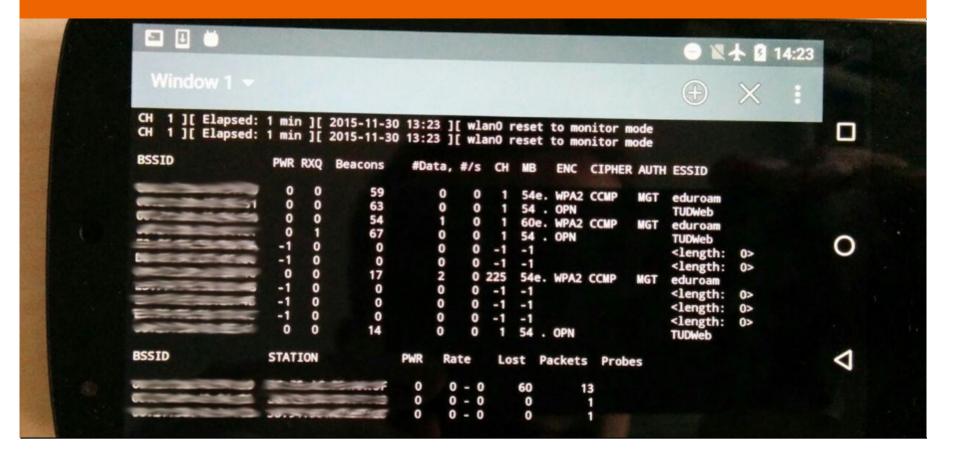
#### **NEXMON**

## An Open Source Firmware for Broadcom FullMAC WiFi chips

Matthias Schulz





#### **Our Goal**

mac80211 SoftMAC Implementation e.g. brcmsmac "Ethernet"
FullMAC
Implementation
e.g. BCMDHD

Open MAC Implementation e.g. NEXMON

Time critical MAC parts (timings, acknowledgments)

Closed source real-time firmware

Closed source real-time firmware

Open source real-time firmware (future work)

Management Tasks (association, encryption)

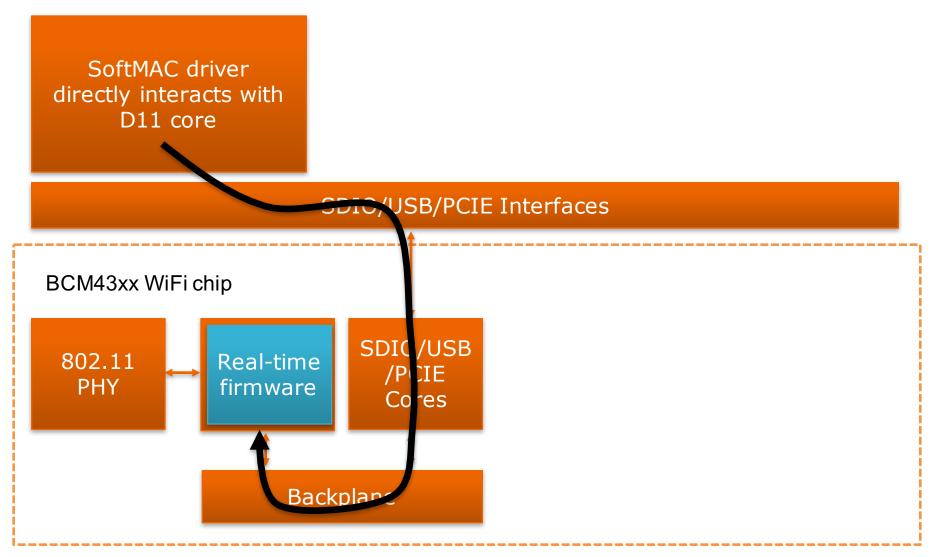
Open source driver

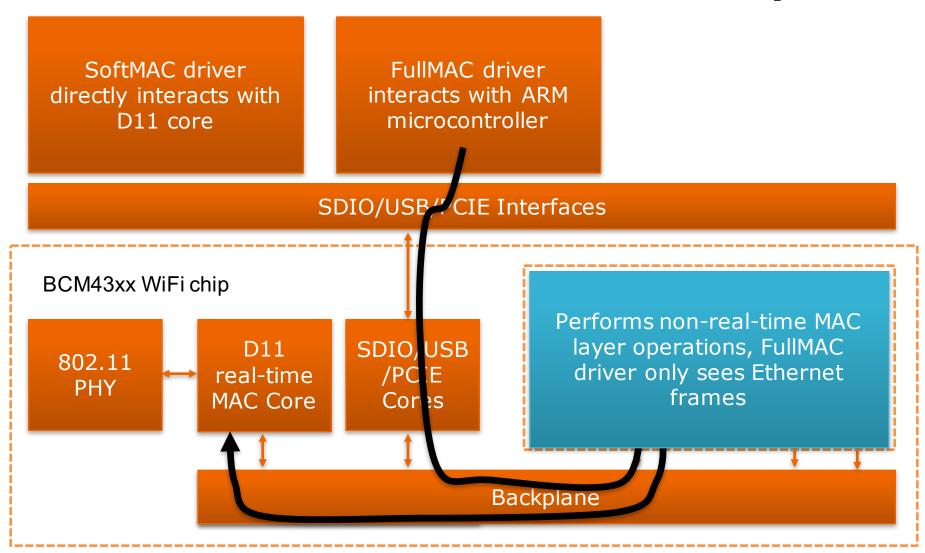
Closed source firmware, driver only sees Ethernet frames

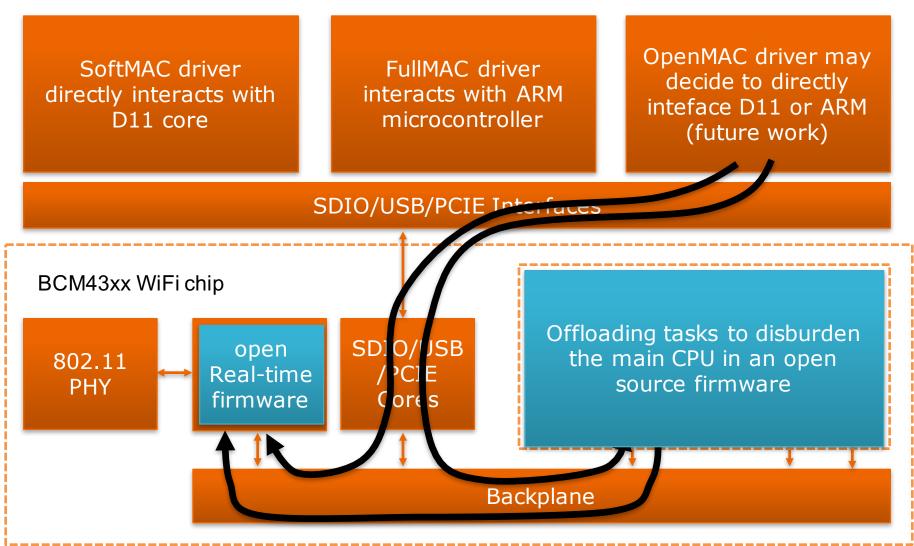
Partially open source firmware/driver

Extendibility/ Hackability Access to WiFi frames, non-real-time MAC layer modifications

No frame injection, monitor mode relies on firmware implementation Hacker decides where MAC layer parts are implemented



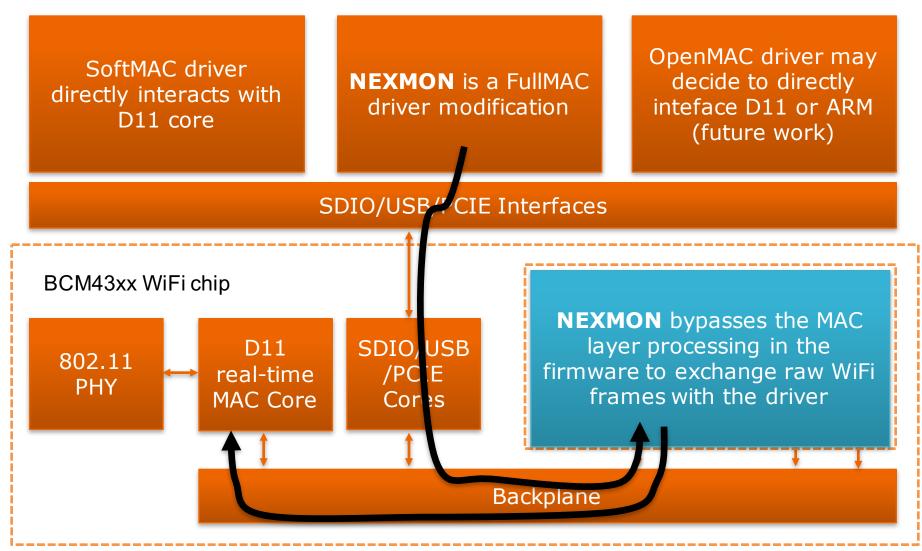




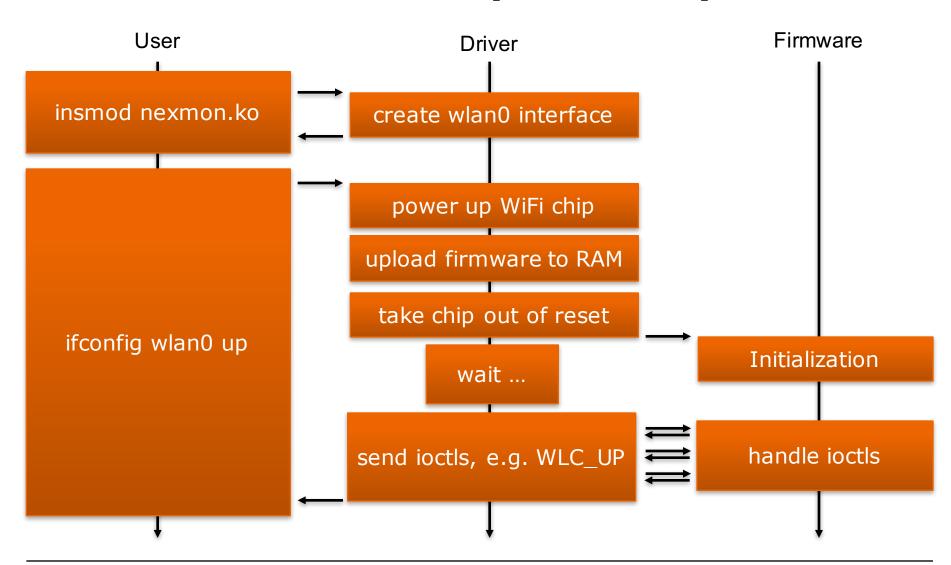
### **Current Development Status**



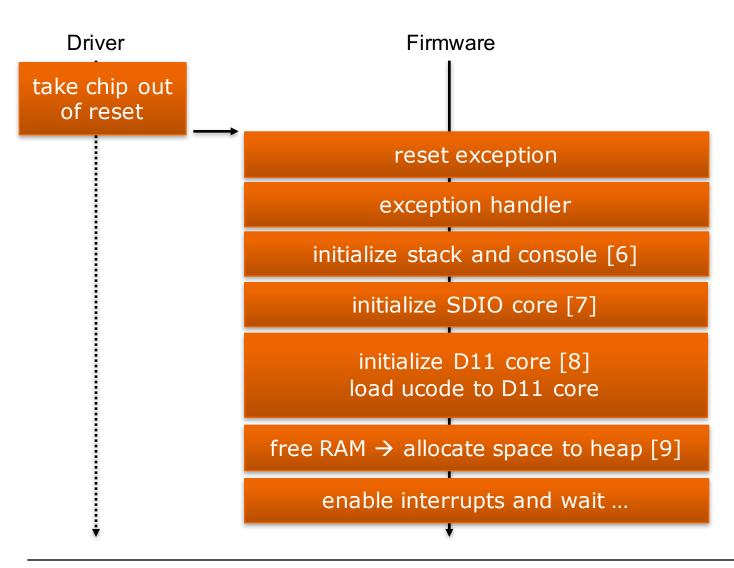
Bringing Monitor Mode and Frame Injection to FullMAC Chips



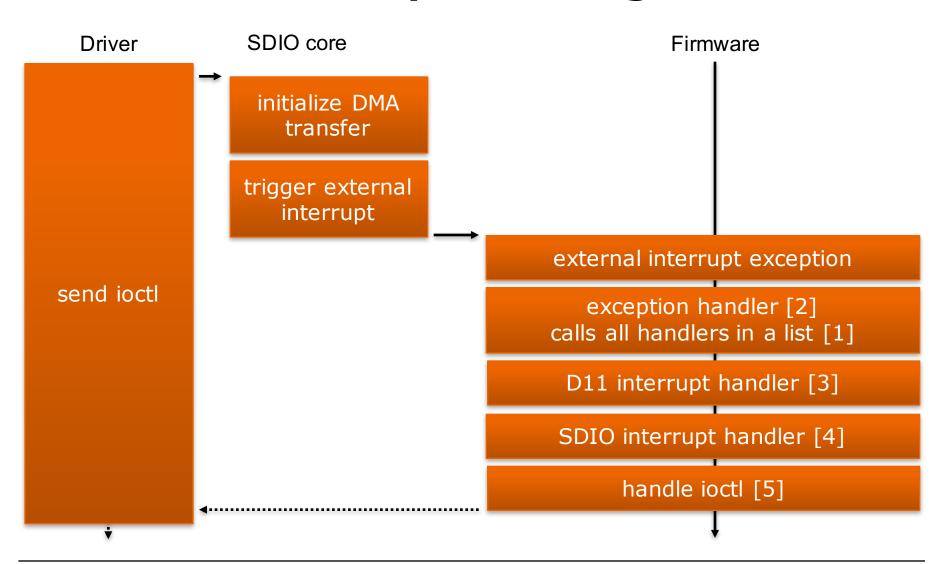
## **How the Chip Starts Up**



## **Initialization of the Chip**



## **How Interrupt Handling Works**



#### **Data Transfers between Cores**

**ARM** microcontrolle

SDIO core with one DMA controller Channel 0
Control
Request/Response
Channel

Channel 1
Asyc Event
Indication Channel

Channel 2
Data Xmit/Recv
Channel

Channel 3
For coalesced
packets
(superframes)

FIFO 0 TX background data RX data

FIFO 1 TX best-effort data

> FIFO 2 TX video data

> FIFO 3 TX voice data

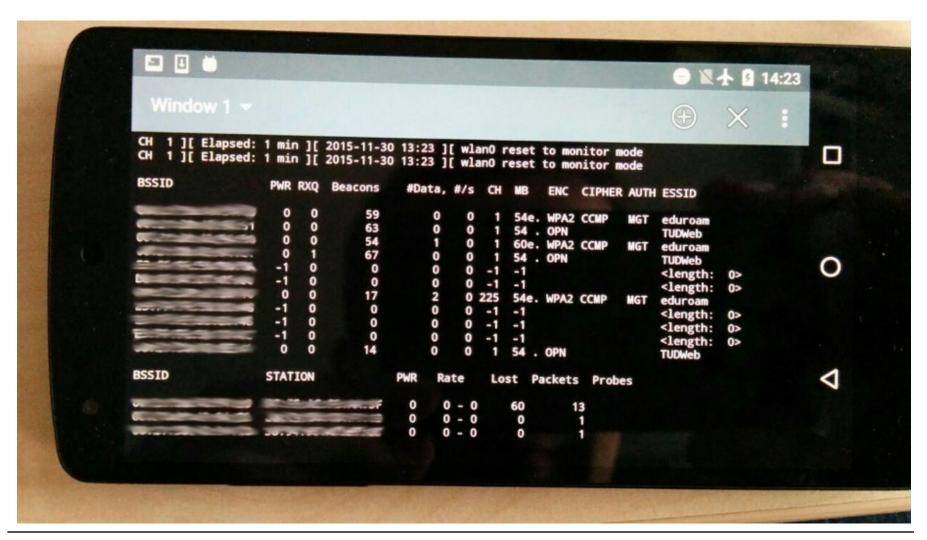
D11 core
with multiple
DMA
controllers

## BCMON/MONMOB based Monitor Mode Patch for NEXMON

#### D11 interrupt handler → wlc\_bmac\_recv

```
int wlc bmac recv(struct wlc hw info *wlc hw, unsigned int fifo, int bound, int *processed frm cnt)
   struct wlc pub *pub = wlc hw->wlc->pub;
   sk buff *p;
   char is amsdu = pub->is amsdu;
   int n = 0, bound limit;
   if(bound) bound limit = pub->tunables->rxbnd;
   else bound limit = -1;
   do {
                                           Get sk buff from D11 FIFO
       p = dma rx (wlc hw->di[fifo]);
       if(!p) goto LEAVE;
       if(is amsdu) is amsdu = 0;
                                                                   Send sk buff to driver
       dngl_sendpkt(SDIO_INFO ADDR, p, NEXMON MONITOR CHANNEL);
                                                                   using SDIO
       ++n;
   to process
LEAVE:
   dma rxfill(wlc hw->di[fifo]);
   wlc bmac mctrl(wlc hw, (MCTL PROMISC | MCTL KEEPCONTROL | MCTL BCNS PROMISC),
     (MCTL PROMISC | MCTL KEEPCONTROL | MCTL BCNS PROMISC));
                                                           Always reactivate
   *processed frm cnt += n;
                                                                promiscuous mode
   return !(n < bound limit);
```

#### **NEXMON in Action**



## **C-based Programming Framework**



#### Makefile generates wrapper.c + wrapper.ld



#### Makefile generates wrapper.o and adjusts alignment



#### wrapper.h

contains function prototypes and addresses of existing firmware functions

# wrapper.c contains dummy functions wrapper.ld places dummy functions at corresponding firmware

addresses

wrapper.o
used to link
against
functions

## **C-based Programming Framework**



Makefile generates wrapper.o



Makefile calls linker to link object files

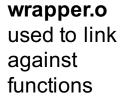


Makefile generates patch.o



wrapper.h

contains function prototypes and addresses of existing firmware functions

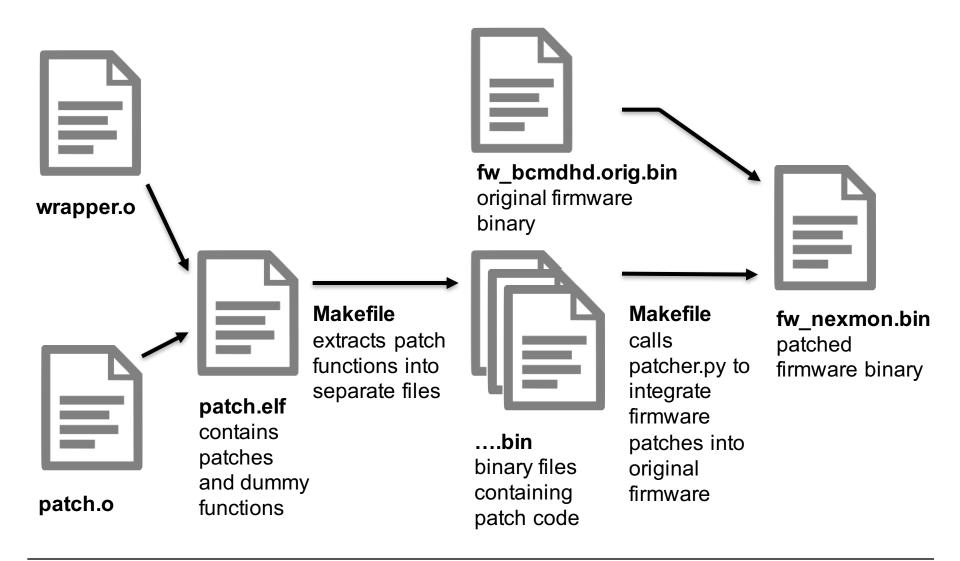




patch.elf contains patches and dummy functions patch.o contains compiled patch



## **C-based Programming Framework**



# Debugging Our latest Feature

Set hardware breakpoints and watchpoints

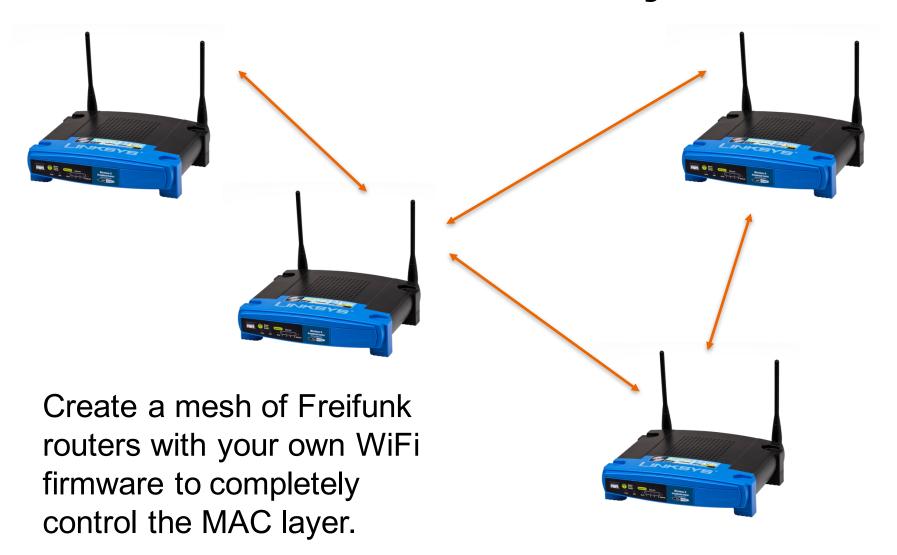
Watchpoint hits trigger data abort exception in monitor debugging mode

Breakpoint hits trigger prefetch abort exception in monitor debugging mode

We changed standard exception handlers to stay in abort mode to allow breakpoints on instruction mismatches, required to reset breakpoints after a hit

We created software debugger to handle debugging events

## **Possible Freifunk Projects**



## **Interesting Addresses**

- [1] 0x180E5C pointer to external interrupt handlers
- [2] 0x181A88 external interrupt handler
- [3] 0x027550 D11 interrupt handler, calls wlc\_dpc
- [4] 0x01B944 SDIO interrupt handler, calls sdpcmd\_dpc
- [5] 0x19551C wlc\_ioctl: ioctl handler
- [6] 0x1EC1E4 initialization of stack and console
- [7] 0x1ED6F4 call to SDIO device initialization code
- [8] 0x1ED6F4 call to D11 device initialization code
- [9] 0x1816E4 function that reclaims memory and allocate it to heap

