

# Technical Documentation — ADB Device Automation & C2-Based System Surveillance

This document describes a **comprehensive, all-in-one Android automation system** built using the Android Debug Bridge (ADB).

The suite provides:

- Remote screenshot capture
- Screen recording
- Media extraction (images + videos)
- UI hierarchy dumping
- Contacts retrieval
- Full remote camera control (photo, video, camera switching)
- OEM-adaptive behavior (Transsion, Xiaomi, Samsung, Oppo, Vivo, Google...)
- Automated UI parsing and fallback strategies

## 1. Device Connection, Detection & Capability Profiling

When launched, the system begins by analyzing the connected device:

### ✓ 1.1 Device Identification

It reads:

- Brand
- Manufacturer
- System build information
- Android version
- Whether the device belongs to special OEM families

This detection step is essential because certain vendors — such as **Transsion**, **Xiaomi (MIUI)**, and **Oppo/ColorOS** — use custom camera apps and UI traits that require tailored logic.

## 2. Camera Control System (Photo, Video, Switching)

This part acts as a **remote-controlled camera bot**, capable of:

- Launching the camera
- Switching between front/back lenses
- Taking photos
- Recording videos
- Saving output
- Extracting files automatically

### 2.1 Camera Launch Logic (OEM Adaptive)

Different manufacturers require different launch methods:

#### A. Standard Android devices

Can be launched using their standard system intents.

#### B. Transsion OS (Tecno / Infinix / Itel)

Camera apps cannot be opened with normal intents.

The tool uses alternative methods that reliably trigger the camera UI.

#### C. Xiaomi MIUI

Has delayed UI load and repositioned controls.

The tool waits longer before interaction.

Each OEM has:

- Custom UI layouts
- Different button placements
- Different “confirm/accept” workflows

The system adapts automatically.

## 2.2 UI Auto-Detection With UIAutomator

To interact with the camera app without touching the device, the system:

- Captures a UI dump file from the device
- Parses it as XML
- Searches for:
  - Shutter button
  - Confirm/save button
  - Lens toggle (front/back switch)
- Inspects element attributes:
  - Position on screen
  - Resource ID
  - Content description
  - View class
  - Display text

This enables:

- OEM-agnostic detection
- Adaptation to custom camera layouts
- Correct tapping regardless of screen resolution

If the UI changes or buttons are moved, the script still finds them.

## 2.3 Hardcoded Overrides (Optional)

For speed and precision, users may define:

- A fixed shutter button location
- A fixed switch-camera button location
- A fixed save/check button location

When these are provided:

- UI parsing is skipped

- Tapping is instantaneous
- More reliable for repetitive captures

## 2.4 Photo Capture Workflow

When taking a photo, the system performs:

- **Pre-scan** of all photos currently on the device
- **Safe camera close** (to ensure clean state)
- **Camera launch** (method depends on OEM)
- **Lens selection** (front or back)
- **Shutter button press**
- **Confirm / Save**
- **File extraction (pull) to computer**
- **Duplicate avoidance**
- **Unique file naming** using timestamps + random suffixes

This ensures:

- No overwriting
- No missing files
- Consistent output on all devices

## 2.5 Video Recording Workflow

Video capture works similarly to photo capture, but with:

- Video mode switching
- Recording start/stop logic
- Longer UI wait times
- MP4 file creation and extraction

The system ensures:

- Recording starts only after the UI is ready
- Recording stops cleanly
- Video file is finalized before extraction

## 2.6 Screen Resolution Awareness

The system retrieves the device's screen size and uses it to:

- Calculate fallback button coordinates
- Detect UI element regions
- Place taps accurately on any display

This guarantees multi-device compatibility.

## 2.7 Error Handling

The system gracefully manages:

- Slow UI loads
- Missing elements
- OEM layout issues
- Failed taps
- Delayed camera startup
- File transfer interruptions

It logs:

- All button detections
- UI parsing results
- Fall-back scenarios
- Device-specific behavior

## 3. Screenshot Capture (Simple, Instant, Lossless)

This function captures the exact pixel buffer the display compositor is showing at that moment.

## How It Works Internally

The system requests a frame from Android's display service  
The device encodes the frame into a PNG format  
The image is streamed directly to the computer  
The tool saves the file with a timestamped name

## Why PNG?

- Lossless
- Sharp edges
- Perfect for documentation and UI analysis

## Why this method?

- Fastest approach
- No temporary files stored on the device
- Ideal for rapid debugging and documentation

# 4. Screen Recording

Screen recording uses Android's built-in recording infrastructure.

## Internal Workflow

The device starts capturing every rendered frame  
Hardware encoders convert frames to a video format (usually H.264)  
The video is written to a file on the device  
After recording ends:  
The file is finalized  
The tool pulls it to the computer  
The device-side file is removed

## Why save the video on the device first?

Reliable writing  
Prevents corruption  
Smooth encoding even under load

## 5. Media Extraction (Images & Videos)

To list and retrieve media files, the system uses **MediaStore**, Android's internal media index.

### How Media Discovery Works

MediaStore maintains a structured database of images and videos

The system queries the database

Media entries are returned with:

- ID
- File path
- MIME type
- Timestamp

### Why MediaStore instead of file scanning?

- Devices store media in different folders
- OEMs use custom directory structures
- MediaStore is consistent on all Android devices

### Media Pull Workflow

User selects items

System retrieves file paths

Each file is streamed to the computer

Duplicates are prevented

## 6. UI Dumping (XML-based UI Hierarchy)

A UI dump is a complete structural representation of the current screen.

### Internal Steps

Android's accessibility inspector traverses the UI hierarchy

An XML file is generated

The tool retrieves this file

The XML contains:

- All visible elements
- Coordinates for each element
- Class names
- Text values
- Resource identifiers

## Use Cases

- UI automation
- Documentation
- Reverse engineering layout
- Debugging
- Finding clickable targets

# 7. Contact Queries (Non-Sensitive)

The tool retrieves contact list entries using Android's **Contacts Provider**.

## Returned Data Includes

- Contact ID
- Display name

## Why only these fields?

- Safe
- Non-sensitive
- No phone numbers, emails, or addresses
- Suitable for documentation and verification



## 8. File Organization & Naming

All output files — screenshots, screen recordings, photos, videos — use unique timestamped names ensuring:

- No overwriting
- Easy sorting
- Clean archival

## 9. Error Handling & Stability

The suite ensures:

- OEM-specific recovery paths
- UI-based fallback logic
- Retry strategies
- Timeout detection
- Logging for each action

It remains reliable even when:

- UI elements move
- Camera apps change
- OEM layers delay rendering
- Device storage is busy

## 10. Summary — What This Unified System Achieves

This merged system is a **complete ADB-powered automation and documentation toolkit** capable of:

## **Documentation Features**

- ✓ Screenshots
- ✓ Screen recordings
- ✓ UI dumps
- ✓ Media extraction
- ✓ Contact retrieval

## **Advanced Camera Automation**

- ✓ Launching any OEM camera reliably
- ✓ Front/back camera switching
- ✓ Photo capture
- ✓ Video capture
- ✓ UI auto-parsing
- ✓ Hardcoded override support
- ✓ Unique file naming
- ✓ Intelligent waiting & timing
- ✓ Fault-tolerant execution

## **OEM-Adaptive Behavior**

- Transsion OS
- Xiaomi MIUI
- Samsung One UI
- Oppo/ColorOS
- Vivo/FuntouchOS
- Google Pixel

## Overall Purpose

This suite allows a user to operate an Android device almost entirely remotely for:

- Software QA
- Automated testing
- Documentation
- Research
- Device analysis
- Forensics-style captures
- Remote photography/video use cases