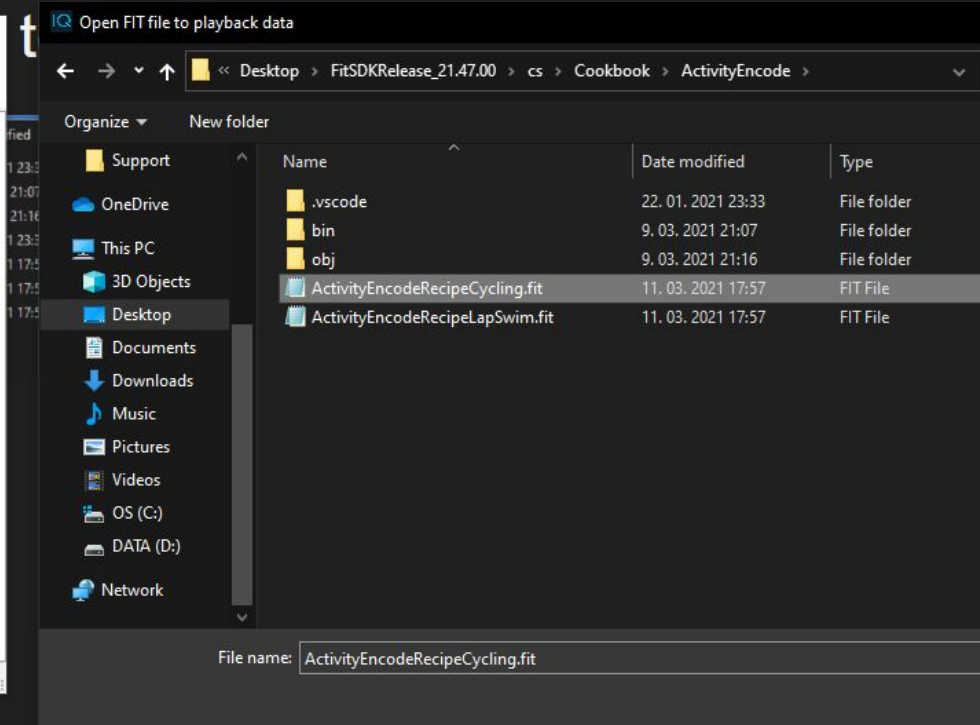
Encoded FIT file C:\Users\lukad\Desktop\FitSDKRelease\_21.47.00\cs\Cookbook\ActivityEncode\ActivityEncodeRecipeLapSwim.fit

The program '[21444] ActivityEncode.dll' has exited with code 0 (0x0).

BREAKPOINTS

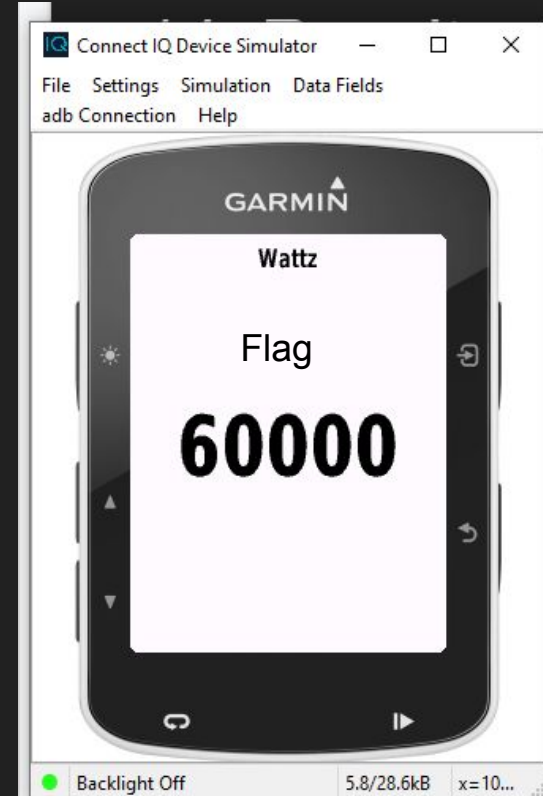
- All Exceptions
- User-Unhandled Except...

# 13. Simulator testing



# 14. Result

Altering Power Data with custom fit generation





# Real world usage

