# Plugins documentation:

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## Introduction

This pdf contains documentation on 3 different files – volexp.py, pfn.py and winobj.py. each of them contains multiple plugins (except winobj.py).

- 1. <u>Vol3xp.py</u> contains:
  - <u>VolExp</u>
  - <u>StructAnalyzer</u>
  - WinObjGUI
  - <u>FileScanGUI</u>
- 2. PFN.py contains:
  - P2V
  - <u>PFNInfo</u>
  - RAMMap
- 3. WinObj.py contains:
  - WinObj

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# VolExp.py

## VolExp – Volatility Explorer

## Introduction

This program allows the user to access a Memory Dump. It can also function as a plugin to the Volatility Framework (<a href="https://github.com/volatilityfoundation/volatility">https://github.com/volatilityfoundation/volatility</a>).

This program functions similarly to Process Explorer/Hacker, but additionally it allows the user access to a Memory Dump. This program can run from Windows, Linux and MacOS machines, but can only use Windows memory images.

## Motivation

To this day, memory forensics analysts most frequently use CLI-based tools for memory analysis. For the sake of comfort, ease of navigation, and faster, more efficient analysis, I decided to create a tool that we're all familiar with from SysInternals [ProcExp/Process Hacker] as a GUI-based plugin for Volatility.

Additionally, I created it for my own enhanced understanding of the Volatility Framework.

This tool uses multithreading and multiprocessing to run different plugins (svcscan, hivelist, getsids, pslist, handles) and different calculations for automation and efficiency.

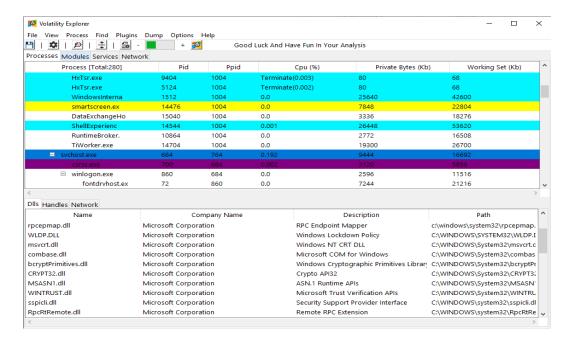
For the functionality of this plugin, I have written several additional plugins to the framework, very similar to volatility2 (Converted to volatility3 for compatibility) – getsids, getservicesids, privileges and envars and also added to the windows\symbols\extensions\\_init\_.py file of the framework some functions to help me create these plugins.

## **Startup Arguments**

This plugin accepts the following arguments:

• --DUMP-DIR: Directory to dump files.

- --SAVED-FILE: File that contains a previously saved run (you can save your progress at any time, similar to ida .idb file).
- --API-KEY: Virus Total API key to integrate with Virus Total.



## Some Research

Firstly, I noticed a problem in the implementation of a lot PsTree tools (much more prevalent on later versions of Windows because there is a far greater number of processes).

Since many processes start and/or are terminated, a situation may occur where Process A creates process B as its child process, it is then terminated, and later process C uses process A's PID since it recognizes it as free – resulting in PsTree incorrectly presenting Process C as Process B's parent.

To fix the problem above, I looked for a kernel struct (so User Mode Malware can't trick us) that can give me solid proof of processes' parent-child relationships, and found it in \_EPROCESS.CreateTime (so I can validate the parent process's creation time and that it is not at a later time than its child).

Secondly, I had to understand how to identify the process type (.Net, Immersive, Protected or Service), so I can visually categorize them using colors:

- Identifying a .Net Process (Yellow) CrossSessionCreate and WriteWatch flags are on.
- Identifying an Immersive Process (Metro apps Blue) must be under a Job and (\_EPROCESS.TokenFlags & token flag LOWBOX) or "S-1-15-2-" is inside the token sids. This sid is reserved for Immersive processes.
- Identifying a Protected Process (Purple) ProtectedProcess flag in Windows Vista to Windows 8.1; in later versions using the Protection struct inside the \_EPROCESS.
- Services (Pink) using the svcscan (plugin) output.

```
# Colored .Net processes. (os is vista or later)

if self.os_version['Major'] > 5 and e_proc.CrossSessionCreate == 1 and e_proc.WriteWatch == 1:
    process_comments[int(pid)] += "(Colored in yellow because this is a .Net process)"

# Colored Immersive process. (os is vista or later)

TOKEN_LOWBOX = 0x40000 # this flag mean this is AppContainer!.

if proc_token and (self.os_version['Major'] > 5 and e_proc.Job!=0 and proc_token.TokenFlags & TOKEN_LOWBOX or any("S-1-15-2-" in sid for sid in proc_token.get_sids())):
    process_comments[int(pid)] += "(Colored in turquoise because this is a Immersive process)"
    process_comments['pidColor'][int(pid)] = "turquoise1"
    integrity = 'AppContainer' if integrity not in integrity_levels else integrity

protection = 'Disable'

# Colored Protected process. (os is 8.1 or later)

if (self.os_version['Major'] == 10 or (self.os_version['Major'] == 6 and self.os_version['Minor'] == 3)) and e_proc.Protection.Type > 0:
    process_comments[int(pid)] += "(Colored in purple because this is a Protected process)"
    process_comments['pidColor'][int(pid)] = "purple"
    protection = 'Protected ()'.format(e_proc.Protection.Level) if int(e_proc.Protection.Level) not in protect_signer_by_level else protect_signer_by_level[int(e_proc.Protection.Level)]

elif self.os_version('Major') > :: Check if vista or later
    protection = 'Protected' if int(get_right_member(e_proc, ["ProtectedProcess"]) or -1) == 1 else 'Disable'
```

### **Abilities**

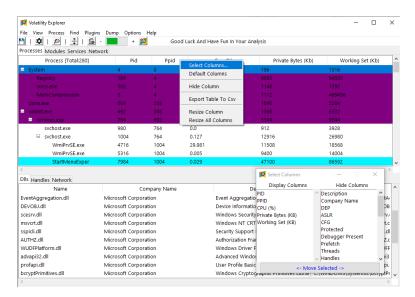
#### General UI

The process tree hierarchy Table that is presented in the picture below has a
functionality to add or remove columns from the table (using Right Click in the table
Headers -> Select Columns, select some columns and click <-Move Selected->
button).

You can also restore the table to the default state, hide selected columns, export the table as to a csv file, and resize specific columns/all of the table (you can also sort-by-column and change the order of the columns by dragging and dropping a column or by changing the order in the Select Column window).

Additionally, you can type something while a row is selected to navigate to the row of the process typed (for example if I type "ser" in the main table below, the services.exe process will selected [or another process that starts with ser, if there are any]).

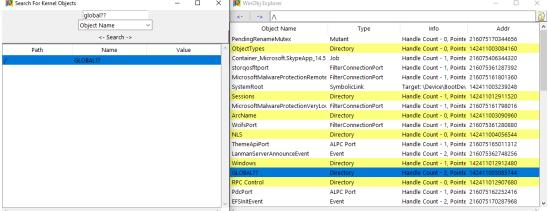
 The above is true for all the columns in the plugin, including modules, services, dlls, imports, etc.



• The main table also has a search bar (using ctrl+f/Find from the menu) that will search for handles/dlls.

- Options > Change Themes to change the themes of the program (using tkinter themes, you can add more themes by installing the ttkthemes package [pip install ttkthemes]).
- Options -> Options[ctrl+o] to change configuration of the plugin: Add VirusTotal API
  key to integrate with VirusTotal, change dump directory, show unnamed handles,
  show PE string on PE properties, etc.
- By clicking on the progress bar, you are able to see what's currently running and
  what finished running, so you can track VolExp's current and historical progress
  (tasks that you run manually will also be added to the progress bar, like VAD
  information, PE information, etc.).
- You can also save your work to a file (File->Save/Save As) and then reload the plugin (using the –SAVED-FILE option) to restore from that specific point, to save all your work, the progress of the plugin, process comments and colors.
- Another very important UI class of this plugin, is the Explorer window.

  Search For Kernel Objects X Winobj Explorer

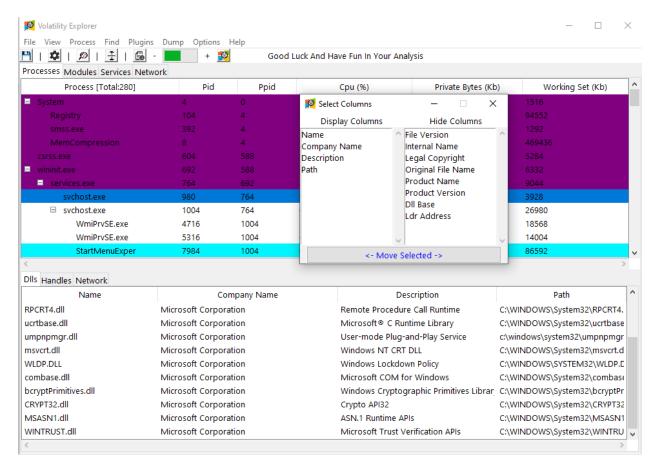


This explorer is built upon the table (so everything you can do with the table you can do with the explorer as well).

- 1. You can enter rows that are colored in yellow (much like folders in Windows File Explorer).
- 2. Export the entire Explorer to a csv and not just the presented table.
- 3. Using Ctrl + F to search for a specific string inside a specific column and navigate to that column (by double clicking the specific item).

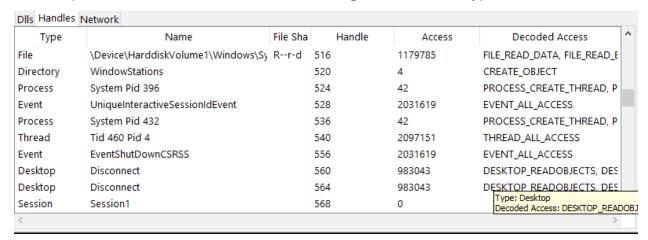
## **Functionality**

 Process tree hierarchy with dlls, handles and connections to each process (there is also a tab for all the kernel modules, services and network connections).

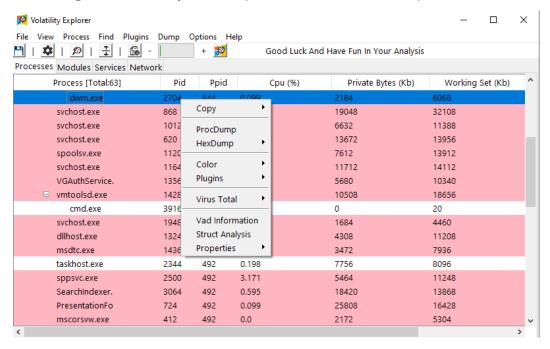


As you can see, you can also see the Company Name and the Description of the dll by default (this will load while the plugin is running). You can also add additional colums such as Internal Name, Copyright, Original Name, Product Name and Product Version, etc.

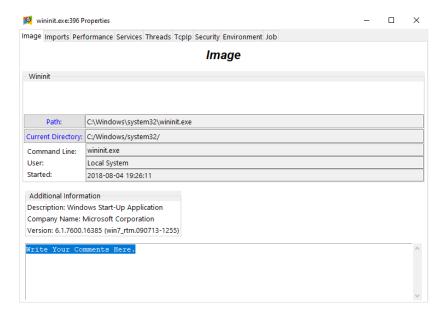
 Mapping of the meaning behind handles' granted\_access (the number representing a handle's permission) to a coherentive, literal meaning for each handle type.



Process right click will let you view specific data related to this process.



For example, let's see the properties and Memory Information:

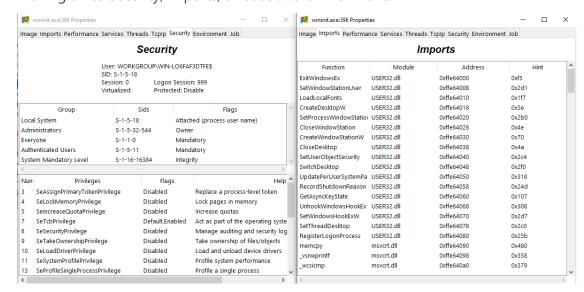


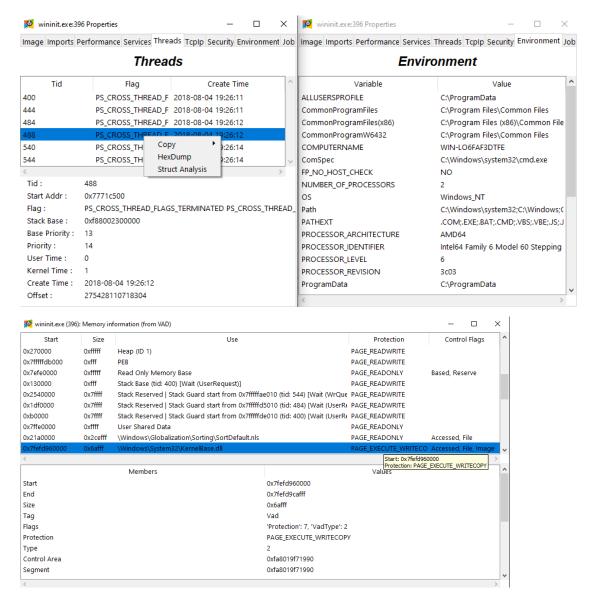
As you can see Process Properties contains a lot of tabs. In the first tab you can view general information.

You can also add a comment to this specific process (as well as coloring processes [using right click on the selected process->Change Color].

There is a lot more information in the other tabs, like the Process Imports, Performance, Services, etc. - Very similarly to Process Explorer.

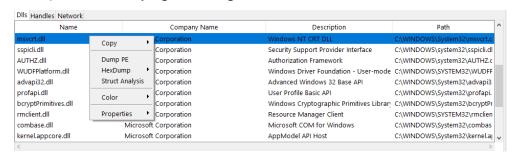
Moving on to Security, Imports, threads and environment:



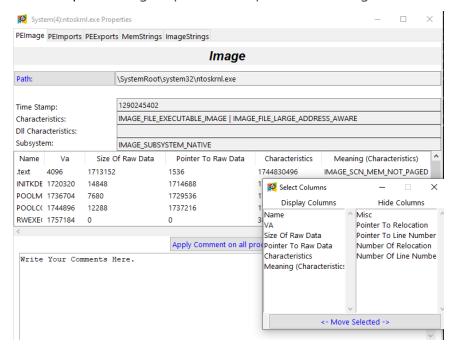


As you can see, memory information will display virtual address mapping information for a specific process, with a detailed description for each memory region.

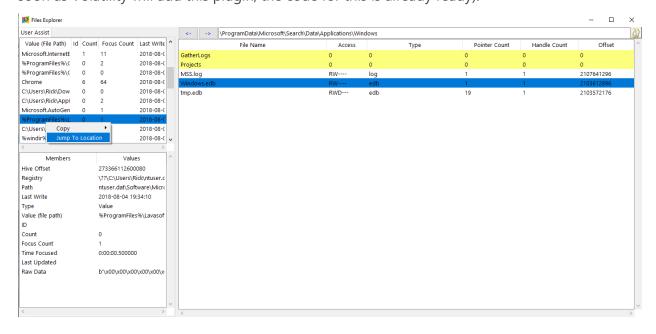
 PE File: You can also get information about PE files (from main table modules and from process dlls) by right clicking on a PE file:



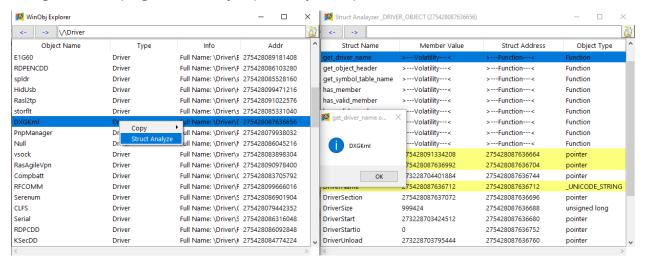
For example, clicking Properties will open the following window:



Integrate with FileScanGui and WinObjGui: This plugin also gets information about files in memory (using FileScan), and Windows kernel objects (using my other plugin – WinObj below) to display them both in Explorer (MFT Parser GUI will be added as soon as Volatility will add this plugin, the code for this is already ready):



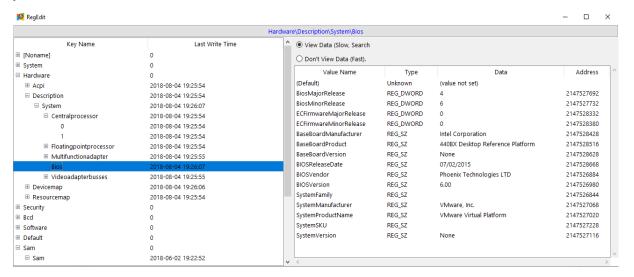
As you can see, the files are collected inside an Explorer UI with user assist data (using userassist plugin). You can jump directly to a specific file from the user assist.



Here you can see WinObj Explorer run Struct Analyze on a specific driver, and then run the volatility function get\_driver\_name on that driver which will result in the popup window DXGrnl.

WinObj Explorer has <u>Struct Analyzer</u> on a lot of windows kernel objects, like \_OBJECT\_DIRECTORY, \_DRIVER\_OBJECT, \_KMUTANT, etc.

 Registry Viewer – will display all the registry keys very similarly to Regedit, and will let you enumerate the values as well as the data.

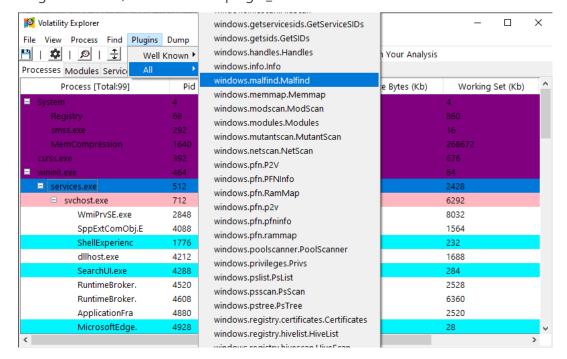


 Integrate With Struct Analyzer: For each process, PE file, thread, etc. you can right click -> Struct Analyzer to view much more information of each struct.
 For example running <u>Struct Analyzer</u> on <u>EPROCESS</u>:

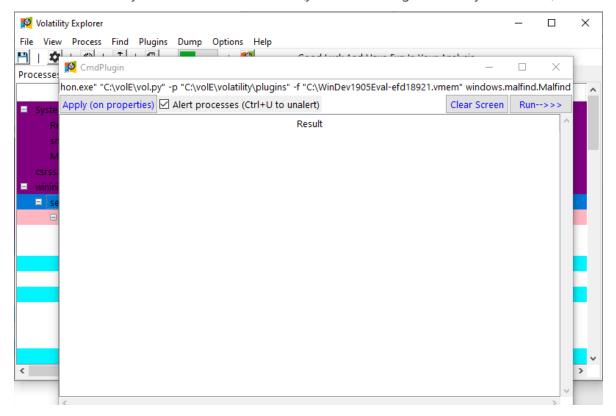


Integrate With Other Plugins: This plugin has a lot of capabilities but analysts will
probably have to use much more plugins during their work. This plugin allows you to
easily integrate with other plugins by navigating to the

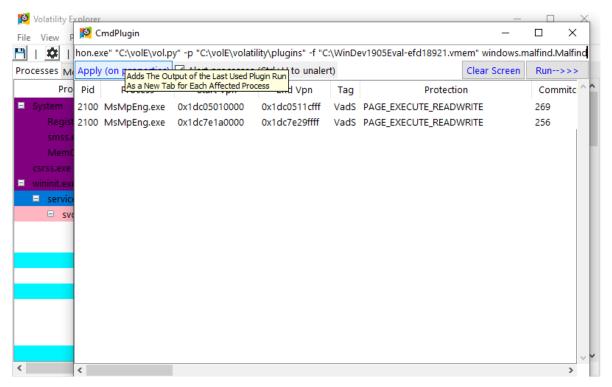
Plugins tab->All/Well Known><plugin\_name>:



It will automatically enter the command line (you can add arguments if you want to).



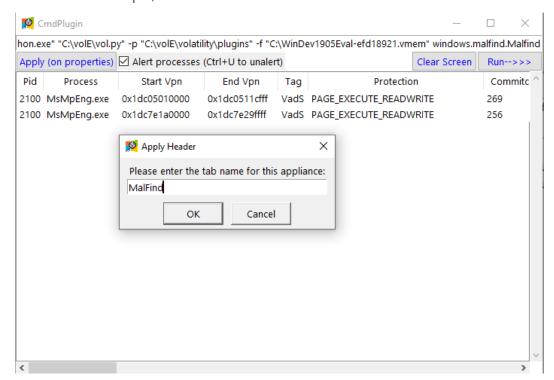
Clicking Run will run the plugin (as a subprocess)



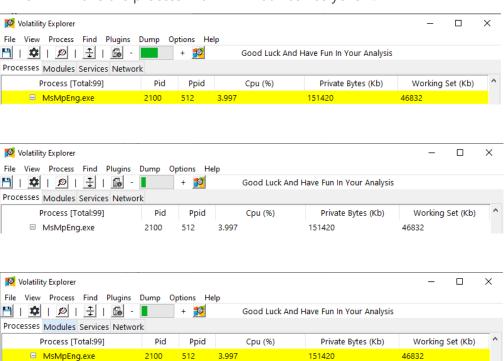
If we will click "Apply (on properties)" it will add the plugin output to the

corresponding process properties and make a visual alert for this process.

You will then have to enter a name for the new tab that will show in the properties window. For example, let's call it MalFind:

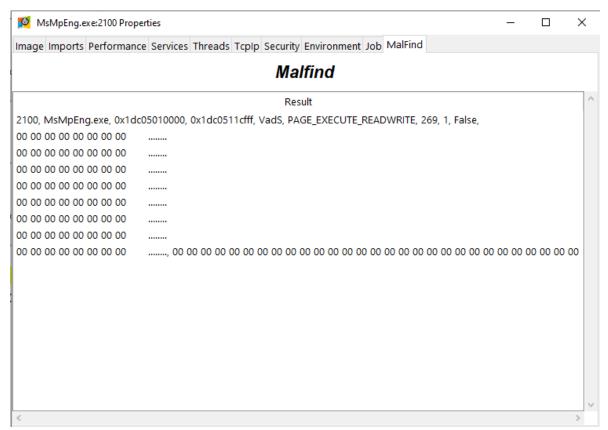


Which will make the process with PID 2100 flash as yellow:



When we double click this process (or Right Click->Properties) we will see a new tab

- MalFind (the name we chose) tab with the results of the Malfind:



Once we enter the process the visual alert only for this process will stop (or you can unalert all the processes at once using the Menu->View->Unalert Processes (Ctrl+U)).

This is very strong capability which will let you organize your analysis using only the VolExp plugin, allowing you access to other plugins through it.

## Plugin Flow:

This plugin starts by checking the user parameters, if something is missing it will pop up the options menu and ask the user to insert the missing data.

Then the plugin will get all processes data from the main table (PsTree view), and sort the processes in a PsTree view.

Next, it will run 2 additional processes (multiprocessing) to get data from the FileScanGui and WinObjGui plugins (MftParserGui will be added in the future when it will be added to the framework [the code for this already ready]).

At the same time its will start 5 additional threads, one for each of the following tasks:

- 1. Get Services using the SvcScan plugin and update the table.
- 2. Get Network Data using the NetScan plugin and update the table.
- 3. Get Process Handles using the Handles plugin (adding the Decoded Access as well) and update the table.
- 4. Get Process Environment Variables and Imports.
- 5. Attempt to translate the process SIDs to Username (using the GetSIDs plugin that I have written), and get additional information about each PE (Company Name, File Description, File Version, Internal Name, Legal Copyright, Original File Name, Product name, Product Version) using pefile module.

After this last thread finishes, it will create X numbers of threads (1 thread for each hive), walk over its keys and get the registry data (to be used by RegEdit).

It is especially important to note the fact that the better your computer's hardware, the program will run faster. (If you try to run VolExp plugin using a very slow computer the UI may freeze sometimes, especially at the beginning, because a slow computer can't really handle 5 different threads and 2 additional processes so quickly.)

## Struct Analyzer

## Introduction

Struct Analyzer is a nice extension to the other UI plugins (but can also run as a plugin). It parses structs remarkably similarly to volshell's dt function, but in an Explorer UI, so you can easily analyze structs in a graphical hierarchy.

Additionally, you can run all the volatility function on the struct you analyze and view the results. If the result is another struct, it will open in a new struct analyzer window. If it is a list/generator of structures, it will open a list of structs view with the ability to double click on one or more to open struct analyzer on the chosen struct.

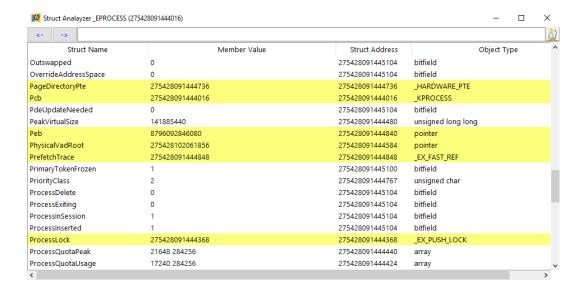
## Motivation

Despite the fact that VolExp's utilities show us a lot of information, it cannot display everything - so I created Struct Analyzer, similarly to dt in WinDbg, it can parse structs inside the main struct by clicking at it), so I can view any additional information in any struct I wish, by displaying the struct in another view.

## Arguments

This plugin accepts the following arguments:

- --STRUCT: the struct type to analyze.
- --ADDR: the address of the struct.
- --PID: the PID of the address space's process of the struct (enter "-PID=physical" for physical address space).



## Some Research

The research of this plugin had a lot to do with how Volatility3's framework works and how to parse it correctly into a GUI where you can view all the data and run the functions you need – basically giving full support to all of Volatility's functions for the chosen struct, such as cast and dereference\_as.

## **Abilities**

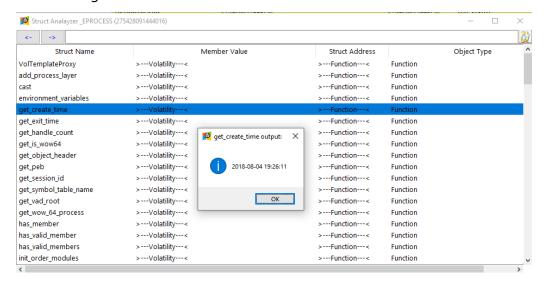
Struct Analyzer is built on top of Explorer so everything you can do using Explorer, you can do with the Struct Analyzer window:

Display all the struct members.

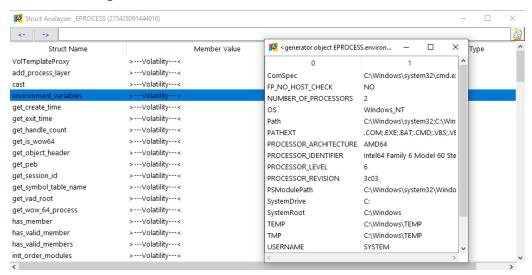


 Display all the struct functions, with the ability to run them (and also insert arguments if necessary). The output will be displayed in a popup window of the following possible types (according to the result):

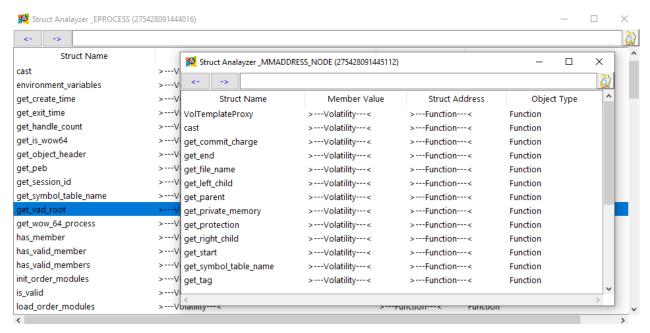
#### 1. As a string:



#### 2. A list of strings:

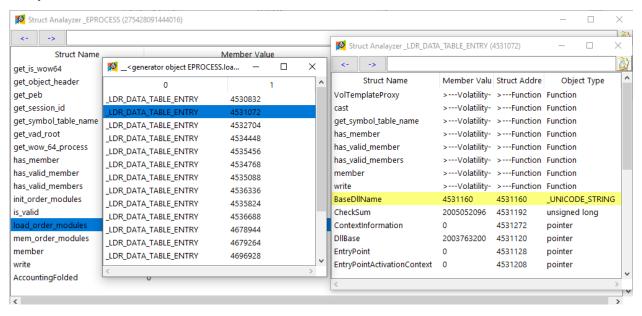


3. Object (display in another Struct Analyzer):

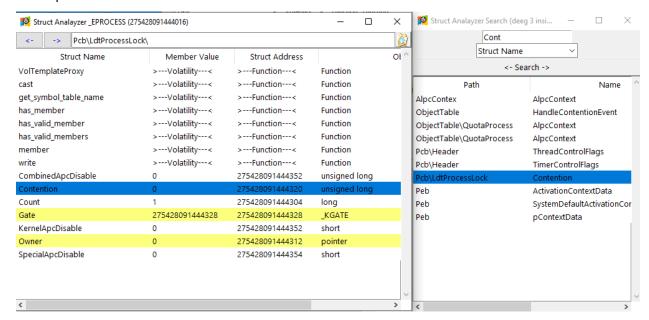


4. A list of objects (Double clicking on an element (struct) will open it in a new Struct

#### Analyzer window):

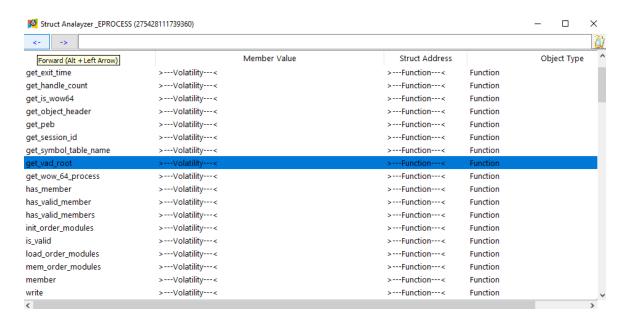


By default, Struct Analyzer will parse up to 3 structs inside each struct (every time you
get inside another struct it will parse 3 structs recursively inside as well). So you can use
the explorer search to find elements 3 hierarchal levels lower.



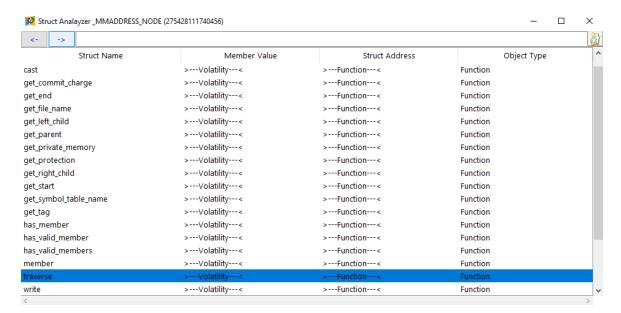
## Struct Analyzer Flow (example)

Here is an example of what you can do using Struct Analyzer (\_PROCESS at address: 275428111739360):



Double Clicking on the get\_vad\_root function will result in another struct analyzer window.

This time, it will be a struct analyzer for \_MMADDRESS\_NODE (which is the struct type that is returned from the get\_vad\_root function):

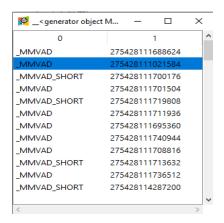


Double clicking "traverse" will result in the following popup, asking you to enter function

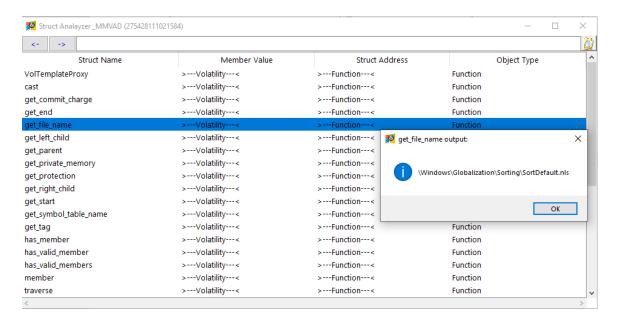
parameters, since the traverse function requires parameters to run (this will happen every time you try to run a function that accepts arguments):



Double clicking traverse and entering the parameters (you probably shouldn't enter anything, just click Save & Continue button, since it fills in the default values) will result in the following list:



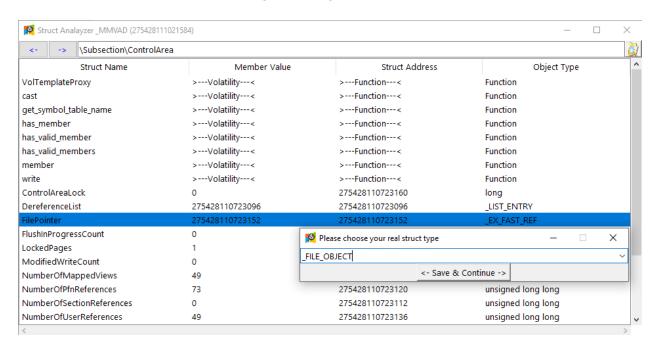
Double clicking on one of the structs will append another Struct Analyzer window of the chosen struct:



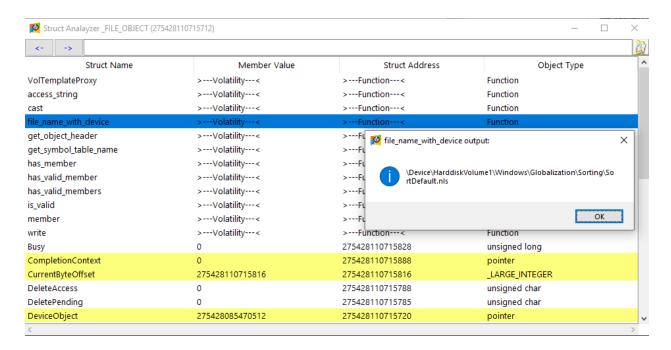
Double clicking on get\_file\_name will append the output of the function (the file name).

Let's go deeper and try to get the file name (without the get\_file\_name function). Navigating to

Subsection->Control Area and then right clicking on the file and dereference it as \_FILE\_OBJECT:



This will result in another Struct Analyzer window for \_FILE\_OBJECT in the dereferenced address. Now let's click on the function file\_name\_with\_device:



## WinObjGui

## Introduction

WinObjGui is a UI-based plugin which allows you to view all the kernel objects in an Explorer-like GUI.

It uses the WinObj plugin to parse the entire Windows object directory.

In addition to all the Explorer functions, you will also be able to integrate with <u>Struct Analyzer</u> and analyze structs from the object directory.

## Motivation

After creating VolExp, which is remarkably similar to Process Explorer if we compare it to the SysInternals tool, I was looking for other UI tools that could help an analyst. Another SysInternals tool caught my eye: WinObj, so I decided to create this tool.

Furthermore, I realized that it can fit very well with the <u>Explorer UI</u>, and help make sure that the analyst doesn't miss anything (the output of the winobj.py has a lot of verbose data, making it easy to miss critical information using the CLI tool, so a GUI-based tool can help tremendously).

## **Startup Arguments**

This plugin accepts the following argument:

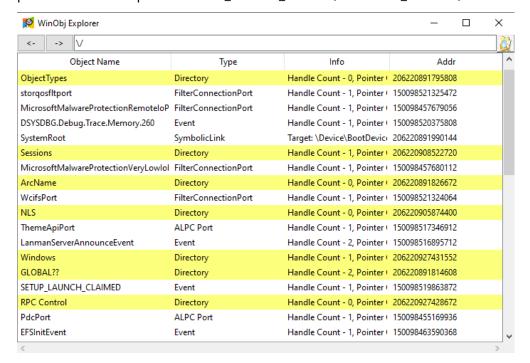
 --GET-DICT: File path to recursively output all the windows directory data in a pickle format (this argument is optional, and is used by <u>volexp</u>. If this argument is present, then no GUI will appear).

### Some Research

This Plugin had nearly no research, as it's just a UI view of the WinObj plugin.

The only research that was necessary was to find out the object type of objects referenced by

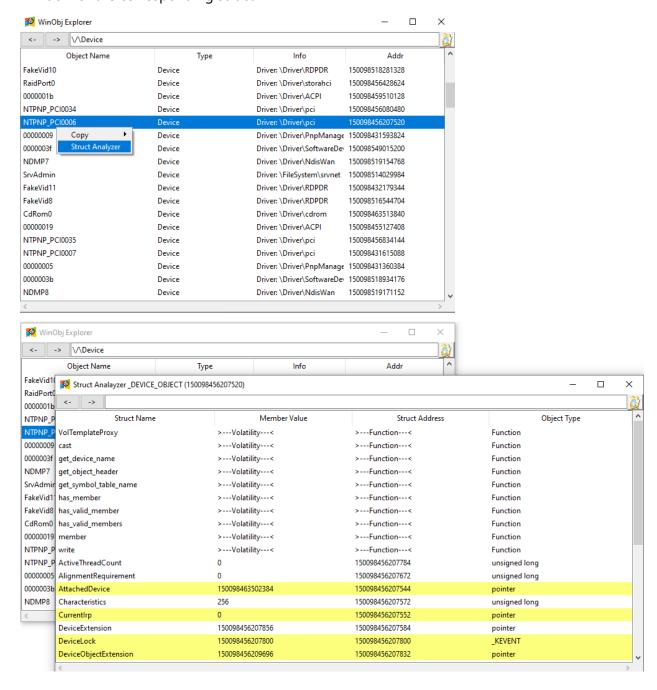
#### pointers. For example: driver -> \_DRIVER\_OBJECT, event -> \_KEVENT, mutant -> \_KMUTANT, etc.



### **Abilities**

WinObjGui is built on top of Explorer so everything you can do using <u>Explorer</u>, you can do with the WinObjGui Window:

 Integrate with Struct Analyzer – WinObjGui can integrate with <u>Struct Analyzer</u> using right click on some struct and then click Struct Analyzer will result a new Struct Analyzer Window of the corresponding struct



## FileScanGui

## Introduction

FileScanGui is a UI plugin which allows you to view all the files in a Windows Explorer-Like UI. It also shows data pulled from the user assist (so you can know what files a certain user runs).

In addition to all the Explorer function you will also be able to integrate with Struct Analyzer and analyze \_FILE\_OBJECT structs and also dump files/directories or view a file's HexDump.

## Motivation

While working on the VolExp plugin, I realized that VolExp is not enough.

During a regular system analysis, when using Process Explorer\Hacker you are also using another UI that Microsoft has created, which also seems to get the least credit – Windows Explorer, since it increases comfortability and ease of use tremendously. So I decide to create one.

It could help the user to navigate directly to the directory/file they want to and view/dump it easily.

## Startup Arguments

This plugin accepts the following arguments:

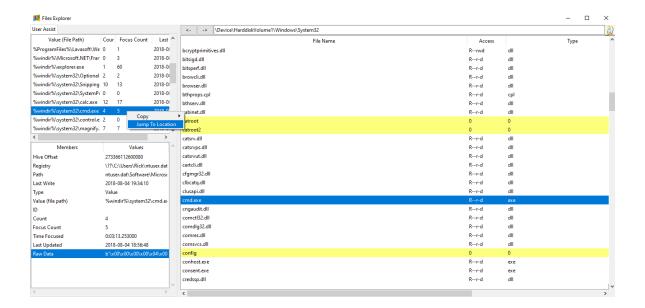
- --DUMP-DIR: Directory to dump files.
- --GET-DICT: File path to output all the filescan data, ordered by directories, in a pickle format (this argument is optional, and is used by <u>volexp</u>. If this argument is present, then no GUI will appear).

#### Some Research

My research for this plugin was realizing how to dump a file from memory to disk.

This is not something new and it was present in Volatility2 as well as in Rekall - but not in

Volatility3, so I had to recreate it in my plugin. So I create this functionality using Volatility2's dumpfiles and some additional resources (Supports dump from both \_control\_area and \_shared\_cache\_map).

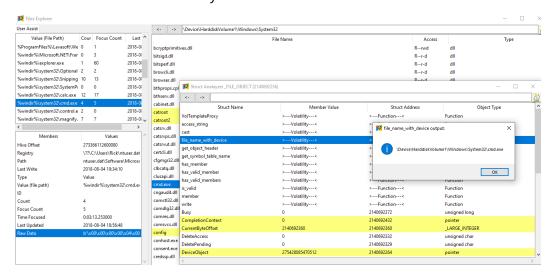


## **Abilities**

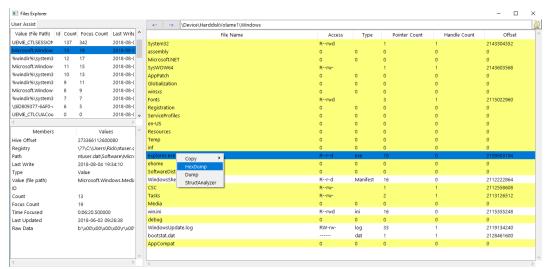
FileScanGui is built on top of Explorer so everything you can do using <u>Explorer</u>, you can do with the FileScanGui Window:

 Integrate with Struct Analyzer – FileScanGui can integrate with Struct Analyzer using right click on a file and then clicking Struct Analyzer will result a new Struct Analyzer Window of the corresponding \_FILE\_OBJECT

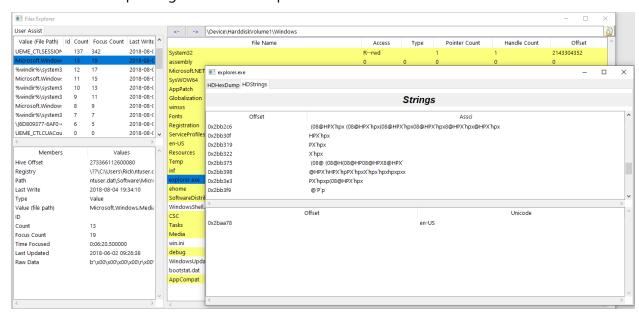
For example, running Struct Analyzer on cmd.exe and running the file\_name\_with\_device function inside the Struct Analyzer window:



 Dump File/Directory – FileScanGui also has a feature to dump files or directories using right click and "Dump" or "HexDump":



## Let's see HexDump Strings view for example:



# Pfn.py

#### Motivation

Most of memory forensics tools will create a view of something from the virtual address space of a process. Most, like Volatility, Rekall, etc. have a built-in function to translate virtual address to physical address, like the processor always does. But except for rammap from SysInternals there is not a working tool (that works on newer versions of Windows as well) that can translate physical address to virtual address or can give us forensics artifacts based on a given physical address.

Rekall does have this ability, but it fully works only for Windows version 8.0 and prior, and only on 64bit systems.

I realize that Windows still needs the ability to translate physical address to virtual address so I decide to take the challenge, do a lot of research and create this plugin (fully supported from Windows XP to Windows 10!), I decided to make it a suite of plugins: P2V, PFNInfo (that uses P2V) and rammap, that uses them both.

Rammap will give information for each physical page in the memory dump, so make sure to use the 64bit version of python if you run rammap on a large memory dump.

# P2V – Physical to Virtual

### Intruduction

This plugin translates a physical address to a virtual one using the pfndb.

It also tries to find the owner of the page, as well as if there is any file mapped to this address - and if there is, which processes mapped it.

## **Startup Arguments:**

This plugin accepts only one argument:

-- ADDRESS: the physical address to translate.

```
C:\volE>vol.py -f C:\Users\ Downloads\OtterCTF\OtterCTF.vmem windows.pfn.P2V -
-ADDRESS 0x20000

Volatility 3 Framework 1.2.1-beta.1

Progress: 41.02 Scanning primary2 using PdbSignatureScanner

Owner Loading To File Name File Offset Physical Virtual

WebCompanionIn (3880), WebCompanion.e (3856) 3880, 3856 \Device\HarddiskVol
ume1\Windows\assembly\NativeImages_v2.0.50727_32\mscorlib\62a0b3e4b40ec0e8c5cfaa0c8
848e64a\mscorlib.ni.dll 0x399400 0x7336b000, 0x7336b000

c:\volE>
```

### Some research

To understand how this plugin works we need to understand the \_MMPFN struct.

To help you better understand, let's define PFN as "VAD for the physical layer" – it's a struct that has a lot of data about the physical page.

```
primary2) >>> dt("_MMPFN")
t_symbols1!_MMPFN (48 bytes)
0x0 :
                                                  nt_symbols1!__unnamed_152f
nt_symbols1!__unnamed_1531
nt_symbols1!long
0x10
             PteAddress
                                                   nt_symbols1!pointer
            PteLong
VolatilePteAddress
                                                   nt_symbols1!unsigned long long
                                                  nt_symbols1!pointer
nt_symbols1!_unnamed_1536
nt_symbols1!unsigned short
nt_symbols1!unsigned char
0x10
0x18
             UsedPageTableEntries
0x1c
             VaType
ViewCount
                                                  nt_symbols1!unsigned char
             AweReferenceCount
                                                  nt_symbols1!long
             OriginalPte
                                                   nt_symbols1!_MMPTE
                                                   nt_symbols1!__unnamed_153e
```

This struct doesn't come alone. The OS has an array of \_MMPFNs that we can find in MmPfnDatabase (a pointer to the start of the array).

The first entry of the array describes the first physical page, the second describe the second and

so on... In short, the array length = ram size / page\_size. In 64 bit systems this struct 0x30 bytes large, meaning that for every page the size of 0x1000, 0x30 of memory will be immediately taken.

Thus, this struct takes more 1% from your memory, and never pages out, but there are some nonvalid \_MMPFNs and we can check whether a PFN is valid or not using the MiPfnBitMap (on some versions).

```
addr = nt.get_symbol('MiPfnBitMap').address
rtl = nt.object("_RTL_BITMAP", addr)

# Check if the page index not out of range
if rtl.SizeOfBitMap < pfn_index:
    return False

# Check if the page is valid
c_byte = context.layers['primary'].read(rtl.Buffer + (pfn_index >> 3), 1)[0]
if c_byte & (2 ** (pfn_index % 8)) == (2 ** (pfn_index % 8)):
    return True
return False
```

Or check the \_MMPFN.u4.PfnExists flag (on Windows versions that the bitmap is not present). So how do we make use of this struct?

The OS uses this struct to track the physical pages – whether the page is in use, the address of the page, the virtual(\_MMPFN.PteAddress) and physical address(\_MMPFN.u4.PteFrame << PAGE\_BITS | (\_MMPFN.PteAddress & 0xFFF)) of the PTE (that manages this page), the OriginalPte (to handle soft page faults) and much more.

So if each \_MMPFN contains information about the PTE that manages the page, we can just go to the PTE that manages our \_MMPFN, the PTE that manages the PTE that manages the \_\_MMPFN and so on... Basically, we have to reverse the entire steps of the virtual address translation.

After we go through all that, we end in the DirectoryTableBase of the process, so I created a dictionary that maps DTB address to the process and follows this routine, which allows me to get both the virtual address and the process that mapped this page.

To make sure that this works, let's go to volshell and check the values from the example on the start:

```
:\volE>vol.py
                                  Downloads\OtterCTF\OtterCTF.vmem windows.pfn.P2V
 ADDRESS 0x20000
Volatility 3 Framework 1.2.1-beta.1
           41.02
                                  Scanning primary2 using PdbSignatureScanner
 rogress:
Owner Loading To
                          File Name
                                                             Physical
                                                                               Virtual
                                            File Offset
WebCompanionIn (3880), WebCompanion.e (3856) 3880, 3856 \Device\HarddiskVol
ume1\Windows\assembly\NativeImages_v2.0.50727_32\mscorlib\62a0b3e4b40ec0e8c5cfaa0c8
848e64a\mscorlib.ni.dll 0x399400 0x20000 0x7336b000, 0x7336b000
(primary2) >>> pr.UniqueProcessId
3880
(primary2) >>> layer = pr.add process layer()
(primary2) >>> context.layers[layer].translate(0x7336b000)
(131072, 'memory layer')
(primary2) >>> hex(131072)
 0x20000'
(primary2) >>>
```

And we got what we expected, the address 0x7336b000 translates to the physical address 0x20000 that we checked before (in the example on top).

But I actually lied to you guys, the example above didn't work in the algorithm explained above, because that method only works for pages that map to a specific process; it would not work for shared pages - if we try the method above we end up with the System (4) process, not with PID3880 and PID3856. So how did I get this process?

When more than one process wants to use the same page, the OS creates a "prototype" PTE (for files for example). We can check whether a PFN points to a prototype PTE using the \_MMPFN.u3.PrototypePte flag. This type of PTE points to a \_SUBSECTION struct.

By iterating through all the processes and collecting all the subsections that loaded into each process, we can then determine which process belongs to each subsection we find.

```
def map_process_vads_subsections(self):
   self.subsections = {}
   for c_proc in pslist.PsList.list_processes(context = self.context,
                                              layer_name = self.config['primary'],
                                              symbol table = self.config['nt_symbols']):
       for vad in c_proc.get_vad_root().traverse():
                   subsection = vad.Subsection
                   while subsection not in seen subs and subsection:
                      seen subs.append(subsection)
                      start addr = subsection.SubsectionBase.real
                       if start_addr > self.HighestUserAddress:
                           end_addr = start_addr + (subsection.PtesInSubsection * self.ntkrnlmp.get_type('_MMPTE').size)
                          range = (start_addr, end_addr)
                           if not range in self.subsections:
                              self.subsections[range] = []
                           self.subsections[range].append((c_proc, vad, subsection))
               except exceptions.InvalidAddressException:
               if not int(c proc.UniqueProcessId) in self.vads:
                   self.vads[int(c_proc.UniqueProcessId)] = []
               self.vads[int(c_proc.UniqueProcessId)].append((vad.get_start(), vad.get_end(),vad))
```

(The code above shows how we map all the subsection ranges to the self.subsection dictionary.)

## **Abilities**

- Translate physical address to virtual address
- Find the processes that map a given physical address
- Find a file mapped in a given physical address (if present)

# PFNInfo – page frame number information

### Introduction

As its name suggests, its main goal is to bring as much information as possible from a given physical address using the PFN Database.

### Motivation

After creating P2V, RAMMAp from SysInternals was yet stronger than my own tool. I needed to find much more information, like the use of a page, page priority, page list, etc...

For that reason, I decided to create a new plugin with this goal in mind: To give additional information about the page, not just the owner and the virtual address like P2V already does, but additional possible information we can get.

## **Startup Arguments**

This plugin accepts one the following arguments:

- --ADDRESS: Address of the \_MMPFN struct
- --INDEX: Index of the \_MMPFN struct (inside the array [the page frame number])
- --PAGE: Address of a page

Note: --INDEX and -PAGE are relatively similar. If you use -PAGE={address} you can use - INDEX={address}/PAGE\_SIZE.

### Some research

In the previous plugin (P2V), a part of the research was to investigate the \_MMPFN struct and how the OS uses it. Here, I had to do much more research, in different Windows versions, such as how to extract the page list, priority, reference and share count, page color(numa), PTE type, NxBit, etc.

I had to find how to locate general memory areas, like NonPagePool and PagePool (for session space as well) in order to identify the use of a page.

# **Abilities**

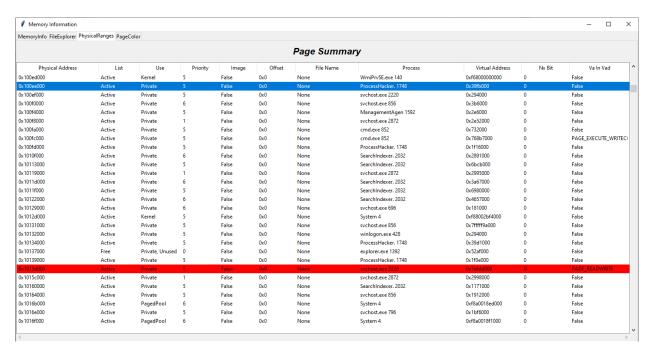
This plugin lists a lot of information related to a physical page, including:

PFN index, PFN address, page list, priority, reference and share count, page color(numa), PTE type, NxBit, the use of a page, file name (if any), file offset, is the file an image and pool tags (scan the physical address from built in pool tags list)

# RAMMap – Random Access Memory Mapping

# Introduction

This plugin is the reason that P2V and PFNInfo exists. RAMMap uses them both to get every information we can get from a given physical page, in addition to attempting to mark pages it finds suspicious.



(Colored in red because the VAD is marked as PAGE READWRITE but the NxBit is unset).

## **Startup Arguments**

This plugin accepts the following arguments:

- --ADDRESS: Starting address (defaults to 0)
- --SIZE: The size to analyze (the default is the memory dump size minus the starting address)
- --COLORED: Display only colored pages (defaults to false)

### Some Research

I researched and looked for "weird" page states, categorizing them and giving each of them a different color.

For example, it will catch a conflict between the VAD protection to the PTE protection.

```
UNDLE WINAPI LoadRemoteLibraryR( HANDLE hProcess, LPVOID lpBuffer, DWORD dwLeng

lpRemoteLibraryBuffer = VirtualAllocEx(hProcess, NULL, dwLength, MEM_RESERVE|MEM_COMMIT_PAGE_EXECUTE_READWRITE];

lpRemoteLibraryBuffer = VirtualAllocEx(hProcess, NULL, dwLength, MEM_RESERVE | MEM_COMMIT_PAGE_READONLY);

DWORD oldPrection;

VirtualProtectEx(hProcess, lpRemoteLibraryBuffer, dwLength PAGE_EXECUTE_READWRITE &oldPrection);

#BHEU ¥®BLACK HAT EVENTS
```

(Taken from BlackHat 2019, an hiding technique from plugins that check the VAD's protection, like MalFind)

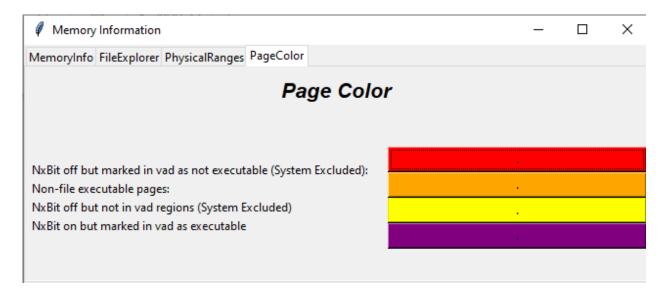
RAMMap will catch this technique and color it in red (if NxBit is off but the VAD shows it has no execute rights). For the opposite (NxBit is set but VAD shows it has execute rights), it will color in purple by default.

During the research I have found that on some Windows versions the OS will map a file with a PAGE\_EXECUTE\_WRITECOPY permission, but set the NxBit (so Windows will unset it manually when the CPU throw an exception).

This is acceptable because when DEP is disabled and the CPU throws an exception that a code attempted to run from a non-executable page (because the NxBit is on) - the OS handles the exception by unsetting the NxBit, so the processor could run this - which could indicate malicious injection into a process where DEP is disabled.

### **Abilities**

You can always change the default colors by using the PageColor tab (you can also disable the coloring by changing the color to white like the other tabs)



- Color pages as you can see in the picture above
- Find if page is a part of a file (and VAD protection).
- Find the process that loaded a physical page (if it is a mapped file, then it will find all the processes that mapped this page).
- Get additional information like how the system uses this page (Use tab), the page priority, NxBit state and much more (as you can see in the picture above).

# WinObj.py

Contains only one plugin: WinObj

# WinObj – windows (kernel) objects

### Introduction

The WinObj plugin parses the entire Windows object directory.

### Motivation

After I created VolExp, while working on FileScanGui I was looking for a way to translate "harddrivevolume{number}" to the drive letter, and what is a better way than the way Windows itself does it?

So I was able to do so using WinObj (<a href="https://github.com/kslgroup/WinObj">https://github.com/kslgroup/WinObj</a>), but after using it a bit, I realized that this plugin works very well, but could sometimes miss some objects from the object manager because it doesn't parse it correctly so not all the data is present.

Thus, I decided to update the plugin. I also noticed that it has a lot of exceptions in Windows 10, so I fixed that as well.

## **Startup Arguments:**

This plugin accepts the following arguments:

- --PARSE-ALL: Parse the entire directory (Boolean)
- --SUPLY-ADDR: Parse \_OBJECT\_DIRECTORY at a specific address
- --FULL-PATH: Parse the specified directory from the object directory

### Some Research

Firstly, I was looking for a better way to find the object directory, and since Volatility3 parses the kernel symbols as well, we should just take the ObpRootDirectoryObject symbol which holds a pointer to the root directory of the object manager (and if it failed to get it this way, which should never happen, we can try taking this pointer from the kdbg instead).

Secondly, we parse the directory as we should parse it, as an \_OBJECT\_DIRECTORY struct, and make sure that we don't follow the same pointer twice (could be a while true problem in broken images):

```
def parse_directory(self, addr, 1):
                            : long, pointer the the driectory
          :param addr
          :param l : list
:return : None
          the function will parse the directory and add every valid object to the received list
          layer_name = self.config['primary']
          fayer_name = self.config[primary]
kvo = self.context.layers[layer_name].config["kernel_virtual_offset"]
directory_array = self.ntkrnlmp.object('_OBJECT_DIRECTORY', addr - self.ntkrnlmp.offset)
for pointer_addr in directory_array.HashBuckets:
                    if not pointer_addr or pointer_addr == 0xfffffffff;
                    # Walk the ChainLink foreach item inside the directory.
                    while pointer_addr not in seen:
                              try:
                                        myObj = self.ntkrnlmp.object("pointer", offset=pointer_addr+self.POINTER_SIZE - kvo)
                              self.AddToList(myObj, 1)
except exceptions.InvalidAddressException:
                              seen.add(pointer addr)
                              try:
                                        pointer_addr = pointer_addr.ChainLink
                              except exceptions.InvalidAddressException:
                              if not pointer_addr:
                                        break
```

### **Abilities**

• Example of listing drivers from the Driver directory inside the root directory, finding some very old malware drivers (Stuxnet):

 Example of results in vol3 - 1.2.1 (Windows XP) for driverscan and drivers (so the only way to get correct results at the moment is my way):

Using WinObj, you can enumerate everything from the object directory itself:
 As we saw already, you can enumerate drivers, but there is much more you can do. You can enumerate devices, callbacks, mutexes, events, semaphores, jobs, ALPC ports (including the WSL ALPC ports, from \PSXSS), symbolic links, section objects, windows stations, sessions, desktops, etc...

You can recreate almost any plugin results from WinObj:

For example wintree (from volatility2) -> using WinObj to parse

\Windows\WindowStations and find all the windowstations objects, then parse all the

processes from that window, which will show all the information that wintree gives us.

The kernel uses the object directory to translate objects as well so it could be very unsafe
for a malware to change data there and try to hide, because it could result in unwanted
changes.

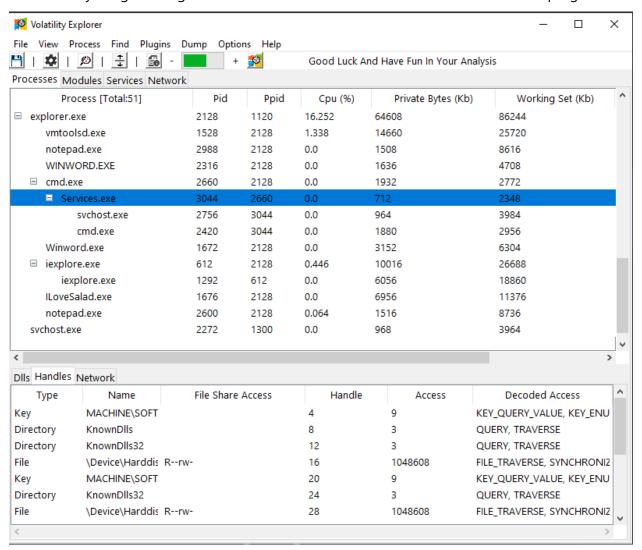
# Using the tools

### Instructions

In this demo I am going to use two different dumps. One that has been analyzed before (https://drive.google.com/file/d/0B7v1Owo0v5SYZ016VmVoVFV1elE/view), the KSLSample.vmem - the sample of the threadmap plugin in the contest of 2017, as well as sahar.vmem, which I am not allowed to upload.

## Sahar.vmem

This memory image belongs to a cloud VMWare user that downloaded a malicious program.

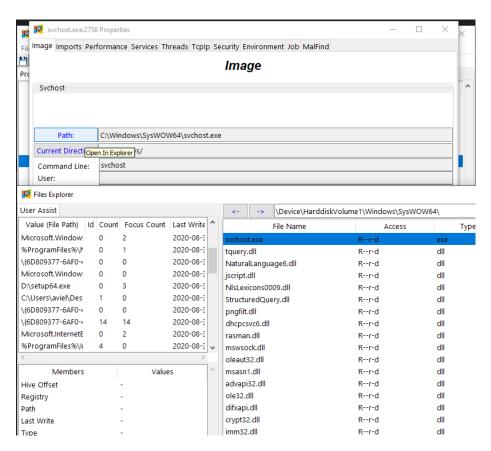


From the process tree already, we can see a lot of weird stuff going on here.

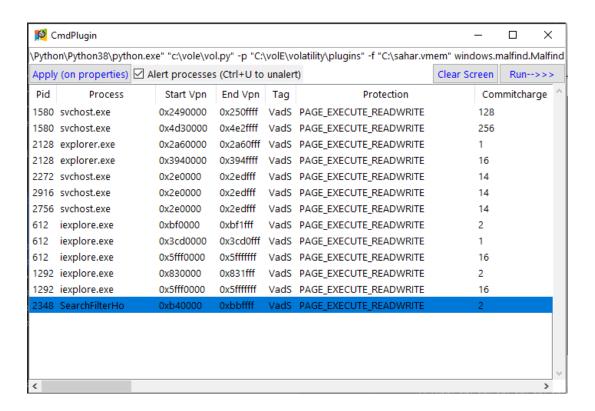
Services.exe is running under a cmd, svchost is running under Services, two instances of differently spelled WinWord variants (lower and upper case).

Opening svchost.exe's (2756) properties and clicking at Path to open in Explorer validated that we are in fact dealing with the authentic svchost image.

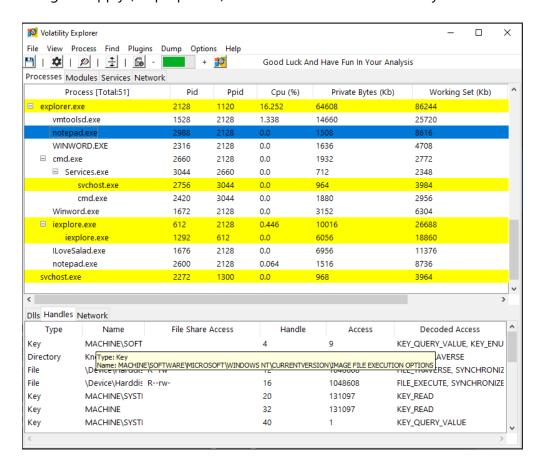
In that case, what is going on here??



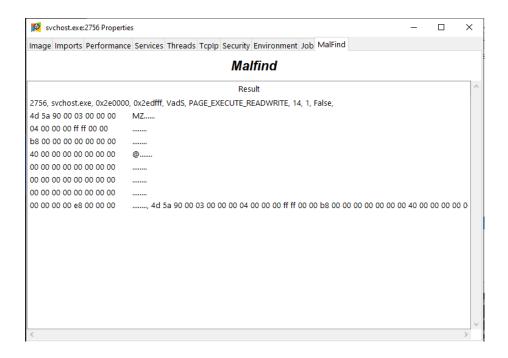
To make sure, Let's run Malfind against this image (you can run Malfind on one specific process by using Process->Plugins->WellKnown->Malfind)



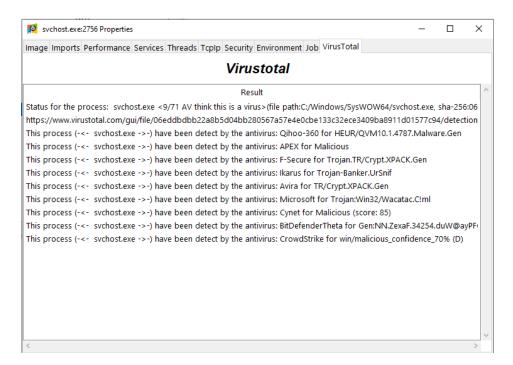
Using the Apply (on properties) button will color the svchost in yellow:



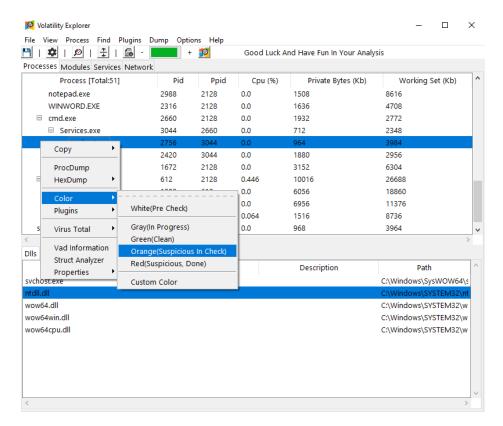
By looking at svchost's properties we can understand that we've got an MZ injection in our hands.



By uploading this process to VirusTotal we can see that nine different antiviruses detected this file as malicious (none of them detected the real svchost):

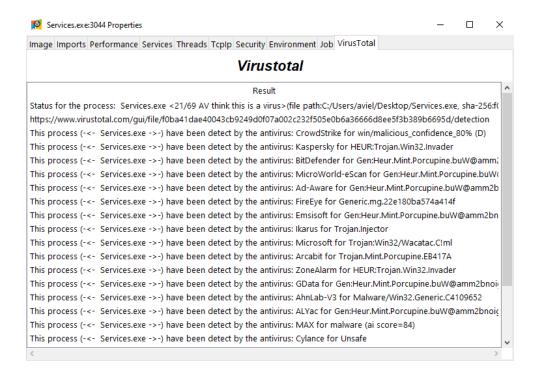


Let's add a comment on this in the Comment tab and color this process as suspicious

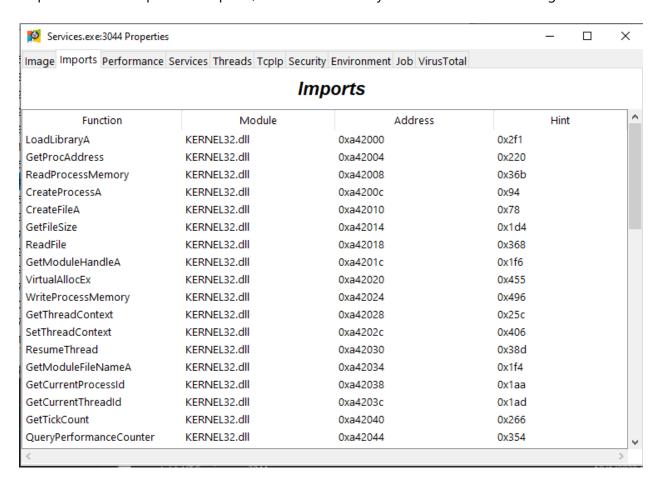


As we can see, this svchost loads only 4 dlls. Coincidentally, services.exe loads the same dlls exactly.

In that case, let's take a look at Services.exe:

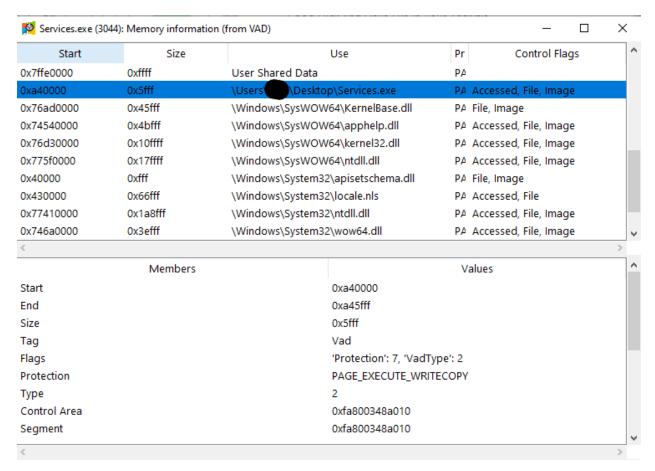


A quick view of the process' imports, and we can already know what we are dealing with:



CreateProcessA, CreateFileA, GetFileSize, ReadFile, VirtualAllocEx, WriteProcessMemory, Get/SetThreadContext and ResumeThread is almost everything we need to perform a process hollowing injection.

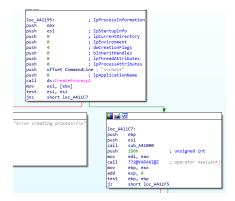
If we take a look at the VAD information (using process Right Click -> VAD information):



We can see that this process was loaded from the desktop, and also loads ntdll.dll dynamically (using the LoadLibraryA and GetProcAddress that we saw in the imports above).

Hah!, NtUnmapViewOfSection (from ntdll) is the only missing function to perform process hollowing.

We can also dump Services.exe and view it in our favorite disassembly tool to confirm. Here it is creating a process named sychost:



```
edi, [esp+48h+lpFileName]
10V
add
       esp, 0Ch
                        ; hTemplateFile
oush
                       ; dwFlagsAndAttributes
oush
       0
       4
                       ; dwCreationDisposition
oush
                       ; lpSecurityAttributes
oush
                       ; dwShareMode
oush
       80000000h
                        ; dwDesiredAccess
oush
       edi
                        ; lpFileName
oush
:all
       ds:CreateFileA
10V
       ebp, eax
       ebp, 0FFFFFFFh
:mp
jnz
       short loc A41261
```

Here it opens the malicious file that will be used to replace svchost:

```
offset ModuleName ; "ntdll"
push
call
        ds:GetModuleHandleA
push
        offset aNtunmapviewofs; "NtUnmapViewOfSection"
                        ; hModule
push
call
        ds:GetProcAddress
        ecx, [esi+8]
mov
        edx, [ebx]
mov
push
        ecx
push
        edx
call
        eax
test
        eax, eax
jz
        short loc A412F3
```

It then unmaps svchost's sections:

```
eax, [ebp+50h]
mov
        ecx, [esi+8]
mov
mov
       edx, [ebx]
add
       esp, 4
                        ; flProtect
push
       40h
push
       3000h
                       ; flAllocationType
                       ; dwSize
push
       eax
       ecx
                       ; lpAddress
push
push
       edx
                       ; hProcess
call
       ds:VirtualAllocEx
test
       eax, eax
        short loc_A41333
jnz
```

It continues to allocate additional memory:

```
mov
        ecx, [esp+48h+Buffer]
mov
        edx, [ecx+18h]
        ecx, [edi+edx+10h]
mov
        eax, [edi+edx]
lea
        edx, [eax+14h]
mov
add
        edx, [esp+48h+var_1C]
mov
        eax, [ebx]
add
        esp, 0Ch
                        ; lpNumberOfBytesWritten
push
                        ; nSize
push
        ecx
                        ; lpBuffer
push
        edx
                        ; lpBaseAddress
push
        ebp
push
                        ; hProcess
        eax
call
        ds:WriteProcessMemory
test
        eax, eax
jz
        short loc A4138A
```

#### Rewrite the headers:

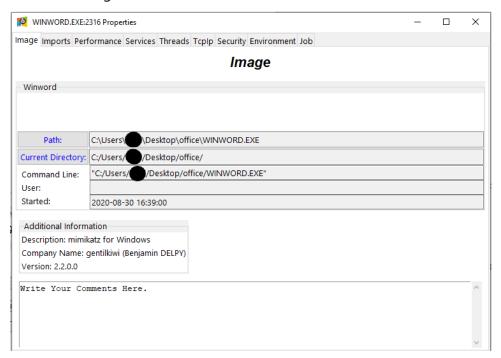
```
mov
        edx, [ebx+4]
add
        esp, 4
push
        esi
                        ; lpContext
push
        edx
                        ; hThread
call
        ds:GetThreadContext
test
        eax, eax
        short loc_A41626
jnz
```

#### Gets thread context:

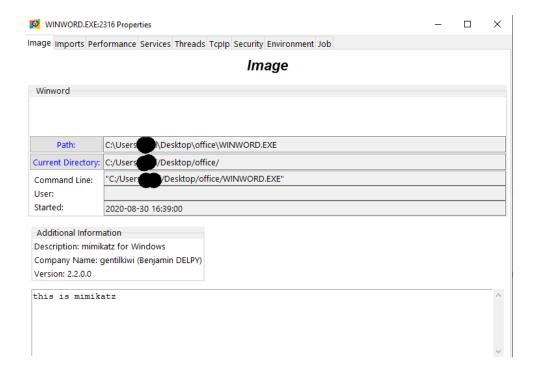
```
oush ecx ; hThread
call ds:ResumeThread
cest eax, eax
jnz short loc A41681
```

It then resumes the thread, and that's it.

If we also disassemble the svchost, we can find out that it does a lot of abnormal stuff as well, such as running one of our WinWord.exes. Let's look at it:



And just by viewing the file description we can immediately see that this is a mimikatz. Adding a comment to make our analysis easier:

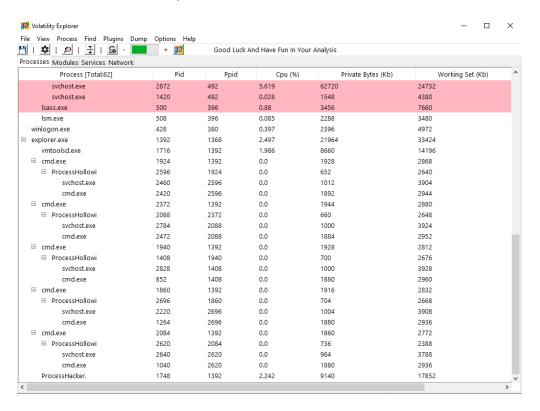


### KSLSample.vmem

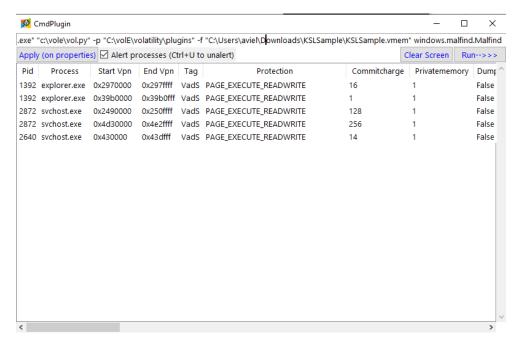
This is the dump used by kslgroup who created the threadmap.py plugin: <a href="https://drive.google.com/file/d/087v10wo0v5SYZ016VmVoVFV1elE/view">https://drive.google.com/file/d/087v10wo0v5SYZ016VmVoVFV1elE/view</a>

Here, the process hollowing is trying to hide itself by allocating the memory as PAGE\_READWRITE and changing it later to be executeable.

Let's take a look in VolExp:



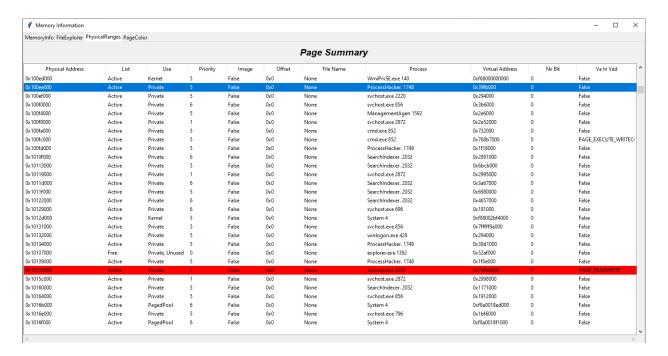
This is just a research dump, so they did not make any special effort to try and hide the process hollowing. But can Malfind find it?



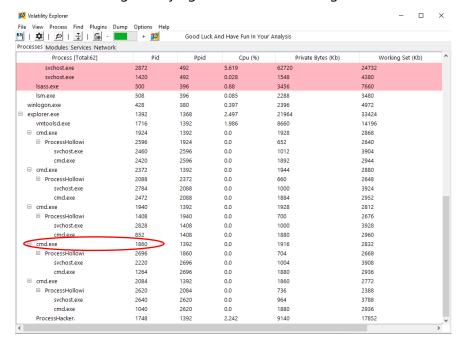
As we can see, Malfind only found that process 2640 is suspicious because it has started with the PAGE\_EXECUTE\_READWRITE rights. They probably did that as a way of comparison.

Let's see now how RAMMap can catch this as well.

Firstly, the plugin won't mark 2640 as suspicious because it has both the NXBit off and has Execute rights. RAMMap only marks pages with a weird state, like a page where the VAD protection is Non executable but the NxBit is not set (so the page can execute):



Here, we can see the PAGE\_READWRITE as we expected, but the NxBit is unset, so this page can execute, meaning it is trying to hide, thus marking it in red.



# **Closing Statements**

There used to be a time where the SysInternals tools were open source. You could understand the basics of how Windows manages its memory just by reading them. Those were easier times.

About 10 years ago they decided to make the SysInternals suite closed source. Since then, to understand the theoretics behind Windows you need to read, books like The Art of Memory Forensics and Windows Internals.

Then Windows 10 shows up and since a lot of things changed, Volatility starts to move to Volatility3, and Rekall is no longer supported... and I just wanted to understand how the memory manager changes in Windows 10 and the forensics aspects of it.

Therefore, I decided to create an improved open source tool of the most powerful tools from SysInternals (like Pavel Yosifovich started doing), and added the memory analysis aspect to them. In the beginning, I only created the VolExp suite for Volatility2 but it wasn't perfect.

My then mentor, Shachaf Atun, competed in the contest in previous years, so I decide to wait one year with the contest.

Later, you decided to make the contest for Volatility3, so I decided to convert the plugin and also add much more information to it, taking inspiration from the SysInternals tools.

This plugin was supposed to let other people understand the intricacy of the operating system's memory management, but I myself have learned a lot by making these plugins; just by running RAMMap and seeing the different colors in different OS versions makes you understand a bit. Slowly all the pieces combine together into the big puzzle, as I hope they will for others.

This last month of researching was intensive but I had a lot of fun, now I will recreate the friendships and connections that I have neglected, and back to normal.

Thanks to my lovely girlfriend for the understanding during this time.

I hope these tools will help you during your memory analysis.

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