

EV3 Scanner

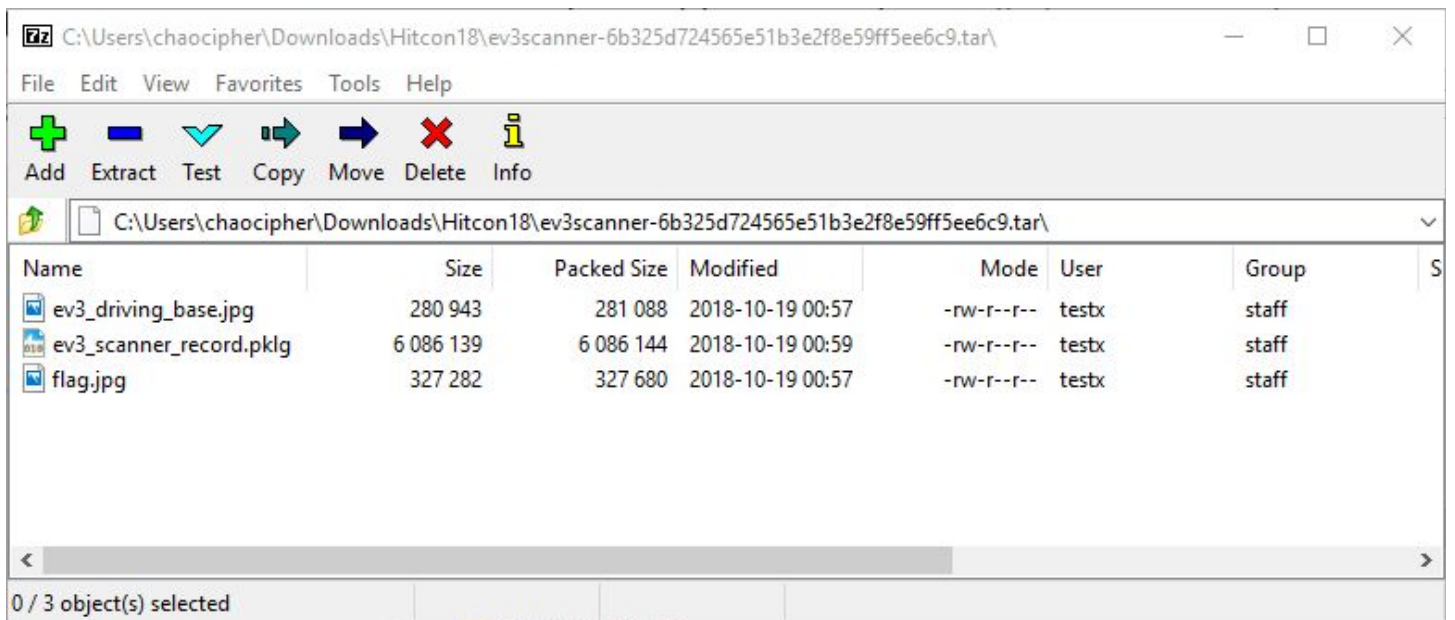
Finishing points = 180

Find the flag.

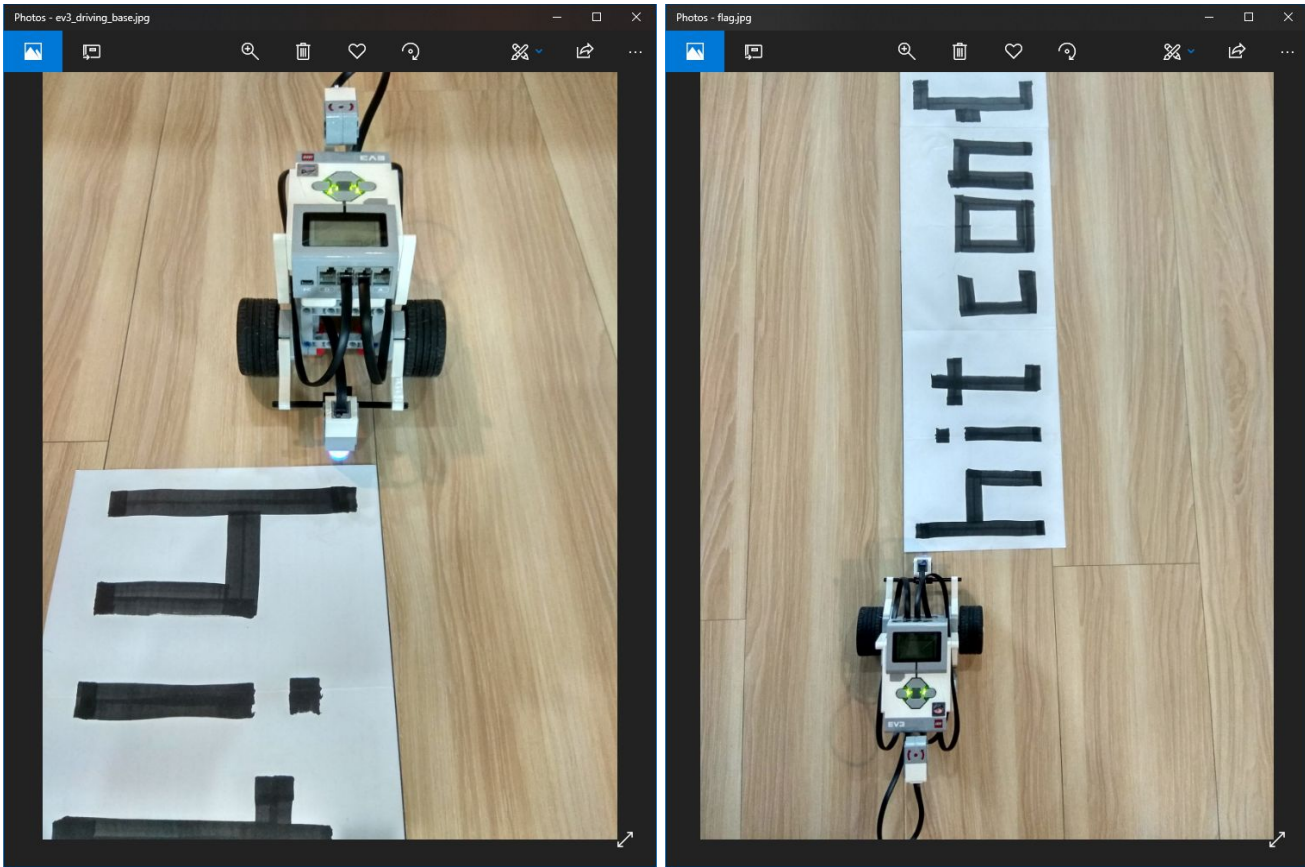
ev3scanner-6b325d724565e51b3e2f8e59ff5ee6c9.tar.gz

Author: Jeffxx

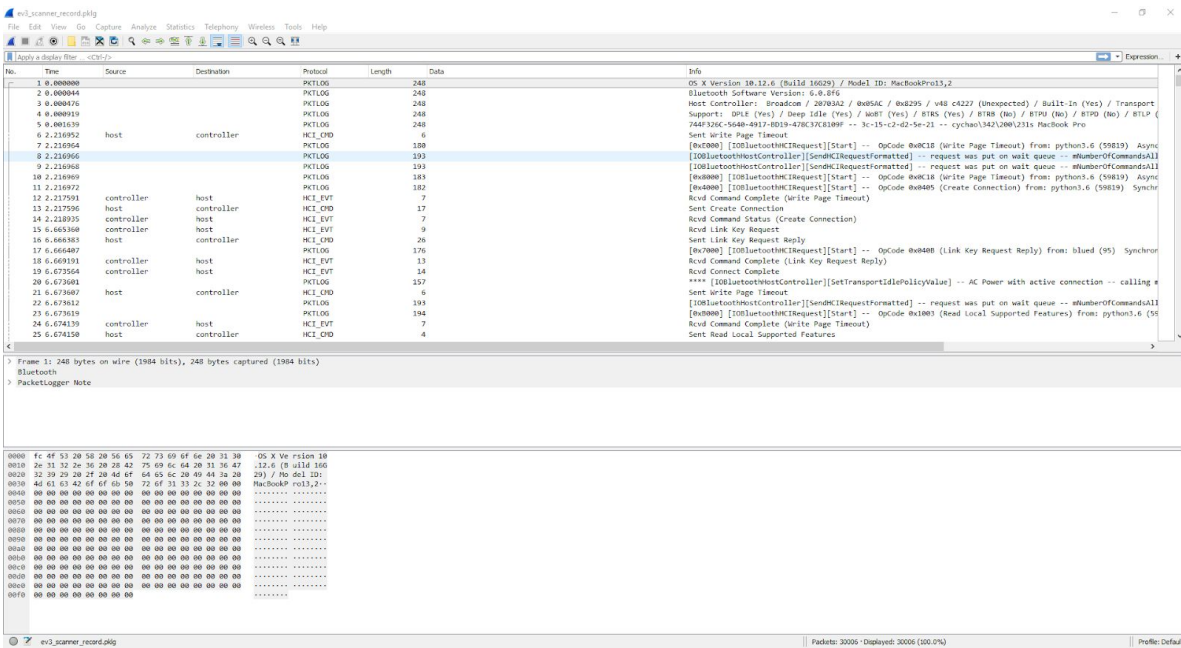
Open the archive and you get three files:




Let's look at the two pictures real fast:

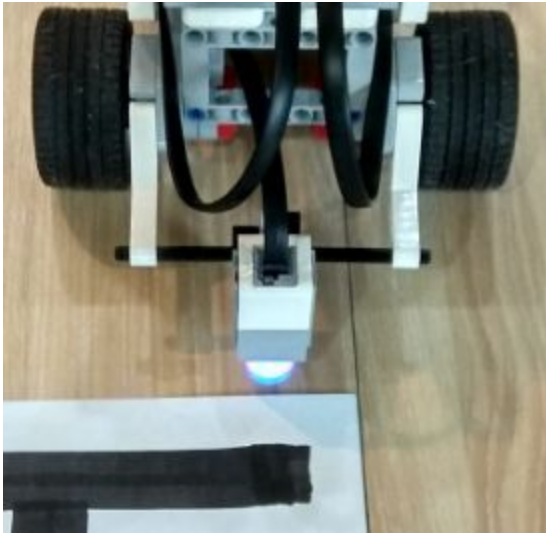


I didn't know what to think about those yet. Let's crack open the pkg file with Wireshark.





So, what communication do I need to look at specifically? Well, let's take a look at the robot again. That's a color sensor on the bottom not a marker. So, we want to know what the robot sees. That will be in the communication back to the computer.



No.	Time	Source	Destination	Protocol	Length	Info
151	6.716440	LegoSyst_61:30:c1 (...)	localhost ()	L2CAP	21	Rcvd Information Response (Extended Features Mask, Success)
171	6.721381	LegoSyst_61:30:c1 (...)	localhost ()	L2CAP	21	Rcvd Connection Response - Success (SCID: 0x0040, DCID: 0x0040)
181	6.741301	LegoSyst_61:30:c1 (...)	localhost ()	L2CAP	25	Rcvd Information Response (Fixed Channels Supported, Success)
182	6.743777	LegoSyst_61:30:c1 (...)	localhost ()	L2CAP	25	Rcvd Information Response (Fixed Channels Supported, Success)
183	6.745084	LegoSyst_61:30:c1 (...)	localhost ()	L2CAP	23	Rcvd Configure Response - Success (SCID: 0x0040)
184	6.746448	LegoSyst_61:30:c1 (...)	localhost ()	L2CAP	21	Rcvd Configure Request (DCID: 0x0040)
203	7.712680	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	13	Rcvd UA Channel=0
219	7.721867	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	23	Rcvd UIH Channel=0 -> 1 MPX_CTRL DLC Parameter Negotiation (P
236	7.842901	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	13	Rcvd UA Channel=1
241	7.844073	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	17	Rcvd UIH Channel=0 -> 1 MPX_CTRL Modem Status Command (MSC)
256	7.878165	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	17	Rcvd UIH Channel=0 -> 1 MPX_CTRL Modem Status Command (MSC)
265	7.878913	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	14	Rcvd UIH Channel=1 UID
276	7.913921	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	18	Rcvd UIH Channel=1
286	7.980222	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1
296	8.231638	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1
306	8.471735	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1
316	8.708964	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1
326	8.947840	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1
336	9.183978	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1
346	9.424144	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1
356	9.664318	LegoSyst_61:30:c1 (...)	localhost ()	RFCOMM	22	Rcvd UIH Channel=1

OK, from here we need to look for data.

Bingo.

A hand-drawn diagram of a triangle. A vertical line segment is drawn from the top vertex to the base, representing an altitude. The triangle is labeled with 'A' at the top vertex, 'B' at the bottom-left vertex, and 'C' at the bottom-right vertex. The vertical line segment is labeled 'h'.

OK, let's set that as a column in our view. Right click on the data itself, click "Apply as Column" and you can see it in the top panel now.

The screenshot shows the Wireshark interface with a packet list, packet details, and packet bytes pane. The packet list shows a Bluetooth HCI ACL packet. The packet details pane shows the packet structure. The packet bytes pane shows the raw data. A context menu is open over the packet list, showing options like 'Apply as Column', 'Copy', and 'Show Packet Bytes...'. A red arrow points to the 'Apply as Column' option.

No.	Time	Source	Destination	Protocol	Length	Data
182	6.743777	LegoSyst_61:30:c1	(= localhost ())	L2CAP	25	
183	6.745084	LegoSyst_61:30:c1	(= localhost ())	L2CAP	23	
184	6.746448			L2CAP	21	
203	7.712680			RFCOMM	13	
219	7.721867			RFCOMM	23	
236	7.842981			RFCOMM	13	
241	7.844073			RFCOMM	17	
256	7.878165			RFCOMM	17	
265	7.878913			RFCOMM	14	
276	7.913921			RFCOMM	18	03002a0002
286	7.930212			RFCOMM	22	07002a00020000000000
296	8.231638			RFCOMM	22	07002a00020000000000
306	8.471735			RFCOMM	22	07002a00020000000000
316	8.708964			RFCOMM	22	07002a00020000000000
326	8.947840			RFCOMM	22	07002a00020000000000
336	9.183978			RFCOMM	22	07002a00020000000000
346	9.424144			RFCOMM	22	07002a00020000000000
356	9.664218			RFCOMM	22	07002a00020000000000

Context menu options:

- Expand Subtrees
- Collapse Subtrees
- Expand All
- Collapse All
- Apply as Column
- Apply as Filter
- Prepare a Filter
- Conversation Filter
- Colorize with Filter
- Follow
- Copy
- Show Packet Bytes...
- Export Packet Bytes...

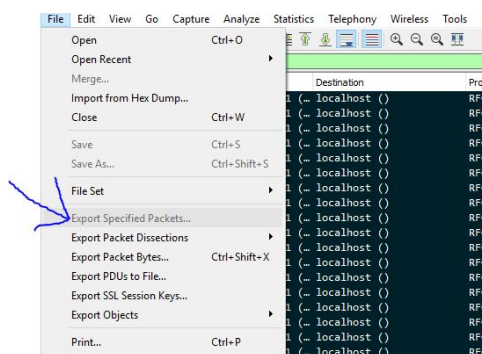
Packet details pane:

- Wiki Protocol Page
- Filter Field Reference
- Protocol Preferences
- Decode As...
- Go to Linked Packet
- Show Linked Packet in New Window

Packet bytes pane:

Data: 03002a0002
[Length: 5]

```
0000 03 0c 20 0d 00 09 00 40 00 09 ef 0b 03 00 2a 00 .. ... @ ... ..
0010 02 40 .. ..
```

OK, sometimes for the CTF you can just bruteforce it by hand rather than spending hours trying to get a round peg in a square hole. So, off to Excel I went.

So, time for the guessing. I guessed that this message would be laid out left to right and then on the next pass would go back from right to left. This is the method I used until I ran out of packets.

At the end of each row is a bunch of other numbers that I just figured was the robot getting turned around for its next pass so I just wrote a question mark for each of those to mark the end of a row.

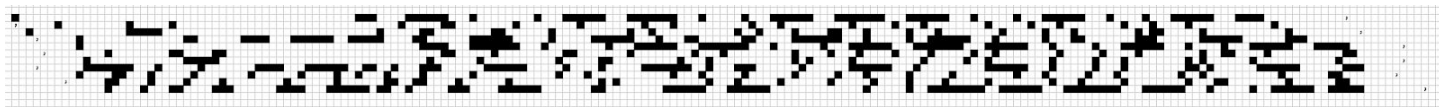
```

22 07002a00020000003f
22 07002a00020000003f
22 07002a00020000003f
22 07002a00020000003f
14
22 07002a000200000040
22 07002a00020000c040
22 07002a00020000c040
22 07002a00020000c040
22 07002a00020000c040
22 07002a00020000c040
22 07002a00020000c040
22 07002a00020000c040
22 07002a00020000c040
22 07002a00020000c040
22 07002a000200d00345
18 03002a0002
22 07002a000200d00345
22 07002a000200e00345
22 07002a000200f00345
22 07002a000200100445
22 07002a000200400445
22 07002a000200700445
22 07002a000200c00445
22 07002a000200f00445
22 07002a000200400545
22 07002a000200700545
22 07002a000200b00545
22 07002a000200f00545
22 07002a000200300645
22 07002a000200700645
22 07002a000200b00645
22 07002a000200000745
?? 07002a000200100745

```

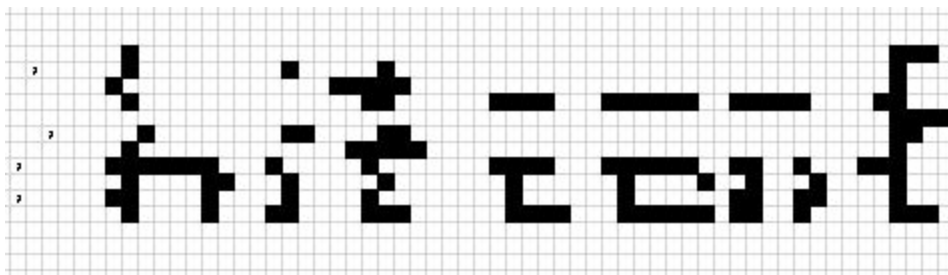


This is what I ended up with.

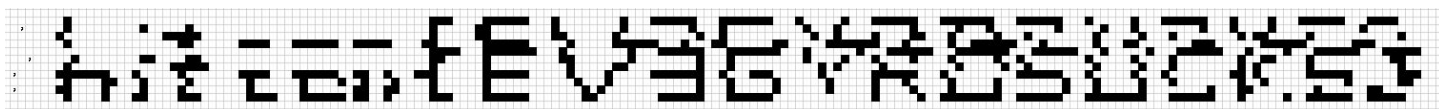


At this point I thought that the “hitcon{” might be there but I wasn’t sure. None of the question marks lined up and I certainly didn’t see hitcon on the left. So, I started tinkering which each row moving them left or right to see how things lined up. I actually wrote a couple macros to make that process faster.

After some tinkering I ended up with this on the left:



That’s cool so I knew I had something, but not sure if I needed to move rows up or down too, but I just zoomed out a bit to take a look at it and I saw the flag:



hitcon{EV3GYROSUCKS}

That’s some nerd humor I can get behind.

-Chaocipher