

# Call, Crash, Repeat

## WhatsApp Hacking

@datalocaltmp

# RECON



20 V 25

# WhatsApp Overview

Platforms, Cross-Compilation, Calling Architecture, E2EE Messaging

# WhatsApp

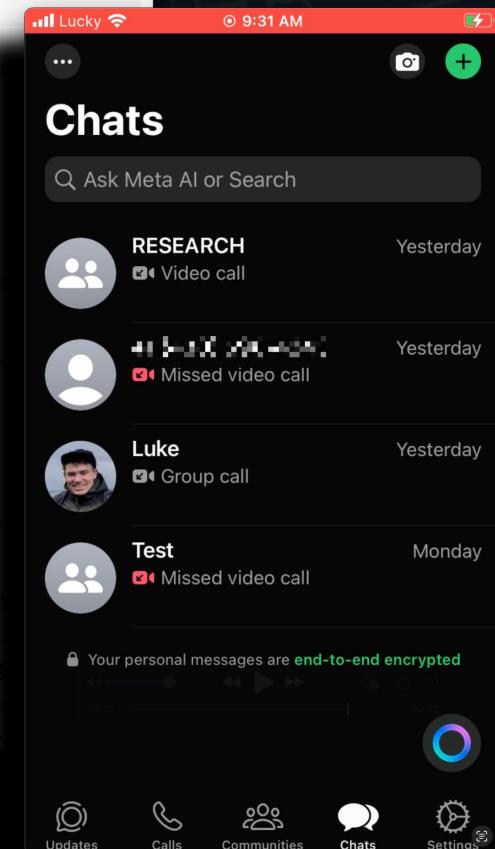
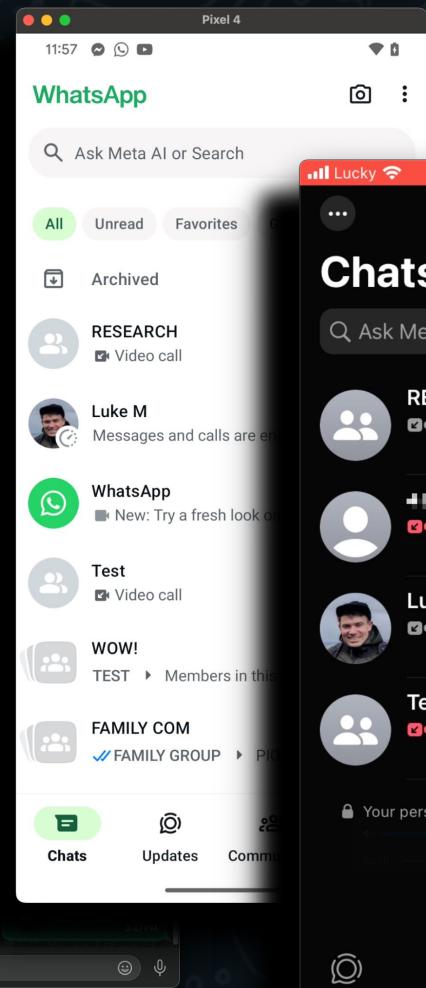
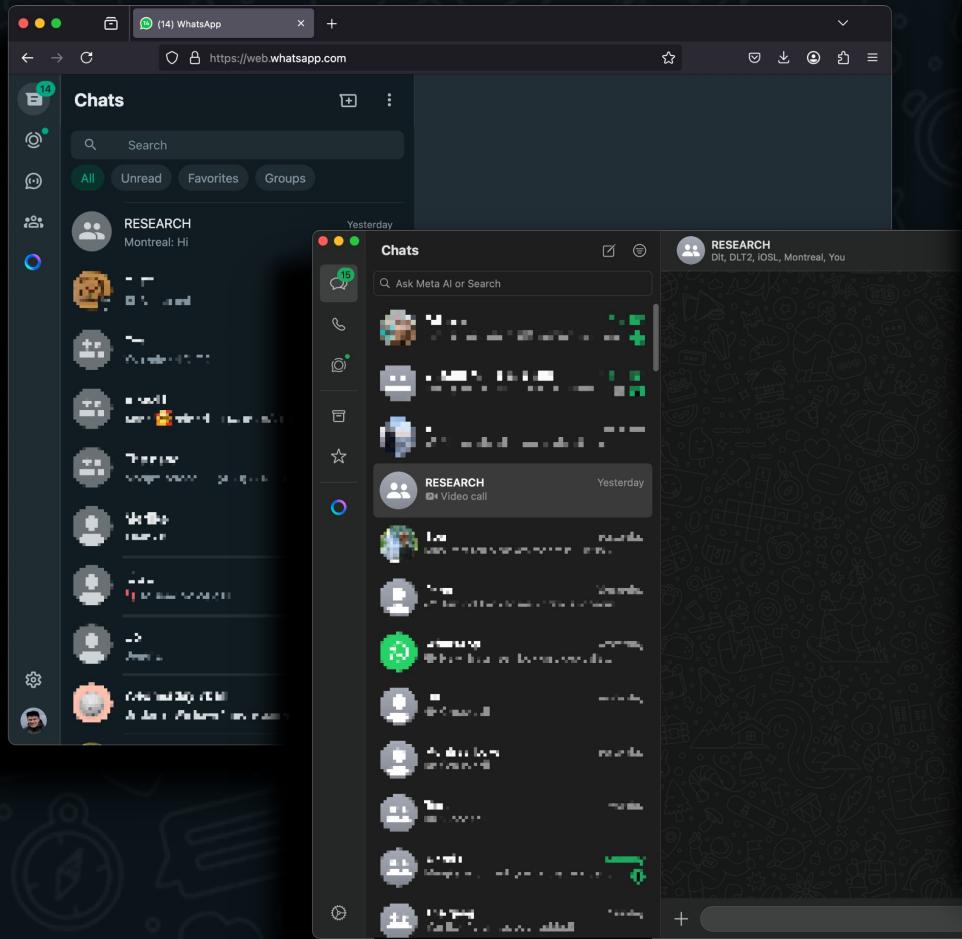
- Massive user base of over 2 billion users across 180+ countries
- Core app for personal, business, and group communications
- Implements end-to-end encryption (E2EE) messaging and calling
  - Not everything is E2EE though - signaling is unencrypted out of necessity
- Extensive features within messaging and calling activities
  - Voice & Video Calls/Event Scheduling/Voice Chats/Screen Sharing/Polls/
  - Voice & Video Notes/File Sharing/Live Location Sharing/Message transcription
  - Video Effects/Communities/etc.
- Attack surface is large and waiting for you!

# WhatsApp - Why?

- With a user base of 2 billion - the “Why”s can be different for everyone
- Beaucoup bucks
  - WhatsApp Pwn2Own: 1-click RCE → \$200k USD & 0-click RCE → \$300k USD
  - Market price: Android/iOS RCE via WhatsApp up to \$8m USD
  - Meta vs Market: Submissions need not be stable or last long - all janky bugs accepted
- Protect users from being targeted by 0-days
  - Citizenlab in Toronto captured 0-day and worked with Meta to prevent exploitation
  - Highly recommend Maddie Stone’s presentation “When Exploits Aren’t Binary”
- Get to present at RECON 2025
  - WhatsApp is a hard target and I love sharing research in the space

# Platforms

- WhatsApp is available on many platforms
  - Web, MacOS & Windows, iOS & Android
- Web - Acts as a frontend mirror, relies entirely on a paired mobile device
  - Doesn't support any calling and requires the device to be on
- MacOS & Windows - Companion apps linked to account through mobile app
  - No registration flow available - otherwise equivalent features to mobile apps
- iOS & Android - Standalone apps written in Objective-C/Java/C/C++
  - libwhatsapp.so - native library containing the messaging and calling logic
  - WhatsApp (WhatsApp.ipa) - native component containing the messaging and calling logic
- WhatsApp & libwhatsapp.so represent the some of the most interesting space for RCE research



# Cross-Compilation

- C++ codebase is cross-compiled for many different platforms
  - Native vulnerabilities in one platform can appear in others
- Compiled binaries are stripped of symbols
  - However the extensive logging in WhatsApp will often reveal source files and function names
  - Native logs are written to the following files for Android, iOS, MacOS:
    - /data/data/com.whatsapp/files/Logs/whatsapp.log
    - /private/var/mobile/Containers/Shared/AppGroup/<APP UUID>/Logs/
    - ~/Library/Group/Containers/group.net.whatsapp.WhatsApp.shared/Logs/
- While binaries are compiled from the same source structures can change between platforms
  - Bug #2 should illustrate changes to structure offsets and how to recognize that in crashes

# Android Build

```
if (iVar11 == 0) {
    FUN_0057c860("wa_call_signaling_xml.cc",
                  "error filling silence reason, can
}
else {
    pvVar3 = (void *)((ulong)&local_118 | 1);
    if ((local_118 & 1) != 0) {
        pvVar3 = local_108;
    }
    iVar10 = FUN_008f0de4(pvVar3);
    *(int *)((long)param_3 + 0xa45b8) = iVar10;
    if (iVar10 == 8) {
        FUN_008f80ac(&local_138,&local_120,"is_first_
        bVar7 = FUN_008bb148(&local_138,"1");
        *(byte *)((long)param_3 + 0xa45bc) = bVar7 &
        if ((local_138 & 1) != 0) {
            operator.delete(local_128);
        }
    }
    else if (iVar10 == 0) {
        FUN_0057c928("wa_call_signaling_xml.cc",
                      "error filling unknown silence re
    }
}
```

# Mac Build

```
if (iVar15 == 0) {
    pcVar10 = "wa_call_signaling_xml.cc";
    FUN_102b4689c("wa_call_signaling_xml.cc",
                   "error filling silence reason, cannot
}
else {
    FUN_102e0339c();
    pcVar6 = extraout_x9_01;
    if (cVar2 == cVar1) {
        pcVar6 = extraout_x8_01;
    }
    if (pcVar6 != (char *)0x0) {
        for (lVar14 = 1; lVar14 != 9; lVar14 = lVar14 + 1
            pcVar10 = pcVar6;
            _strcmp(pcVar6,(&PTR_s__103c776b8)[lVar14]);
            if ((int)pcVar10 == 0) {
                iVar3 = (int)lVar14;
                *(int *)(&param_3 + 0xa44e8) = iVar3;
                if (iVar3 == 8) {
                    FUN_102ded388();
                    FUN_102ae5870();
                    pcVar10 = (char *)&stack0x00000150;
                    FUN_1029bae7c(pcVar10,"1");
                    *(char *)(&param_3 + 0xa44ec) = (char)pcVar1
                    FUN_102df4460();
                    goto LAB_102addbe4;
                }
                if (iVar3 == 0) goto LAB_102addbb4;
                goto LAB_102addbe4;
            }
        }
        *(undefined4 *)(&param_3 + 0xa44e8) = 0;
    }
    pcVar10 = "wa_call_signaling_xml.cc";
    FUN_102b46920("wa_call_signaling_xml.cc",
                  "error filling unknown silence reason
}
```

# iOS Build

```
if (iVar14 == 0) {
    pcVar9 = s_wa_call_signaling_xml.cc_1046a5d41;
    FUN_1027e4a34(s_wa_call_signaling_xml.cc_1046a5d41,
                   s_error_filling_silence_reason,_ca_1046a77e);
}
else {
    psVar4 = in_stack_00000168;
    if (-1 < (char)in_stack_0000017c._3_1_) {
        psVar4 = (string *)&stack0x00000168;
    }
    if (psVar4 != (string *)0x0) {
        for (lVar13 = 1; lVar13 != 9; lVar13 = lVar13 + 1) {
            iVar3 = _strcmp((char *)psVar4,(&PTR_s__103592878)[lVar13]);
            pcVar9 = (char *)CONCAT44(extraout_var,iVar3);
            if (iVar3 == 0) {
                iVar3 = (int)lVar13;
                *(int *)(&param_3 + 0xa45a8) = iVar3;
                if (iVar3 == 8) {
                    FUN_102ea4dec();
                    FUN_102782c70();
                    pcVar9 = (char *)&stack0x00000150;
                    FUN_10264f320(pcVar9,s_1_1046eebf7);
                    param_3[0xa45ac] = SUB81(pcVar9,0);
                    FUN_102ead128();
                    goto LAB_10277afd8;
                }
                if (iVar3 == 0) goto LAB_10277afa8;
                goto LAB_10277afd8;
            }
        }
        *(undefined4 *)(&param_3 + 0xa45a8) = 0;
    }
    pcVar9 = s_wa_call_signaling_xml.cc_1046a5d41;
    FUN_1027e4ab8(s_wa_call_signaling_xml.cc_1046a5d41,
                   s_error_filling_unknown_silence_re_1046a77ad);
}
```

# Calling Architecture

- Call Establishment and Maintenance
  - XMPP Signaling (closed-source)
    - Code developed by WhatsApp for WhatsApp (`wa_call_signaling_xml.cc`)
    - Responsible for xmpp signaling to initiate/accept/terminate calls
    - Signals for heartbeats, latency stats, screen sharing, muting, enabling/disabling video
- Network Packet Management
  - PJSIP (semi-open-source)
    - WhatsApp has made heavy closed-source modifications and improvements
    - Manages construction and encryption of the RTP/RTCP media streams
    - CVE-2019-3568 → 1400+ phones exploited
- Voice and Video Data Encoding/Decoding
  - WebRTC (open-source)
    - Responsible for voice and video media data of various encoding types - Opus/MLow/Av1/h264
    - Managing bandwidth usage estimation, echo cancellation, congestion control



# XMPP Attributes

(Light Foreshadowing...)

- <Offer> Silence Attribute
- Prevents Call Notification
- Silence available for:
  - Voice Chat (VC).
  - Scheduled Calls.
  - Group Setting.
  - Etc.

```
if (iVar11 == 0) {
    FUN_0057c860("wa_call_signaling_xml.cc",
                  "error filling silence reason, cannot
}
else {
    pvVar3 = (void *)((ulong)&local_118 | 1);
    if ((local_118 & 1) != 0) {
        pvVar3 = local_108;
    }
    iVar10 = FUN_008f0de4(pvVar3);
    *(int *)((long)param_3 + 0xa45bc) = iVar10;
    if (iVar10 == 8) {
        FUN_008f80ac(&local_138,&local_120,"is_first_wave");
        bVar7 = FUN_008bb148(&local_138,"1");
        *(byte *)((long)param_3 + 0xa45bc) = bVar7 & 1;
        if ((local_138 & 1) != 0) {
            operator.delete(local_128);
        }
    }
    else if (iVar10 == 0) {
        FUN_0057c928("wa_call_signaling_xml.cc",
                      "error filling unknown silence reason
}
}
```

```
char * FUN_008f0de4(char *param_1)
{
    int iVar1;

    if (param_1 != (char *)0x0) {
        iVar1 = strcmp(param_1,"scheduled");
        if (iVar1 == 0) {
            param_1 = (char *)0x1;
        }
    }
    else {
        iVar1 = strcmp(param_1,"privacy");
        if (iVar1 == 0) {
            param_1 = (char *)0x2;
        }
    }
    else {
        iVar1 = strcmp(param_1,"lightweight");
        if (iVar1 == 0) {
            param_1 = (char *)0x3;
        }
    }
    else {
        iVar1 = strcmp(param_1,"screensharing");
        if (iVar1 == 0) {
            param_1 = &DAT_00000004;
        }
    }
    else {
        iVar1 = strcmp(param_1,"group_setting");
        if (iVar1 == 0) {
            param_1 = &DAT_00000005;
        }
    }
    else {
        iVar1 = strcmp(param_1,"vc_init");
        if (iVar1 == 0) {
            param_1 = &DAT_00000006;
        }
    }
    else {
        iVar1 = strcmp(param_1,"vc_wave");
        if (iVar1 == 0) {
            param_1 = &DAT_00000007;
        }
    }
    else {
        iVar1 = strcmp(param_1,"vc_wave_all");
        if (iVar1 == 0) {
            param_1 = (char *)(((long)(param_1) & 0xffffffff) << 3);
        }
    }
}
```

# PJSIP Presence (Heavy Foreshadowing...)

```
1 void FUN_0053fdb8(long *param_1)
2 {
3     long lVar1;
4     int *iVar2;
5     int local_3c;
6     int local_2c;
7     timespec local_28;
8     long local_18;
9
10    lVar1 = tpidr_el0;
11    local_18 = *(long *)((lVar1 + 0x28));
12    memset(&local_28, 0, 0x10);
13    local_3c = clock_gettime(7, &local_28);
14    if (local_3c != -1) {
15        local_3c = clock_gettime(1, &local_28);
16    }
17    if (local_3c == 0) {
18        local_28.tv_nsec = local_28.tv_sec * 1000000000 + local_28.tv_nsec;
19        if (DAT_00e510a0 == 0) {
20            DAT_00e510a0 = local_28.tv_nsec;
21        }
22        param_1 = local_28.tv_nsec - DAT_00e510a0;
23    }
24    local_2c = 0;
25}
26
27 else {
28     iVar2 = (int *)__errno();
29     if (*iVar2 == 0) {
30         local_2c = -1;
31     }
32     else {
33         iVar2 = (int *)__errno();
34         if (*iVar2 == 0) {
35             local_2c = 0;
36         }
37         else {
38             iVar2 = (int *)__errno();
39             local_2c = *iVar2 + 120000;
40         }
41     }
42 }
43 lVar1 = tpidr_el0;
44 if ((*long *)((lVar1 + 0x28)) != local_18) {
45     /* WARNING: Subroutine does not return */
46     __stack_chk_fail(local_2c);
47 }
48 return;
49 }
```

```
Code Blame 336 lines (273 loc) · 7.56 KB Raw ▾ Top
228 PJ_DEF(pj_status_t) pj_get_timestamp(pj_timestamp *ts)
229 {
230     struct timespec tp;
231     int err = -1;
232
233 #if defined(ANDROID_ALARM_GET_TIME)
234     if (s_alarm_fd == -1) {
235         int fd = open("/dev/alarm", O_RDONLY);
236         if (fd >= 0) {
237             s_alarm_fd = fd;
238             pj_atexit(&close_alarm_fd);
239         }
240     }
241
242     if (s_alarm_fd != -1) {
243         err = ioctl(s_alarm_fd,
244                     ANDROID_ALARM_GET_TIME(ANDROID_ALARM_ELAPSED_REALTIME), &tp);
245     }
246 #elif defined(CLOCK_BOOTTIME)
247     err = clock_gettime(CLOCK_BOOTTIME, &tp);
248 #endif
249
250     if (err != 0) {
251         /* Fallback to CLOCK_MONOTONIC if /dev/alarm is not found, or
252          * getting ANDROID_ALARM_ELAPSED_REALTIME fails, or
253          * CLOCK_BOOTTIME fails.
254          */
255     err = clock_gettime(CLOCK_MONOTONIC, &tp);
256 }
257
258     if (err != 0) {
259         return PJ_RETURN_OS_ERROR(pj_get_native_os_error());
260     }
261
262     ts->u64 = tp.tv_sec;
263     ts->u64 *= NSEC_PER_SEC;
264     ts->u64 += tp.tv_nsec;
265
266     return PJ_SUCCESS;
267 }
```

# E2EE Messaging

- All messaging on WhatsApp is encrypted end-to-end
  - Skip the underlying cryptographic algorithms or key sharing mechanism
    - [WhatsApp Encryption Overview Technical Whitepaper](#)
  - Messages are serialized to a protobuf and then encrypted
  - On Android - Messages can be inspected and modified using Frida
    - `libcrypto.so` - `EVP_EncryptUpdate`
    - Sharing script that intercepts and hexdumps message contents pre-encryption.

# Time for bugs...

# Event URL Validation Bug

Intercepting and modifying E2EE messages



WhatsApp  
Official WhatsApp account

Sun, Nov 10

WhatsApp



New: Make plans happen with events

Now you can send an invitation to the chat instead of going back and forth about the when and where.

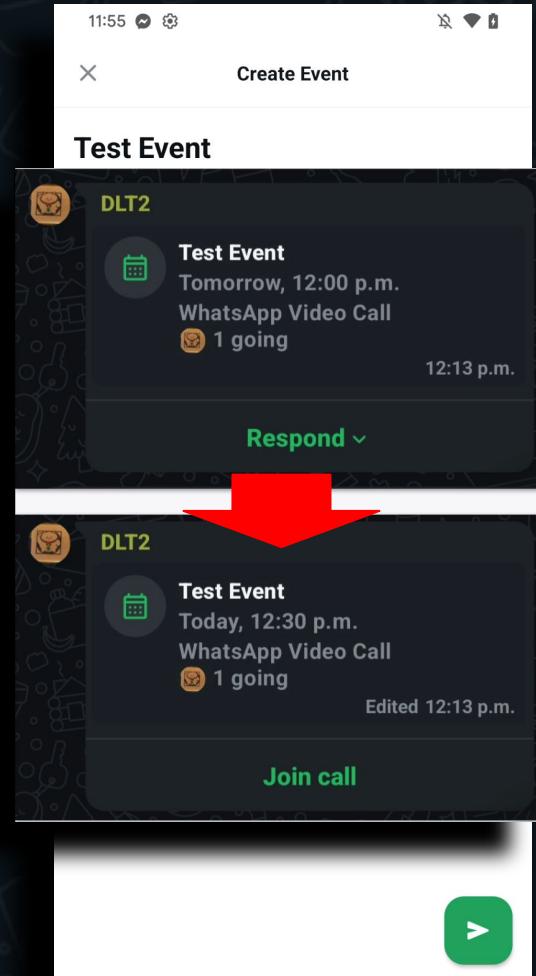
Tap and select Event to create one. Then the group can RSVP to the invite and get details without ever leaving the chat.

4:11 PM

Learn more

# Event Messages

- Events are available in group chats
- Provides ability to set a time and location for event
  - Users can RSVP to the event
- Interestingly - we can associate calls with the event
  - Choice of event call being voice or video
  - About 10 minutes before the event WhatsApp creates the call
  - “Respond” becomes “Join Call”
  - Clicking “Join Call” navigates to a deep link call url
- “Allow Guests” is new
  - Unknown to myself and unresearched



12:12

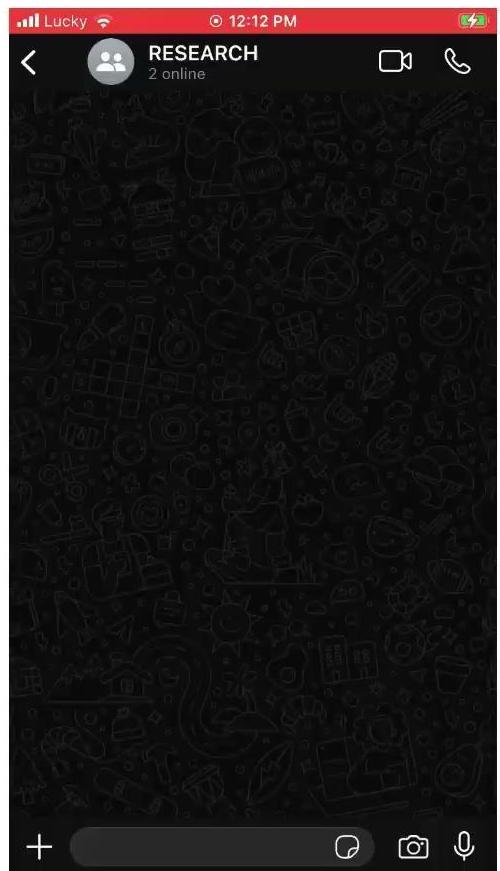
RESEARCH 2 online

Today

Messages and calls are end-to-end encrypted. Only people in this chat can read, listen to, or share them.  
[Learn more.](#)

```
(env) dev@devs-Mac-mini res1 % python3 event_poc.py
[*] Starting PoC for event link arbitrary url ...
[!] Found: /system/lib64/libcrypto.so
[!] Found: /apex/com.android.art/lib64/libcrypto.so
[!] Found: /apex/com.android.conscrypt/lib64/libcrypto.so
```

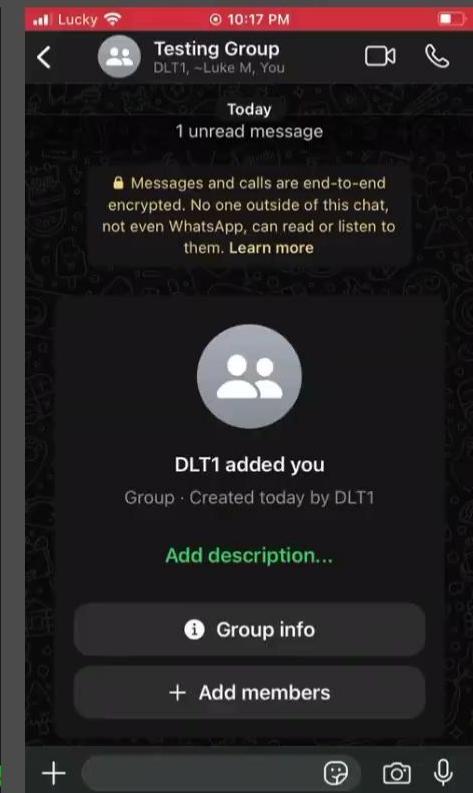
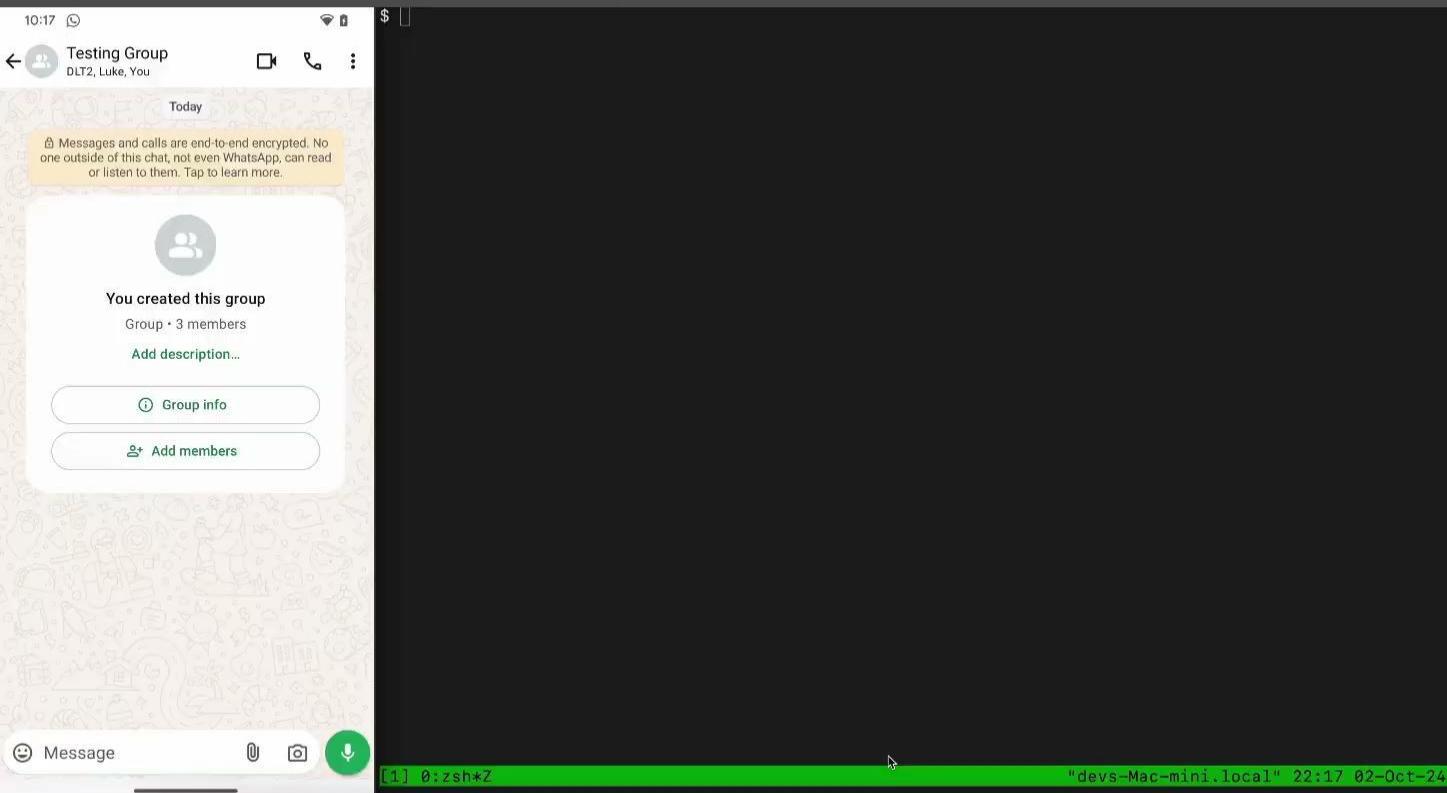
Message



# Can you guess the bug?

# Android w/ Frida

iOS



## Bug & Fix

- **Bug:** The iOS client didn't validate Call URLs before navigating to them
- **Impact:** Vulnerability helps phish end users or trigger deeper exploitation through other deep link urls
- **Fix:** Validation logic implemented to ensure links are either:
  - <https://call.whatsapp.com/video/> or <https://call.whatsapp.com/voice/>

# Capabilities Data Bug

Modifying stanza attributes to trigger PJSIP bugs

# Starting a WhatsApp Call

- <offer> stanza initiates a call
  - Contains call & caller metadata
  - Sub stanzas include:
    - <audio> & <video>
      - Encodings and sizes of screens
    - <group\_info>
      - Contains a list of <users> stanzas
    - <capability>
      - User capabilities
- <capability> consists of raw data and version
- <capability “data”=“.....” “version”=1>

```
+] ASSOCIATED FUNC: offer
| sub_908374()
| new_node: 0x7ff8bbd7c0
| 0x0
[2] add_xmpp_attr(node:0x7ff8bbd7c0,"call-id", "0ADC5E93CB1BAA670")
[1] add_xmpp_attr(node:0x7ff8bbd7c0,"call-creator", "")
add_xmpp_node(node:0x7ff8bbd7c0,"audio")
| sub_908374()
| new_node: 0x7ff8bbd298
| 0x0
[2] add_xmpp_attr(node:0x7ff8bbd2e0,"enc", "opus")
[2] add_xmpp_attr(node:0x7ff8bbd2e0,"rate", "8000")
add_xmpp_node(node:0x7ff8bbd7c0,"audio")
| sub_908374()
| new_node: 0x7ff8bbd298
| 0x0
[2] add_xmpp_attr(node:0x7ff8bbd7a0,"dec", "H264,H265,AV1")
[2] add_xmpp_attr(node:0x7ff8bbd7a0,"enc", "h.264")
[2] add_xmpp_attr(node:0x7ff8bbd7a0,"device_orientation", "0")
[2] add_xmpp_attr(node:0x7ff8bbd7a0,"screen_width", "1440")
[2] add_xmpp_attr(node:0x7ff8bbd7a0,"screen_height", "3040")
add_xmpp_node(node:0x7ff8bbd7c0,"net")
| sub_908374()
| new_node: 0x7ff8bbd298
| 0x0
[2] add_xmpp_attr(node:0x7ff8bbd2e0,"medium", "3")
add_xmpp_node(node:0x7ff8bbd7c0,"group_info")
| sub_908374()
| new_node: 0x7ff8bbd2d8
| 0x0
add_xmpp_node(node:0x7ff8bbd750,"user")
| sub_908374()
| new_node: 0x7ff8bbd268
| 0x0
add_xmpp_node(node:0x7ff8bbd2e8,"device")
| sub_908374()
| new_node: 0x7ff8bbd268
| 0x0
add_xmpp_node(node:0x7ff8bbd2d8,"capability")
| sub_908374()
| new_node: 0x7ff8bbd228
| 0x0
[2] add_xmpp_attr(node:0x7ff8bbd278,"ver", "1")
need to add data
| add_xmpp_data(node:0x7ff8bbd278,data:0x2000000000000000, len:0x1)
| Hexdump:
0 1 2 3 4 5 6 7 8 9 A B C D E
06 bc 20 1d b0 72 ae
... .I.
```

# Time to mangle raw data

What happens when we modify capability blobs?



```
(env) dev@dev-Mac-mini:whatsapp % This pane contains the frida script modifying the stanzas
zsh: command not found: This
(env) dev@dev-Mac-mini:whatsapp % frida-trace -D 98121FF8A082MX WhatsApp -a 'libwhatsapp.so@0x8edc9
0' -a 'libwhatsapp.so@0x9883b8' -a 'libwhatsapp.so@0x988494' -a 'libwhatsapp.so@0x988510' -a 'libwh
atsapp.so@0x988574' -a 'libwhatsapp.so@0x9885f4'
```

INFO: Texture: 1440x3840

INFO: Texture: 1080x2400

This pane contains the logs of the Pixel 6a running latest WhatsApp

This pane contains the logs of the Pixel 4XL throwing the malformed 'offer' XMPP stanza

```
coral:/ # /data/local/tmp/frida-server-16.4.10-android-arm64
```

"dev@Mac-mini:local" 10:10 11-Sep-24

# Crash - Android

Cmdline: com.whatsapp

pid: 7803, tid: 7884, name: VoIP Signaling >>> com.whatsapp <<<

uid: 10233

signal 11 (SIGSEGV), code 1 (SEGV\_MAPERR), fault addr 0x00000000000036b0

```
x0 0000000000000000 x1 00000076aca719d8 x2 0000000011397911 x3 000000000087057c
x4 00000076aca719c8 x5 0000000000000000 x6 0000000000000000 x7 b4000076d48661b0
x8 0000001091d90cdf x9 00000000000036b0 x10 ffffffff991d7991 x11 00000000000082fd
x12 0000000000000001 x13 0000000000000001 x14 ffffffc4653600 x15 000000000001103b
x16 001c2987886b3e02 x17 0000015bdd5950df x18 000000761f058000 x19 00000000db9c9778
x20 00000021721a6100 x21 0000000000000008 x22 0000000000000000 x23 000000764915dbf7
x24 00000076c0e00880 x25 00000076aca725a8 x26 0000000010380011 x27 00000000000000e4
x28 00000076aca72460 x29 00000076aca719d0
lr 000000763963fdfe sp 00000076aca71990 pc 000000763963fed8 pst 0000000080000000
```

backtrace:

```
#00 pc 000000000043fed8 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#01 pc 000000000062788 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#02 pc 000000000075ec7c /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#03 pc 000000000075eb1c /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#04 pc 000000000091a540 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#05 pc 00000000009196a8 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#06 pc 0000000000917820 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#07 pc 00000000008d91d8 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#08 pc 00000000008d3300 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#09 pc 00000000008d358c /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#10 pc 00000000008e9f44 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#11 pc 00000000008ea2d4 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#12 pc 000000000048a104 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (BuildId: 36ba7fb6c494905f3e6a24173482b2ba1019f801)
#13 pc 0000000000393a04 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so (Java_com_whatsapp_voipcalling_Voip_nativeHandleIncomingSignalingXmpp+156)
```

# Crash - iOS

```
Identifier: net.whatsapp.WhatsApp
Version: 24.17.78 (635367251)
AppStoreTools: 15F31e
AppVariant: 1:iPhone8,1:15
Code Type: ARM-64 (Native)
Role: Foreground
Parent Process: launchd [1]
Coalition: net.whatsapp.WhatsApp [410]

Date/Time: 2024-09-11 09:37:59.0628 -0400
Launch Time: 2024-09-11 09:35:36.1556 -0400
OS Version: iPhone OS 15.5 (19F77)
Release Type: User
Baseband Version: 9.61.00
Report Version: 104
```

Exception Type: EXC\_BAD\_ACCESS (SIGSEGV)  
Exception Subtype: KERN\_INVALID\_ADDRESS at 0x00000000000036b0  
Exception Codes: 0x0000000000000001, 0x00000000000036b0

# Crash - MacOS

Identifier: net.whatsapp.WhatsApp  
Version: 24.18.77 (639364437)  
App Item ID: 310633997  
App External ID: 868877688  
Code Type: ARM-64 (Native)  
Parent Process: launchd [1]  
User ID: 501

Date/Time: 2024-09-11 11:42:48.6829 -0400  
OS Version: macOS 13.6.7 (22G720)  
Report Version: 12  
Anonymous UUID: DB56B432-CB06-366F-CC5B-B26FEF39E19E

Sleep/Wake UUID: 9DBF84FE-F0DD-4503-A054-480CA07C36C9

Time Awake Since Boot: 290000 seconds  
Time Since Wake: 227888 seconds

System Integrity Protection: disabled

Crashed Thread: 23 net\_event\_thread

Exception Type: EXC\_BAD\_ACCESS (SIGSEGV)  
Exception Codes: KERN\_INVALID\_ADDRESS at 0x0000000000003728  
Exception Codes: 0x0000000000000001, 0x0000000000003728

# Reverse Engineering

backtrace:

```
#00 pc 000000000043fed8 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so
#01 pc 000000000062788 /data/data/com.whatsapp/files/decompressed/libs.spo/libwhatsapp.so
#02 pc 000000000062788 libwhatsapp.so *libwhatsapp-2.24.17.79.so x
```

```
#03 pc 000000000062788 0053fea8 e8 07 40 f9 ldr x8,[sp,#local_48]
#04 pc 000000000062788 0053fec8 89 48 00 d0 adrp x9,0xe51000
#05 pc 000000000062788 0053feb0 29 81 02 91 add x9,x9,#0xa0
#06 pc 000000000062788 0053feb4 28 01 00 f9 str x8,[x9]>DAT_00e510a0
#07 pc 000000000062788 = ??
```

```
#08 pc 000000000062788 0053feb8 88 48 00 d0 adrp x8,0xe51000
#10 pc 000000000062788 0053febc 08 81 02 91 add x8,x8,#0xa0
#11 pc 000000000062788 0053fec0 08 01 40 f9 ldr x8,[x8]>DAT_00e510a0
#12 pc 000000000062788 0053fec4 e9 07 40 f9 ldr x9,[sp,#local_48]
#053fec8 28 01 08 cb sub x8,x9,x8
#053feccc e8 07 00 9f str x8,[sp,#local_48]
#053fed0 e8 07 40 f9 ldr x8,[sp,#local_48]
#053fed4 e9 0f 40 f9 ldr x9,[sp,#local_2c]
#053fed8 28 01 00 f9 str x8,[x9]
```

```
0053fead bf 43 1e b8 str w21,[x29,#local_2c]

LAB_0053fee0
0053fee0 a0 43 5e b8 ldur w0,[x29,#local_2c]
0053fee4 48 d0 3b d5 mrs x8,tpidr_el0
0053fee8 08 15 40 f9 ldr x8,[x8,#0x28]
0053fec0 a9 83 5f f8 ldur x9,[x29,#local_18]
0053fec0 1f 01 09 eb cmp x8,x9
0053fef4 81 00 00 54 b.ne LAB_0053ff04
0053fef8 fd 7b 44 a9 ldp x29>local_10,x30,[sp,#0x40]
0053fec0 ff 43 01 91 add sp,sp,#0x50
0053ff00 c0 03 5f d6 ret
```

```
LAB_0053ff04
0053ff04 f7 d5 22 94 bl <EXTERNAL>::_stack_chk_fail
```

— Flow Override: CALL\_RETURN (CALL\_TERMINATOR)

\*\*\*\*\*

```
1
2 void FUN_0053fdb8(long *param_1)
3
4{
5    long lVar1;
6    int *piVar2;
7    int local_3c;
8    int local_2c;
9    timespec local_28;
10   long local_18;
11
12   lVar1 = tpidr_el0;
13   local_18 = *(long*)(lVar1 + 0x28);
14   memset(&local_28,0,0x10);
15   local_3c = clock_gettime(7,&local_28);
16   if (local_3c != 0) {
17       local_3c = clock_gettime(1,&local_28);
18   }
19   if (local_3c == 0) {
20       local_28.tv_nsec = local_28.tv_sec * 1000000000 + local_28.tv_nsec;
21       if (DAT_00e510a0 == 0) {
22           DAT_00e510a0 = local_28.tv_nsec;
23       }
24       param_1 = local_28.tv_nsec - DAT_00e510a0;
25   }
26   local_2c = 0;
27 }
28 else {
29     piVar2 = (int *)__errno();
30     if (*piVar2 == 0) {
31         local_2c = -1;
32     }
33     else {
34         piVar2 = (int *)__errno();
35         if (*piVar2 == 0) {
36             local_2c = 0;
37         }
38         else {
39             piVar2 = (int *)__errno();
40             local_2c = *piVar2 + 120000;
41         }
42     }
43   lVar1 = tpidr_el0;
44   if (*(long*)(lVar1 + 0x28) != local_18) {
45       /* WARNING: Subroutine does not return */
46       __stack_chk_fail(local_2c);
47   }
48 }
49 }
```

# Setup and Payoff

```
1 void FUN_0053fdb8(long *param_1)
2 {
3     long lVar1;
4     int *iVar2;
5     int local_3c;
6     int local_2c;
7     timespec local_28;
8     long local_18;
9
10    lVar1 = tpidr_el0;
11    local_18 = *(long *)(lVar1 + 0x28);
12    memset(&local_28, 0, 0x10);
13    local_3c = clock_gettime(0, &local_28);
14    if (local_3c != -1) {
15        local_3c = clock_gettime(1, &local_28);
16    }
17    if (local_3c == 0) {
18        local_28.tv_nsec = local_28.tv_sec * 1000000000 + local_28.tv_nsec;
19        if (DAT_00e510a0 == 0) {
20            DAT_00e510a0 = local_28.tv_nsec;
21        }
22        param_1 = local_28.tv_nsec - DAT_00e510a0;
23    }
24    local_2c = 0;
25}
26
27 else {
28     iVar2 = (int *)__errno();
29     if (*iVar2 == 0) {
30         local_2c = -1;
31     }
32     else {
33         iVar2 = (int *)__errno();
34         if (*iVar2 == 0) {
35             local_2c = 0;
36         }
37         else {
38             iVar2 = (int *)__errno();
39             local_2c = *iVar2 + 120000;
40         }
41     }
42 }
43 lVar1 = tpidr_el0;
44 if ((*long *)(lVar1 + 0x28) != local_18) {
45     /* WARNING: Subroutine does not return */
46     _stack_chk_fail(local_2c);
47 }
48 return;
49 }
```

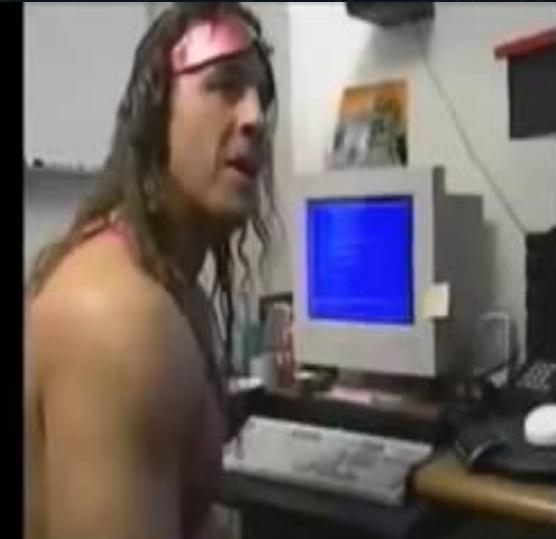
```
a85f793 pjproject / pjlib / src / pj / os_timestamp_posix.c
Code Blame 336 lines (273 loc) · 7.56 KB
228 PJ_DEF(pj_status_t) pj_get_timestamp(pj_timestamp *ts)
229 {
230     struct timespec tp;
231     int err = -1;
232
233 #if defined(ANDROID_ALARM_GET_TIME)
234     if (s_alarm_fd == -1) {
235         int fd = open("/dev/alarm", O_RDONLY);
236         if (fd >= 0) {
237             s_alarm_fd = fd;
238             pj_atexit(&close_alarm_fd);
239         }
240     }
241
242     if (s_alarm_fd != -1) {
243         err = ioctl(s_alarm_fd,
244                     ANDROID_ALARM_GET_TIME(ANDROID_ALARM_ELAPSED_REALTIME), &tp);
245     }
246 #elif defined(CLOCK_BOOTTIME)
247     err = clock_gettime(CLOCK_BOOTTIME, &tp);
248 #endif
249
250     if (err != 0) {
251         /* Fallback to CLOCK_MONOTONIC if /dev/alarm is not found, or
252          * getting ANDROID_ALARM_ELAPSED_REALTIME fails, or
253          * CLOCK_BOOTTIME fails.
254         */
255     err = clock_gettime(CLOCK_MONOTONIC, &tp);
256 }
257
258     if (err != 0) {
259         return PJ_RETURN_OS_ERROR(pj_get_native_os_error());
260     }
261
262     ts->u64 = tp.tv_sec;
263     ts->u64 *= NSEC_PER_SEC;
264     ts->u64 += tp.tv_nsec;
265
266     return PJ_SUCCESS;
267 }
```

# Bug & Fix

- **Bug:** OOB Write to Unmapped Memory (str x8, [0x0 + 0x3b60])
  - Unfortunately, we cannot control the address - the base pointer is null and the offset is 0x3b60
  - Hypothesis is that the malformed capabilities data causes the processing of an uninitialized object - getting a timestamp from said null object triggers the bug

# Bug & Fix

- **Bug:** OOB Write to Unmapped Memory (str x8, [0x0 + 0x3b60])
  - Unfortunately, we cannot control the address - the base pointer is null and the offset is 0x3b60
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# Bug & Fix

- **Bug:** OOB Write to Unmapped Memory (`str x8, [0x0 + 0x3b60]`)
  - Unfortunately, we cannot control the address - the base pointer is null and the offset is `0x3b60`
  - Hypothesis is that the malformed capabilities data causes the processing of an uninitialized object - getting a timestamp from said null object triggers the bug
- **Impact:** Crashes all attendees of a call
- **Fix:** Underlying object was being set to null in the case of malformed capabilities data; stop processing object if null

# Voice Chat Bug

Forcing video streams into voice chats

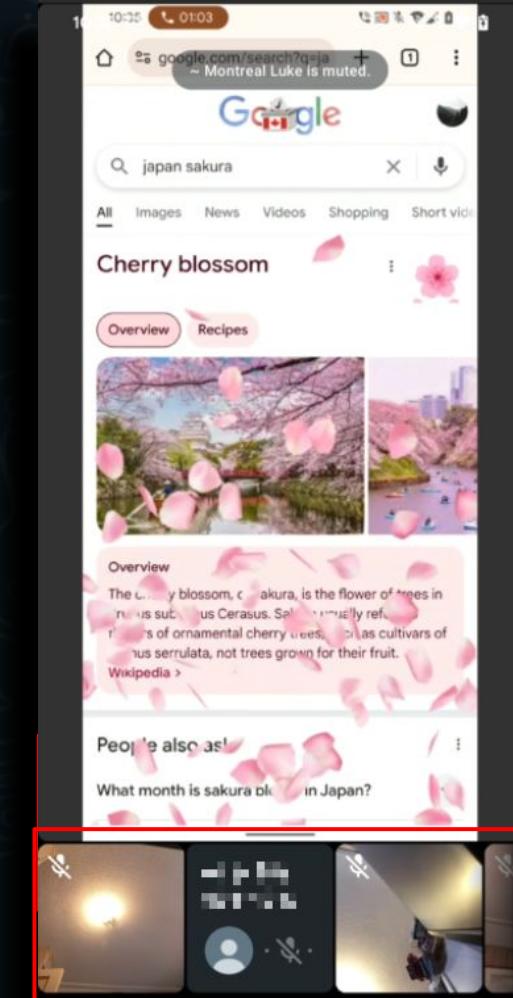
# Voice Chats

- The Voice Chat feature was introduced around November 2023 (v2.23.7.12)
- “Voice chats allow you to instantly talk live with members of a group chat”
  - “Voice chats are only available for groups of 33 to 256 people.”
- Starts quietly without ringing group members - described as similar to discord
  - Simply a push notification rather than a proper ring
- **<offer> stanza includes the <silence reason="vc\_init"> element**
  - What if we force <silence reason="vc\_init"> into Voice or Video calls?



# Spoofed Voice Chats

- Including <silence reason="vc\_init"> causes:
  - Enables voice chat UI on Android (not iOS)
  - Recipient perceives Voice and Video calls as Voice Chats
  - Video stream appears in strange places
- Video stream is not enabled on recipient device
  - No impact on recipients privacy...
  - But could an attacker turn it on?
- Note: Shares design elements with Screen Sharing...
  - Does screen sharing while in a Voice Chat affect anything?



5:55 ⓘ⚙️



(env) dev@devs-Mac-mini whatsapp %

5:55 ⚙️ ⓘⓂ️



Thu, Dec 12



-4°C



Messenger



WhatsApp



Play Store



Gmail



Photos



YouTube



[10] 0:zsh\*7

"devs-Mac-mini.lan" 17:55 12-Dec-24

# Bug & Fix

- **Bug:** Under certain conditions it is possible to enable a recipients video stream in Voice Chats without their permission
- Reported December 7th → Patched December 13th
  - Worth noting that with these bugs you have to be ready to answer impact/reliability questions
    - Questions regarding reliability/impact on the 12th; unable to answer if I wait till the 13th
- **Fix:** Video calls will not be routed if they include the “VC\_\*” silence stanzas
  - Appears that copied design element for screen sharing is also no longer used

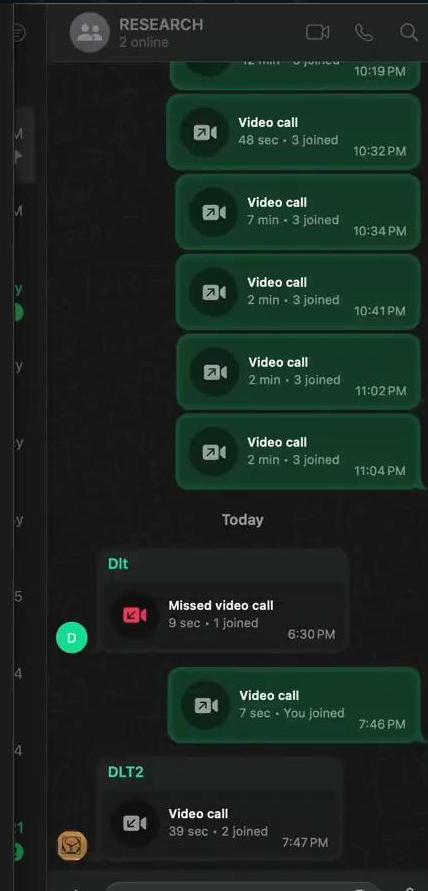
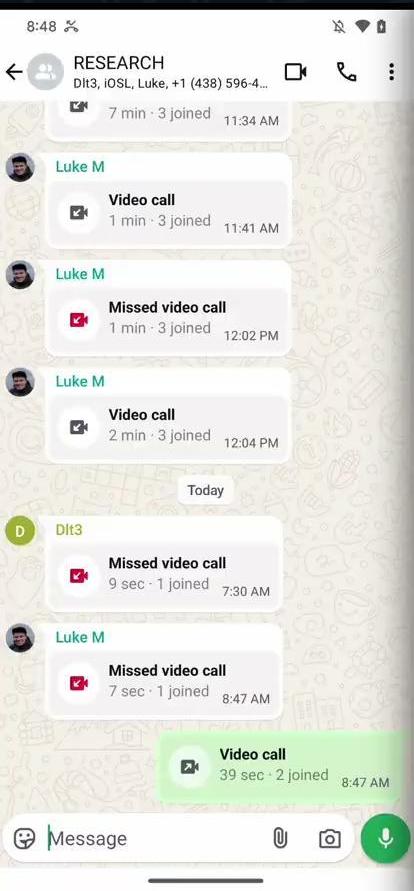
# Transport Messages

Invalid Transport Stanzas to OOB Read

# Transport Messages

- Transport stanzas represent data that is associated with a call connection
- Includes information about relay servers as well as the type of connection
- A transport message can be its own standalone xmpp stanza or a subelement
  - I.e. contained within <transport>, <video>, or <relaylantecy>
- Sent when establishing, reconnecting, or starting video streaming.

8:48



# What about other types?

Let's modify and try a few out...

9:10



(env) dev@balthazar res3 % python3 poc2.py

RESEARCH  
Dlt3, iOSL, Luke, +1 (438) 596-4...

Video call  
1 min · 3 joined 9:02 AM

Dlt3  
Video call  
59 sec · 3 joined 9:04 AM

Dlt3  
Missed video call  
12 sec · 1 joined 9:05 AM

Dlt3  
Missed video call  
6 sec · 1 joined 9:05 AM

Video call  
1 min · 3 joined 9:06 AM

Dlt3  
Video call  
1 min · 3 joined 9:08 AM

Dlt3  
Missed video call  
4 sec · 1 joined 9:09 AM

Message

RESEARCH  
2 online

video call  
46 sec · 3 joined 8:00 PM

DLT2  
Video call  
1 min · 3 joined 8:02PM

Dlt  
Video call  
59 sec · 3 joined 8:03PM

Dlt  
Missed video call  
12 sec · 1 joined 8:05PM

Dlt  
Missed video call  
6 sec · 1 joined 8:05PM

DLT2  
Video call  
1 min · 3 joined 8:06 PM

Dlt  
Video call  
1 min · 3 joined 8:08 PM

Dlt  
Missed video call  
4 sec · 1 joined 8:09 PM

# Remote Crashdump

Process: WhatsApp [53578]  
Identifier: net.whatsapp.WhatsApp  
Version: 25.9.72 (714854393) (Released: March 31 2025)  
Code Type: ARM-64 (Native)

Crashed Thread: 5 media

Exception Type: EXC\_BAD\_ACCESS (SIGSEGV)  
Exception Codes: KERN\_INVALID\_ADDRESS at 0x000086130c7e1347 -> 0x000006130c7e1347 (possible pointer authentication failure)  
Exception Codes: 0x0000000000000001, 0x000086130c7e1347/

Thread 5 Crashed:: media

0 WhatsApp	0x103c04fe8 0x100e00000 + 48254952
1 WhatsApp	0x1037ba918 0x100e00000 + 43755800
2 WhatsApp	0x1037ba730 0x100e00000 + 43755312
3 WhatsApp	0x1037bbdd0 0x100e00000 + 43761104
4 WhatsApp	0x1037bbd84 0x100e00000 + 43761028
5 WhatsApp	0x1037bbcce0 0x100e00000 + 43760864
6 WhatsApp	0x1037bad3c 0x100e00000 + 43756860
7 WhatsApp	0x103a37524 0x100e00000 + 46363940
8 WhatsApp	0x103a3dbd0 0x100e00000 + 46390224
9 WhatsApp	0x103a466fc 0x100e00000 + 46425852
10 WhatsApp	0x103a46664 0x100e00000 + 46425700
11 WhatsApp	0x103a466a4 0x100e00000 + 46425764
12 WhatsApp	0x103a423d4 0x100e00000 + 46408660
...	

# Remote Crash - Debugging

```
Target 0: (WhatsApp) stopped.  
(lldb) c  
Process 53578 resuming  
(lldb) c  
error: Process is running. Use 'process interrupt' to pause execution.  
Process 53578 stopped  
* thread #6, name = 'media', stop reason = EXC_BAD_ACCESS (code=1, address=0x86130c7e1347)  
    frame #0: 0x0000000103c04fe8 WhatsApp`_mh_execute_header + 48254952  
WhatsApp`_mh_execute_header:  
-> 0x103c04fe8 <+48254952>: ldrb    w9, [x0, #0x17]  
    0x103c04fec <+48254950>: sxtb    w10, w9  
    0x103c04ff0 <+48254960>: cmp     w10, #0x0  
    0x103c04ff4 <+48254964>: ldp     x11, x10, [x0]  
Target 0: (WhatsApp) stopped.
```

# Remote Crash - Debugging

```
PC 0000000103C04FE8 | .0..... | => `__mh_execute_header + 0x2E04FE8`  
SP 000000014F796D70 | piyo.... | => "  
X0 00086130C7E1330 | 0.~.... |  
X1 0000000103F797A0 | .iyo.... | => 0x6000039BABE0 => "WebRTC-MLowDecoder-lowPassCutoffFreq"  
X2 000000000000001B | ..... |  
X3 FFFFFFFFFFFFFF0 | ..... |  
X4 0000600003AC43AB | .C....`.. | => "utoffFrequencyHz"  
X5 00006000039BABFB | .....`.. | => "utoffFrequencyHz"  
X6 0000000000000007A | Z..... |  
X7 0000000000000403 | ..... |  
X8 00006000039BABE0 | .....`.. | => "WebRTC-MLowDecoder-lowPassCutoffFrequencyHz"  
X9 00006000039BABE0 | .....`.. | => "WebRTC-MLowDecoder-lowPassCutoffFrequencyHz"  
X10 0000000000000002B | +..... |  
X11 0000600003AC4390 | .C....`.. |  
X12 00006000036EEEE4 | ..n....`.. | => "@Q"  
X13 0000000001FF800 | ..... |  
X14 00000000000007FB | ..... |  
X15 000000092E058EB | .X..... |  
X16 00000018ECDCD50 | P..... | => `__platform_memcmp + 0x0`  
X17 000000200E99EC0 | ..... | => 0x18ECDF1A0 => `__platform_memmove + 0x0`  
X18 0000000000000000 | ..... |  
X19 00000000000002B | +..... |  
X20 00086130C7E1310 | ..~.... |  
X21 00000016F796A50 | Pjyo.... | => 0x6000039BABE0 => "WebRTC-MLowDecoder-lowPassCutoffFreq"  
X22 0000000000000008 | ..... |  
X23 0000000000003E80 | ..>.... |  
X24 000060000338FA80 | ..8....`.. |  
X25 00000016F796D60 | `myo.... |  
X26 00000000000000DD | ..... |  
X27 00003AA7BDB00264 | d....:... |  
X28 00000016F796F60 | `oyo.... |
```

# Normal Execution - Debugging

[disassembly]	[regs:general]
<pre>WhatsApp`_mh_execute_header: -&gt; 0x107810fe8 &lt;+48254952&gt;: ldrb  w9, [x0, #0x17] 0x107810fec &lt;+48254956&gt;: sxtb  w10, w9 0x107810ff0 &lt;+48254960&gt;: cmp   w10, #0x0 0x107810ff4 &lt;+48254964&gt;: ldp   x11, x10, [x0] 0x107810ff8 &lt;+48254968&gt;: ret 0x107810ffc &lt;+48254972&gt;: mov   x2, x26 0x107811000 &lt;+48254976&gt;: mov   x3, x25 0x107811004 &lt;+48254980&gt;: ret 0x107811008 &lt;+48254984&gt;: str   x27, [sp, #0x58] 0x10781100c &lt;+48254988&gt;: str   d8, [sp, #0x60] 0x107811010 &lt;+48254992&gt;: ret 0x107811014 &lt;+48254996&gt;: ldrsw x24, [x21] 0x107811018 &lt;+48255000&gt;: ldr   x0, [x19, x24] 0x10781101c &lt;+48255004&gt;: ret 0x107811020 &lt;+48255008&gt;: ldrsw x23, [x21] 0x107811024 &lt;+48255012&gt;: ldr   x0, [x19, x23] 0x107811028 &lt;+48255016&gt;: ret 0x10781102c &lt;+48255020&gt;: mov   x8, #0x4040000000000000 ; =4629700416936869888 0x107811030 &lt;+48255024&gt;: fmov  d8, x8 0x107811034 &lt;+48255028&gt;: ret 0x107811038 &lt;+48255032&gt;: ldrsw x8, [x24, #0x8] 0x10781103c &lt;+48255036&gt;: ldr   x2, [x19, x8] 0x107811040 &lt;+48255040&gt;: ret 0x107811044 &lt;+48255044&gt;: ldrsw x8, [x24, #0x8] 0x107811048 &lt;+48255048&gt;: ldr   x0, [x20, x8] 0x10781104c &lt;+48255052&gt;: ret 0x107811050 &lt;+48255056&gt;: ldr   x0, [x20, #0x7b0] 0x107811054 &lt;+48255060&gt;: mov   x1, x19 0x107811058 &lt;+48255064&gt;: ret 0x10781105c &lt;+48255068&gt;: add   x21, x19, x8 0x107811060 &lt;+48255072&gt;: ldp   d0, d1, [x21] 0x107811064 &lt;+48255076&gt;: ret</pre>	<pre>PC 0000000107810FE8   .....   =&gt; `_mh_execute_header + 0x2E04FE8` SP 000000016BAFE9A0   ..k....   =&gt; 0x16BAFEAC0 =&gt; 0x108689480 =&gt; 0x107583DEC =&gt; `_mh_execute_header + 0x2E04FE8' X0 000000016BAFEA50   P..k....   =&gt; 0x60000316B150 =&gt; "WebRTC-MLowDecoder-lowPassCutoffFreq" X1 000000016BAFE9D8   ..k....   =&gt; 0x60000315D560 =&gt; "WebRTC-MLowDecoder-lowPassCutoffFreq" X2 FFFFFFFFFFFFFFFF   .....   X3 00000000000000FF   .....   X4 000060000315D57B   {.....`   =&gt; "utoffFrequencyHz" X5 000060000316B16B   k.....`   =&gt; "utoffFrequencyHz" X6 000000000000007A   z.....   X7 00000000000000403   .....   X8 000060000315D560   `.....`   =&gt; "WebRTC-MLowDecoder-lowPassCutoffFrequencyHz" X9 000060000315D560   `.....`   =&gt; "WebRTC-MLowDecoder-lowPassCutoffFrequencyHz" X10 000000000000002B   +.....`   X11 000060000315D560   `.....`   =&gt; "WebRTC-MLowDecoder-lowPassCutoffFrequencyHz" X12 0000600003EBDAC4   .....   X13 00000000001FF800   .....   X14 000000000000007FB   .....   X15 00000000FC0B108   .....   X16 000000018EDCD50   P.....`   =&gt; `_platform_memcmp + 0x0`  X17 000000200E99EC0   .....   X18 0000000000000000   .....   X19 000000000000002B   +.....`   X20 000000016BAFEA50   P..k....   =&gt; 0x60000316B150 =&gt; "WebRTC-MLowDecoder-lowPassCutoffFreq" X21 0000600001C5BA20   .....`   X22 000000016BAFEAC0   ..k....   =&gt; 0x108689480 =&gt; 0x107583DEC =&gt; `_mh_execute_header + 0x2E04FE8` X23 0000000000003E80   &gt;.....`   X24 0000600003BC2840   @(...`..`   X25 000000016BAFED60   `..k....`   X26 0000000000000410   .....`   X27 0000339F8B550264   d.U..3..`   X28 000000016BAFFE60   `..k....`   X29 n/a X30 n/a</pre>

# Ghidra Decompilation

# Decompilation - V

```
Cz Decompile: mem_copy_config_name - (AARCH64-64-cpu0x0)
1
2 void mem_copy_config_name(void *corrupt_ptr)
3 {
4 }
```

```
Cz Decompile: FUN_1029ba764 - (AARCH64-64-cpu0x0)
1
2 void FUN_1029ba764(long *corrupt_ptr)
3
4 {
5     long *plVar1;
6     undefined8 *unaff_x19;
7     long unaff_x20;
8     long *plVar2;
9     long *plVar3;
10
11    FUN_102de0df8();
12    plVar1 = *(long **)(unaff_x20 + 8);
13    plVar2 = (long *)(unaff_x20 + 8);
14    while (plVar3 = plVar2, plVar1 != (long *)0x0) {
15        /* Moves x21 into x0 - x0 observed as corrupted at this point. */
16        while (plVar3 = plVar1, mov_x21_x0_crpt_func(), (int)corrupt_ptr == 0) {
17            corrupt_ptr = plVar3 + 4;
18            func_with_corrupt_ptr_(corrupt_ptr); // Call to mem_copy_config_name
19            if ((int)corrupt_ptr == 0) goto LAB_1029ba7c4;
20            plVar2 = plVar3 + 1;
21            plVar1 = (long *)*plVar2;
22            if ((long *)*plVar2 == (long *)0x0) goto LAB_1029ba7c4;
23        }
24        plVar2 = plVar3;
25        plVar1 = (long *)*plVar3;
26    }
27 LAB_1029ba7c4:
28     *unaff_x19 = plVar3;
29     FUN_102dc9978(plVar2);
30     return;
31 }
32 }
```

```
Cz Decompile: mem_copy_config_name - (AARCH64-64-cpu0x0)
1
2 void mem_copy_config_name(void *corrupt_ptr)
3
4 {
```

tr);

ce

```
Cz Decompile: func_with_corrupt_ptr_ - (AARCH64-64-cpu0x0)
1
2 void func_with_corrupt_ptr_(void *corrupt_ptr)
3
4 {
```

undefined8 uStack\_28;

```
    FUN_102de8778(*undefined8 *)PTR__stack_chk_guard_103a4fb80();
    FUN_1029ba204();
    mov_x19_x0();
    mem_copy_config_name(corrupt_ptr);
    if (*(long *)PTR__stack_chk_guard_103a4fb80 == uStack_28) {
        FUN_102dcdb120();
        return;
    }
    /* WARNING: Subroutine does not return */
    __stack_chk_fail();
}
```

# Bug & Fix

- **Bug:** Hypothesis - the while loop which processes the configuration objects performs a UAF when another thread tears down the call.
- **Impact:** Potential for RCE on MacOS (couldn't trigger on iOS)
- **Fix:** 🤪 This bug was patched through an inadvertent patch in the next WhatsApp release without insights (patched in versions > 2.25.9.72)
- **Open questions:**
  - Is it possible to control the pointer? What patched the vulnerability? Which thread was responsible for freeing the object? Non-determinism caused by A/B bucketing?

# But wait....

M

Mother-in-law

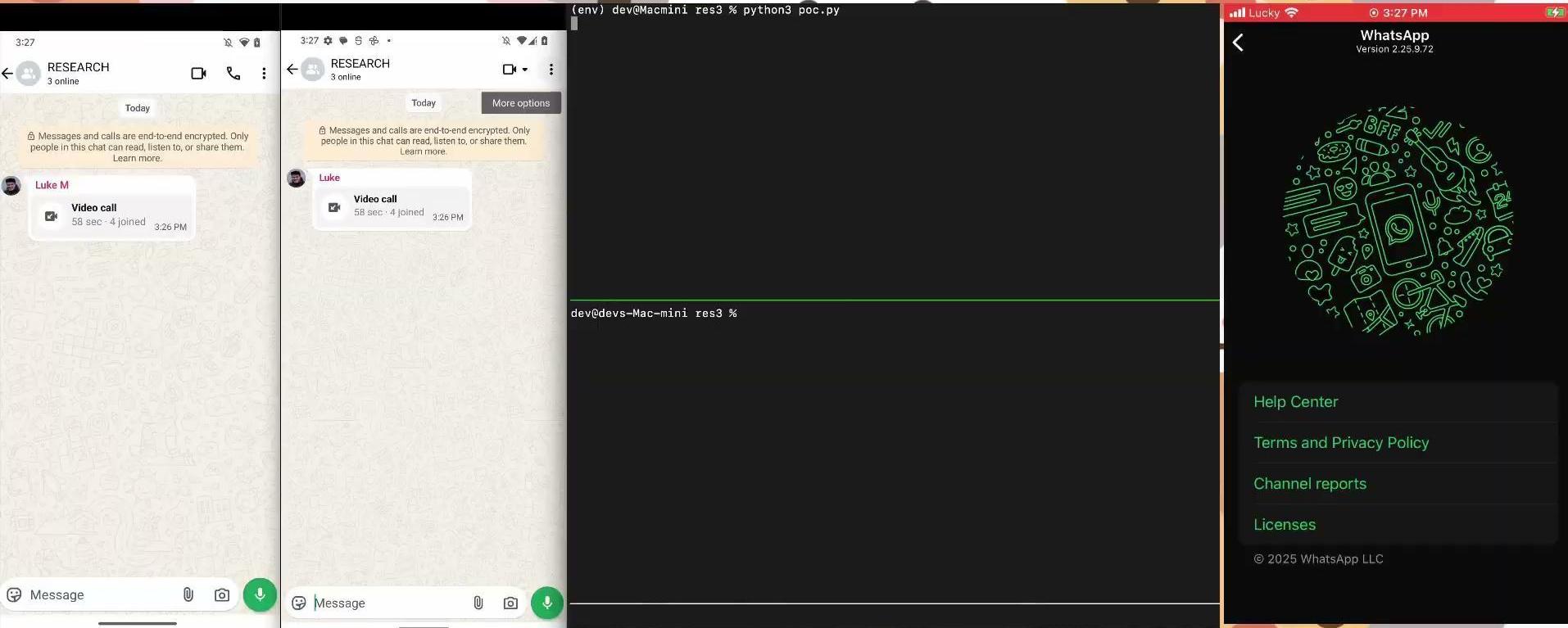
Father-in-law

**is making the leap to a smart phone! Before we start looking elsewhere I thought I'd ask if anyone here has an older unused one or is going to be getting g a new one soon.**

12:24 p.m.

I have an old iPhone XR he can use - no 0-days involved!

9:29 p.m. ✓



Hardware Model: iPhone8,1  
Process: WhatsApp [41671]  
Path: /private/var/containers/Bundle/Application/A1B108E1-DC7B-43F1-AC6E-9B14C30AA9AF/WhatsApp.app/WhatsApp  
Identifier: net.whatsapp.WhatsApp  
Version: 25.9.72 (714854349)  
AppStoreTools: 16E137  
Code Type: ARM-64 (Native)  
Parent Process: launchd [1]  
Coalition: net.whatsapp.WhatsApp [397]

OS Version: iPhone OS 15.5 (19F77)  
Release Type: User

Exception Type: EXC\_BAD\_ACCESS (SIGSEGV)  
Exception Subtype: KERN\_INVALID\_ADDRESS at 0x000280da8c400037

Thread 4 name: media

Thread 4 Crashed:

0	WhatsApp	0x102cbedb8	0x100670000 + 40168888
1	WhatsApp	0x102cbed80	0x100670000 + 40168832
2	WhatsApp	0x102cbeb98	0x100670000 + 40168344
3	WhatsApp	0x102cc02f0	0x100670000 + 40174320
4	WhatsApp	0x102cc02a4	0x100670000 + 40174244
5	WhatsApp	0x102cc0200	0x100670000 + 40174080
6	WhatsApp	0x102e63ac8	0x100670000 + 41892552
7	WhatsApp	0x102cbf12c	0x100670000 + 40169772

# Thank you!

# Questions?