

Sound

Player: constantine

Kategori: Forensik

Challenge

87 Solves

✕

Sound

100

Suara suara unik.

Flag format : `FORESTY{plain-text}`

Author : `Cyrus`

 suara_apa_tuh....

Flag

Submit

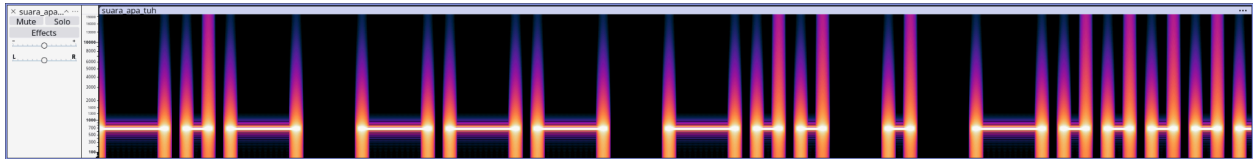
Phase 1: Recon



File awal berupa **suara_apa_tuh.wav**. Pada tahap awal, file dibuka menggunakan **Audacity** untuk melihat bentuk gelombang dan memeriksa apakah ada pola yang mencurigakan.

Saat diputar, terdengar **bunyi beep berulang dengan durasi pendek dan panjang**. Pola khas **Morse Code**. Waveform menunjukkan pola:

- Sinyal pendek (dot)
- Sinyal panjang (dash)
- Jeda antar karakter dan antar kata



Untuk memastikan tidak ada trick tambahan, mode **Spectrogram View** juga diperiksa, dan hasilnya bersih tanpa pesan tersembunyi. Jadi file ini murni menyimpan Morse Code berbasis audio.

Phase 2: Decoding

Morse Decoder

This is an experimental tool for listening to, analysing and decoding [International Morse code](#). No information from the microphone is transmitted to the server, but the connection to the server is encrypted nonetheless.

If you cannot produce your own Morse code sounds then try using my [Morse code translator](#) to play or download some.

Alphabet to decode into

Latin

All these alphabets can be sent in Morse using standard timing. The "Latin" alphabet is e.g. "ABC".

Use the microphone:

Or analyse an audio file containing Morse code:

Listen 

Stop 

Upload 

Play 

Stop 

Filename:

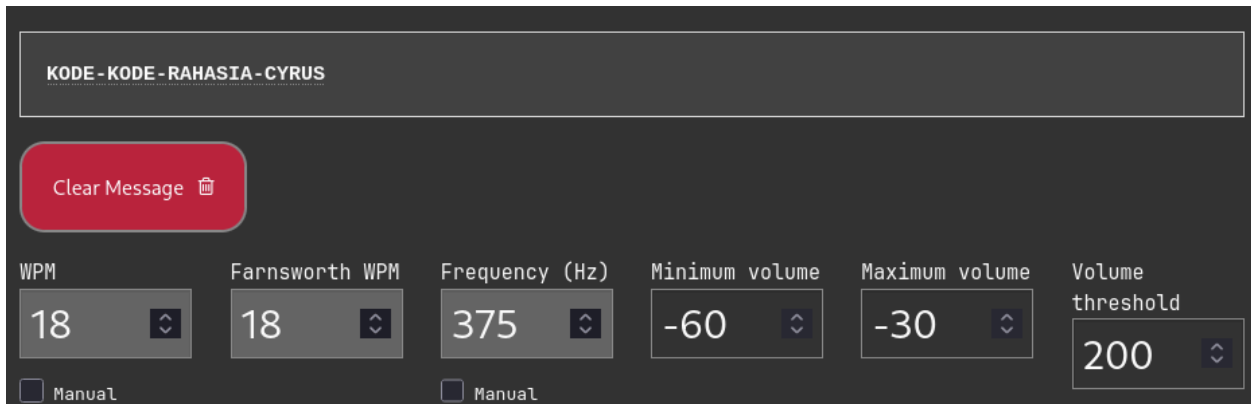
Clear Message 

Daripada men-decode manual, decoding dilakukan menggunakan:

<https://morsecode.world/international/decoder/audio-decoder-adaptive.html>

Langkah penggunaan:

1. Upload file `suara_apa_tuh.wav`
2. Tekan tombol Play/Decode
3. Tunggu playback selesai
4. Decoder otomatis menerjemahkan sinyal dot-dash menjadi teks ASCII



The screenshot shows the interface of the Morse code audio decoder. At the top, a text box contains the decoded message: "KODE - KODE - RAHASIA - CYRUS". Below this is a red button labeled "Clear Message" with a trash icon. The interface features several adjustable settings: "WPM" (Words Per Minute) set to 18, "Farnsworth WPM" set to 18, "Frequency (Hz)" set to 375, "Minimum volume" set to -60, "Maximum volume" set to -30, and "Volume threshold" set to 200. Each setting has a dropdown arrow for adjustment. At the bottom, there are two checkboxes labeled "Manual", both of which are currently unchecked.

Output yang muncul berupa deretan huruf kapital yang membentuk format flag.

Final Flag

FORESTY{KODE-KODE-RAHASIA-CYRUS}