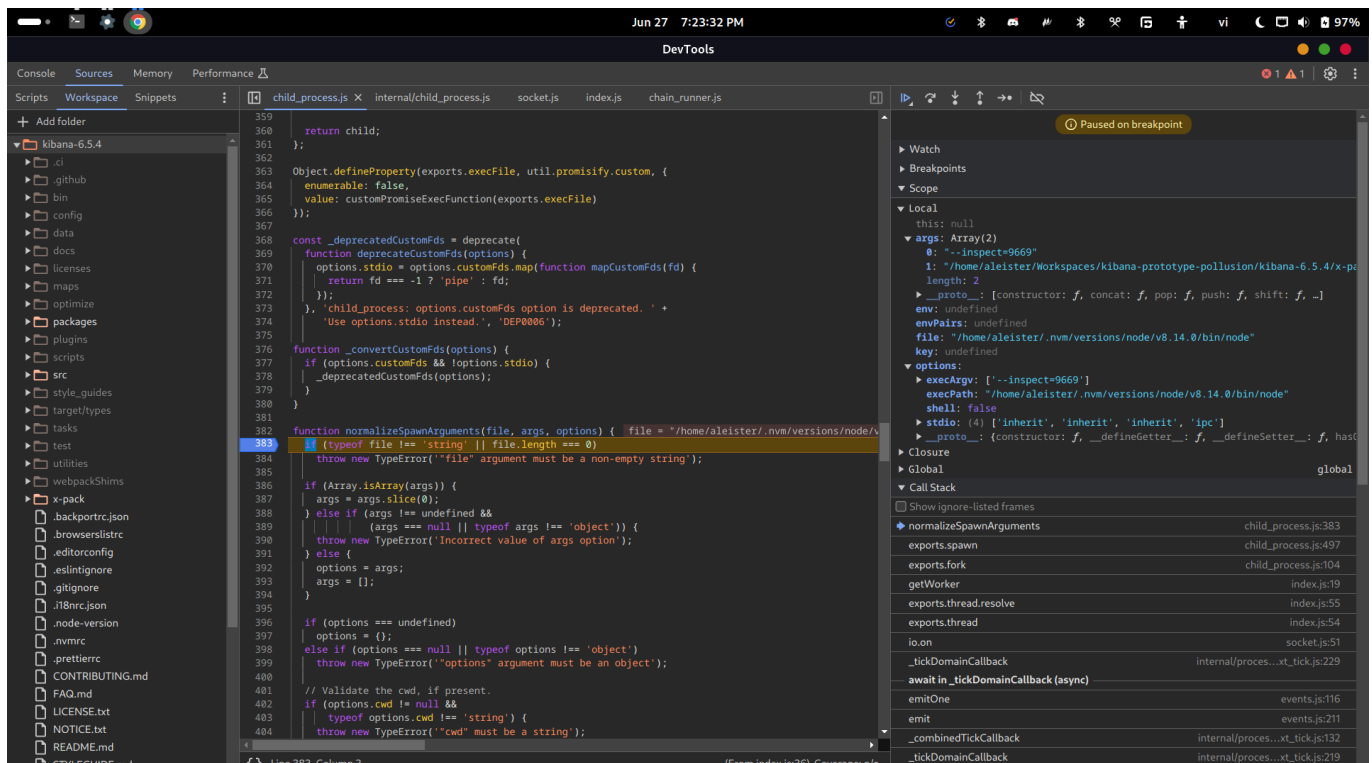
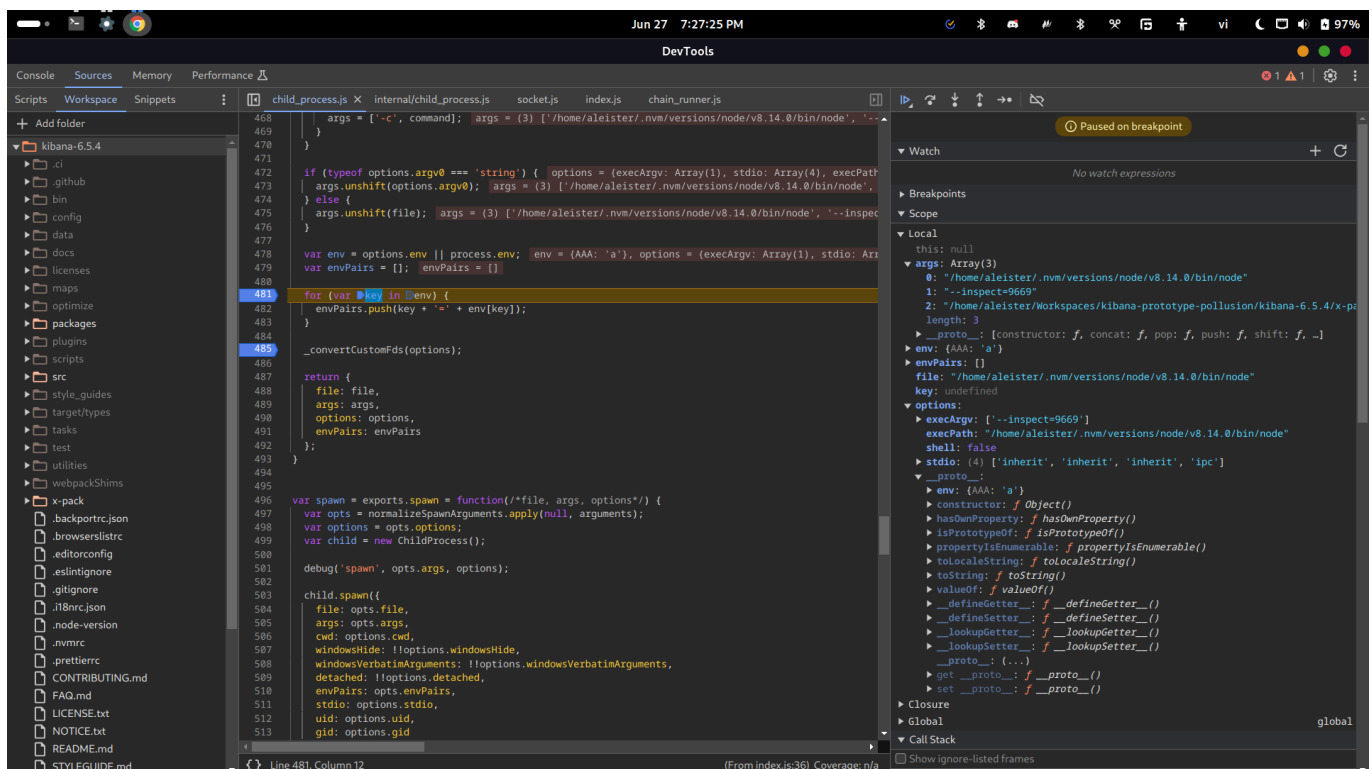


The fork function return a ChildProcess that can be used to invoke spawn

Change port when invoke `fork` function to 9669 (another port) and then we can debug the main process normally:

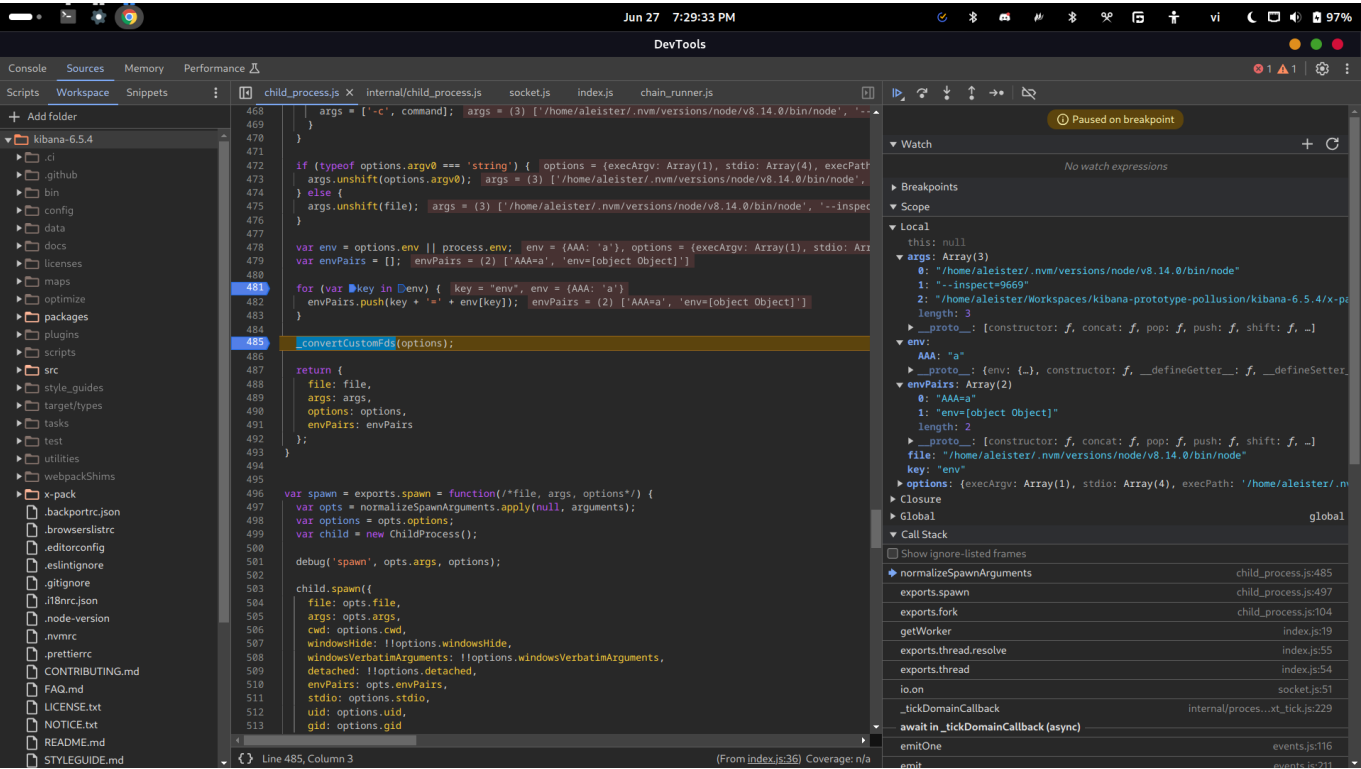


Simulate the polluted `Object.prototype` and jump to before the loop:

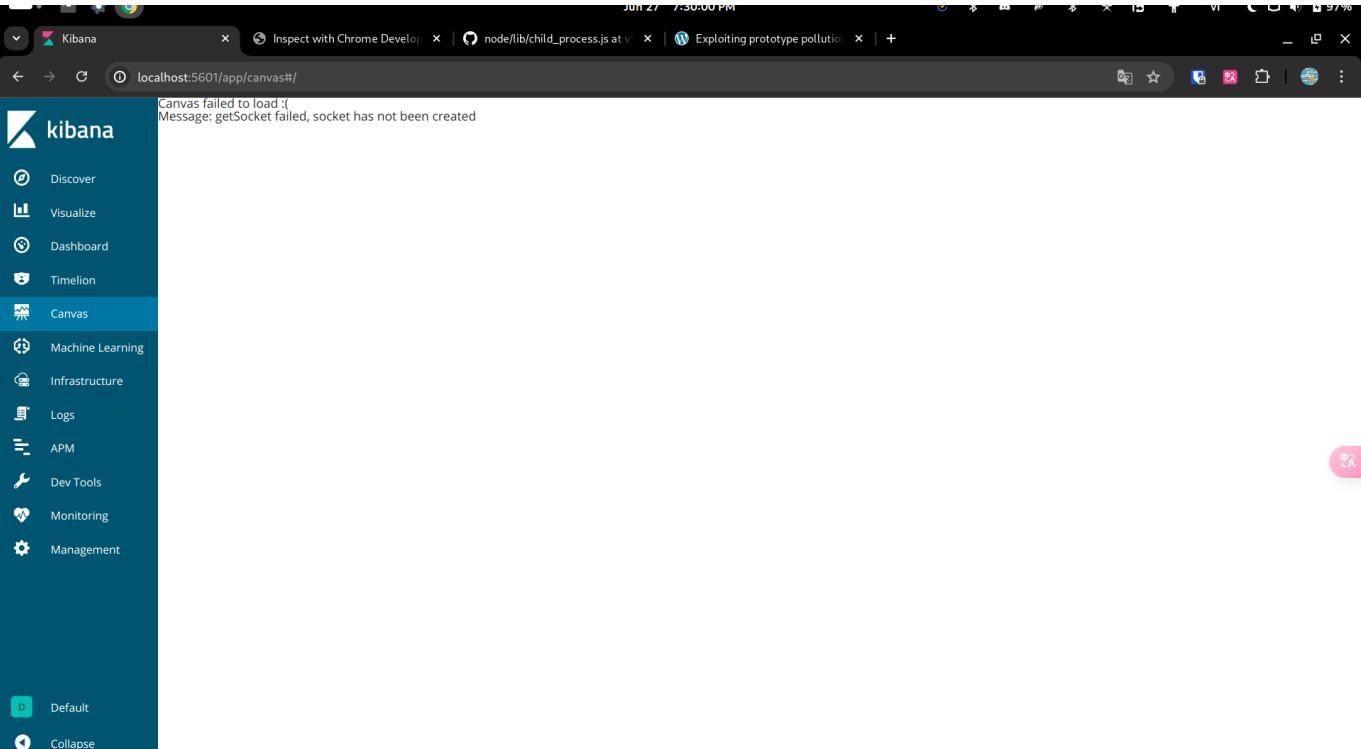


As we can see, `env` is equivalent to `{ AAA: 'a' }` due to prototype pollution. More specific, `env` is assigned to `options.env`. And `options` does not define that property so it will use the value of its prototype.

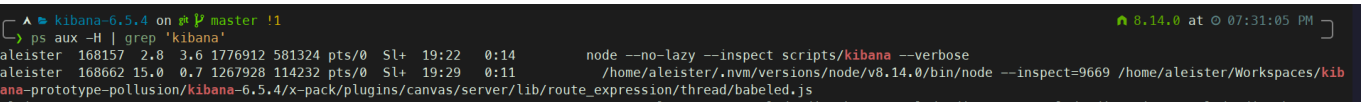
After the loop:



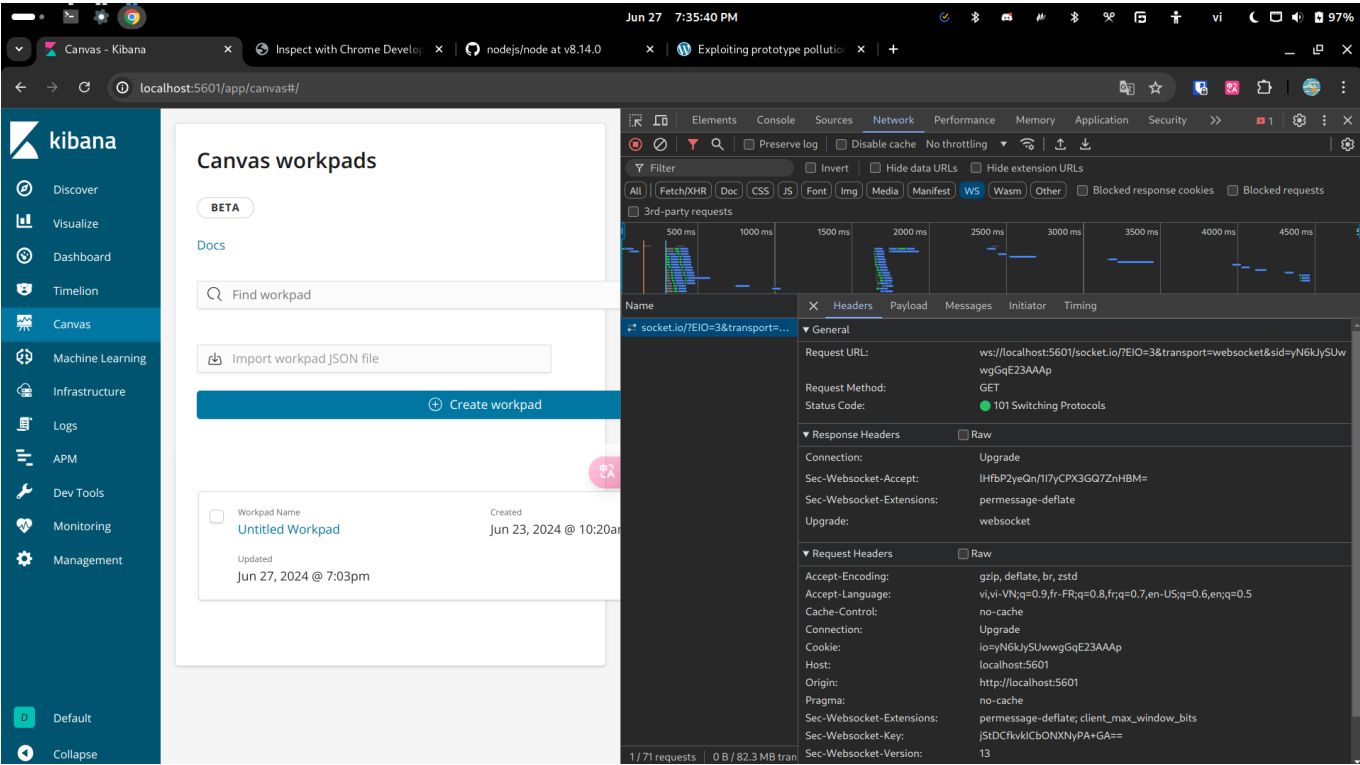
Somehow, with the invalid environment variables (`AAA=a, env=[Object object]`), canvas can not create a new socket:



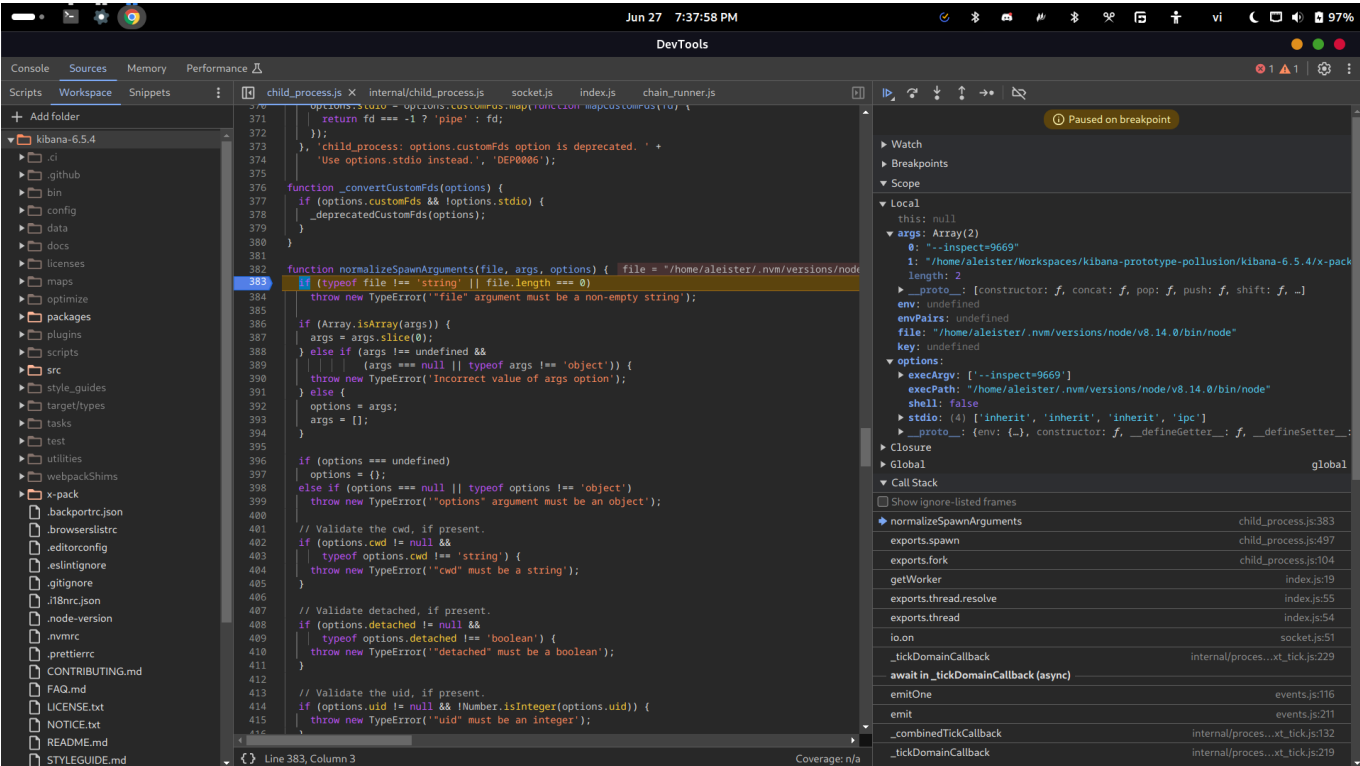
But the child process still can be created:



With normal flow, it will create a new WebSocket connection:

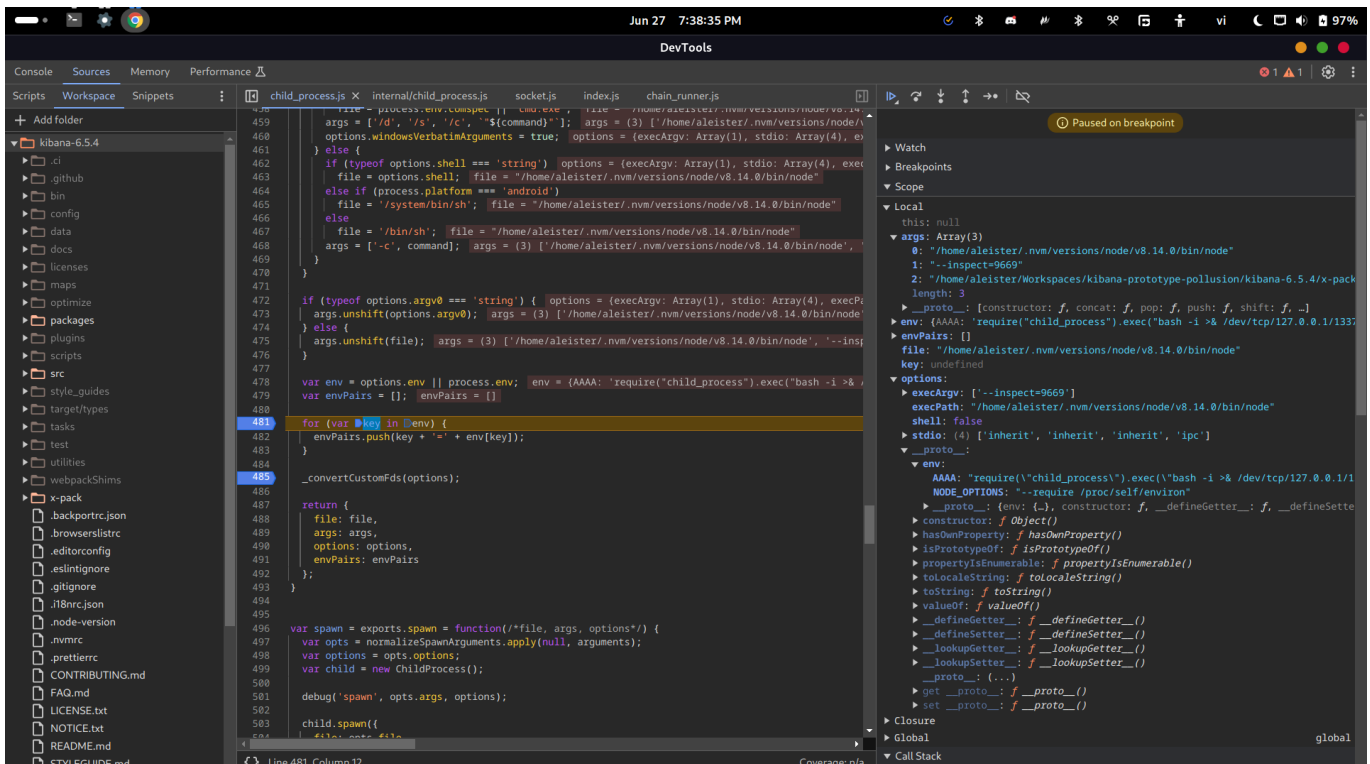


Now try with the payload and jump in the `normalizeSpawnArguments`:



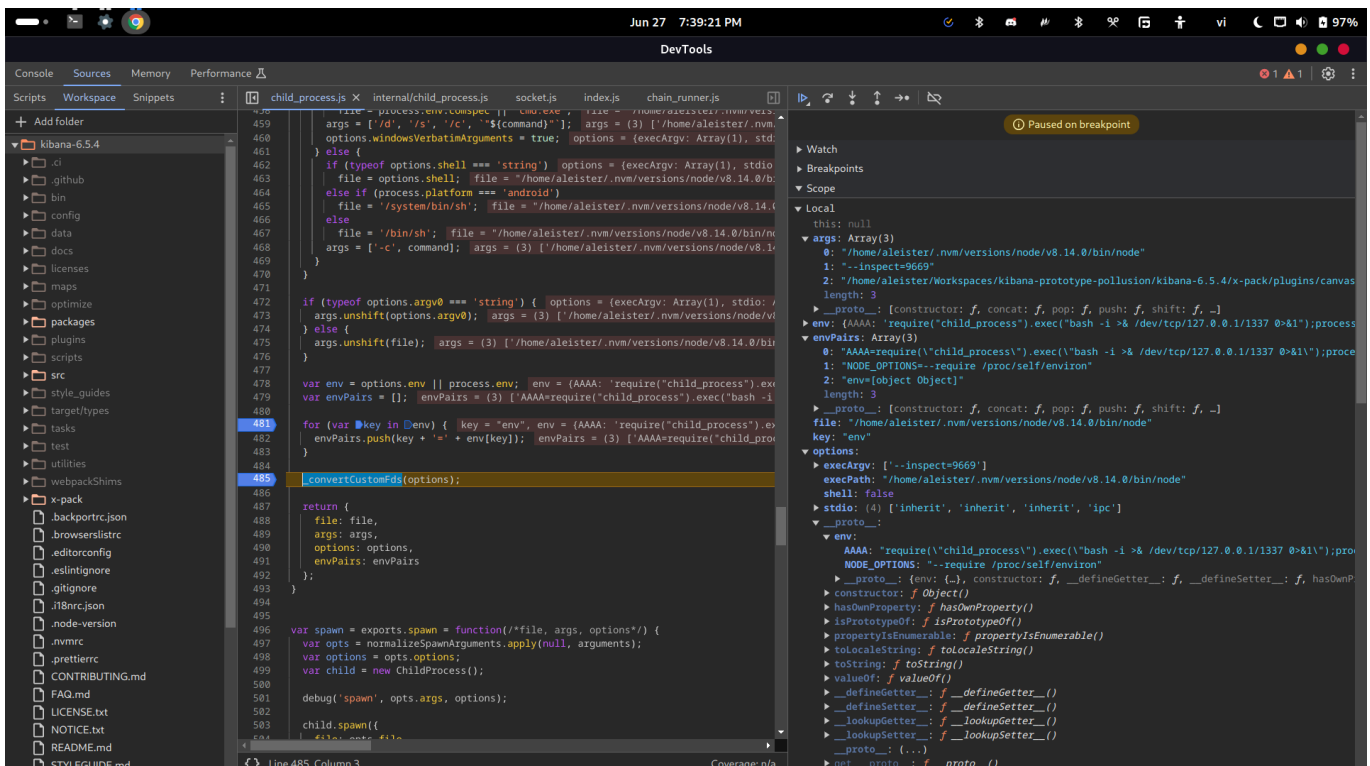
As we can see, the stack trace is the same.

But, the `env` is polluted:



Voila!

The `envPairs` after the loop:



And we got the reverse shell:

