

DD IS GANGSTA

"If you don't know, now you know"

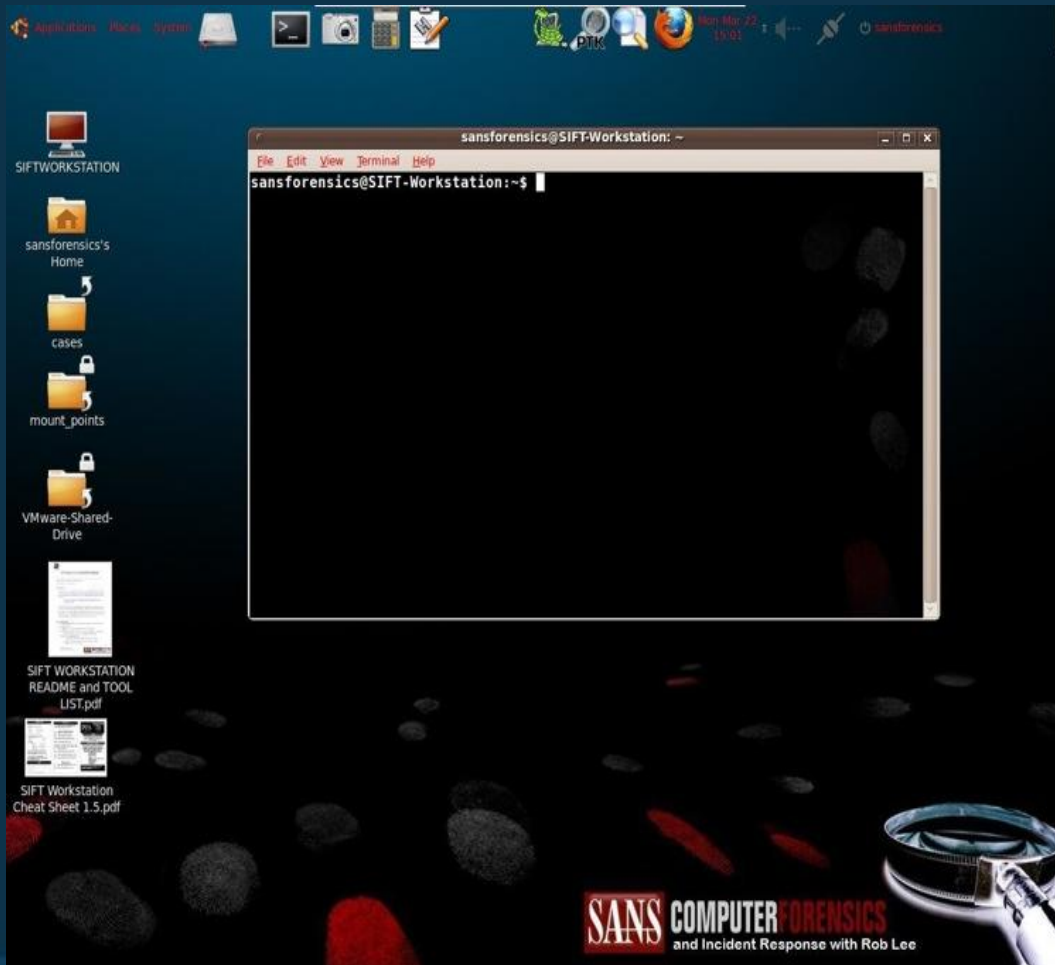


SANS SIFT Kit 2.1



COMPUTER FORENSICS
and Incident Response

<http://computer-forensics.sans.org/community/downloads>



15-Megabyte Hard Disk Drive

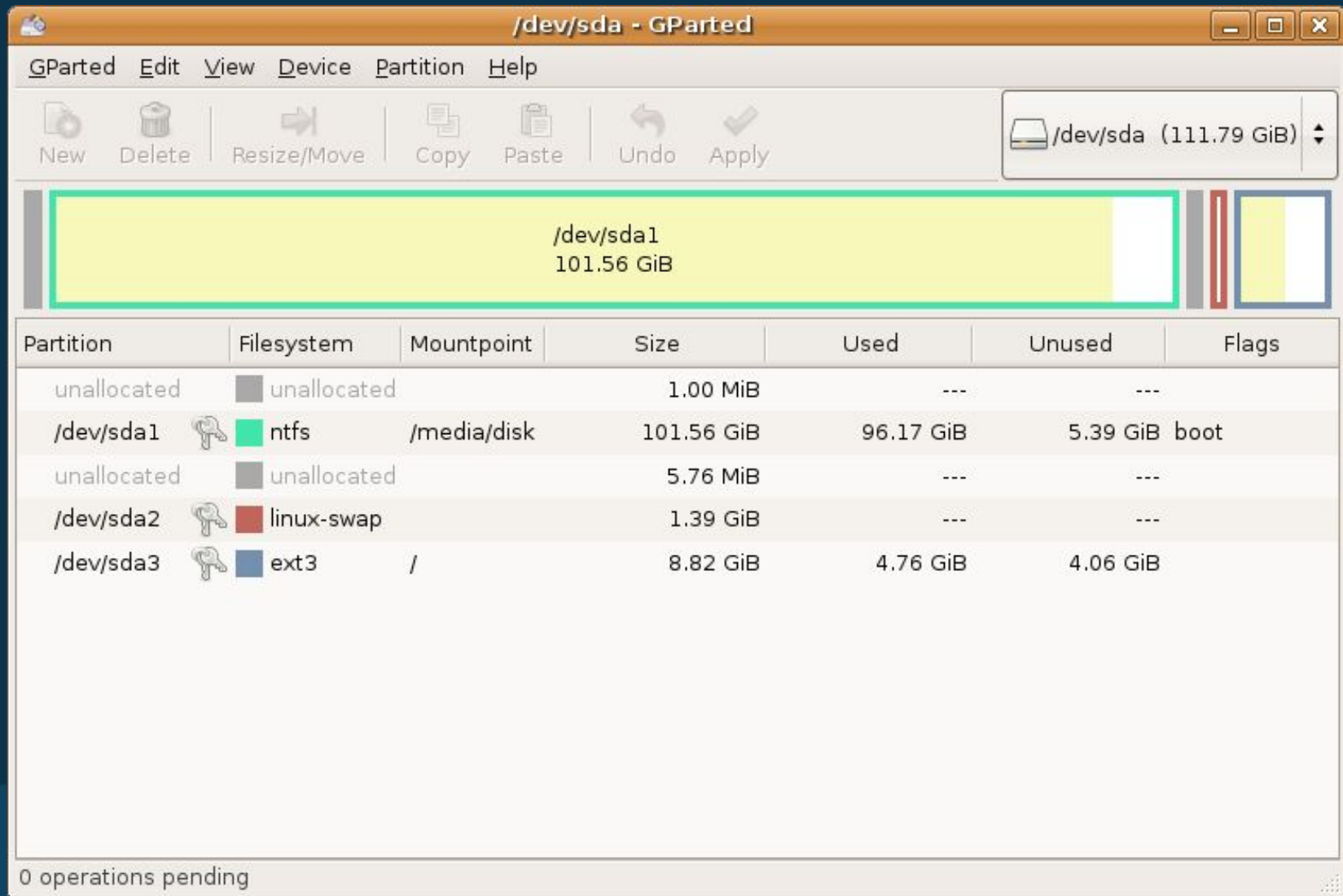


2495⁰⁰

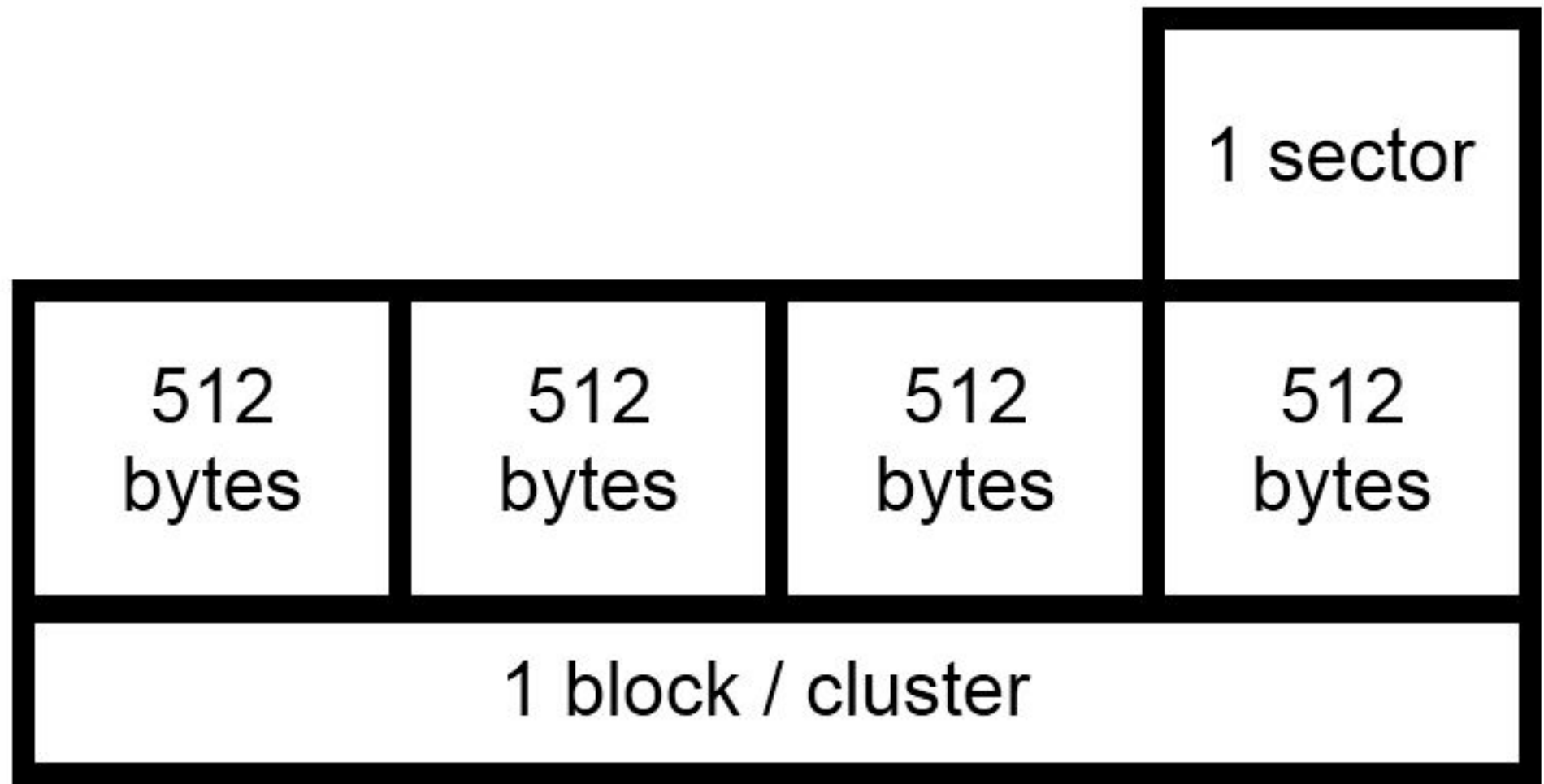
Requires appropriate
installation kit
(see below)

Adds 15 million characters of high-speed storage. U.L. listed.

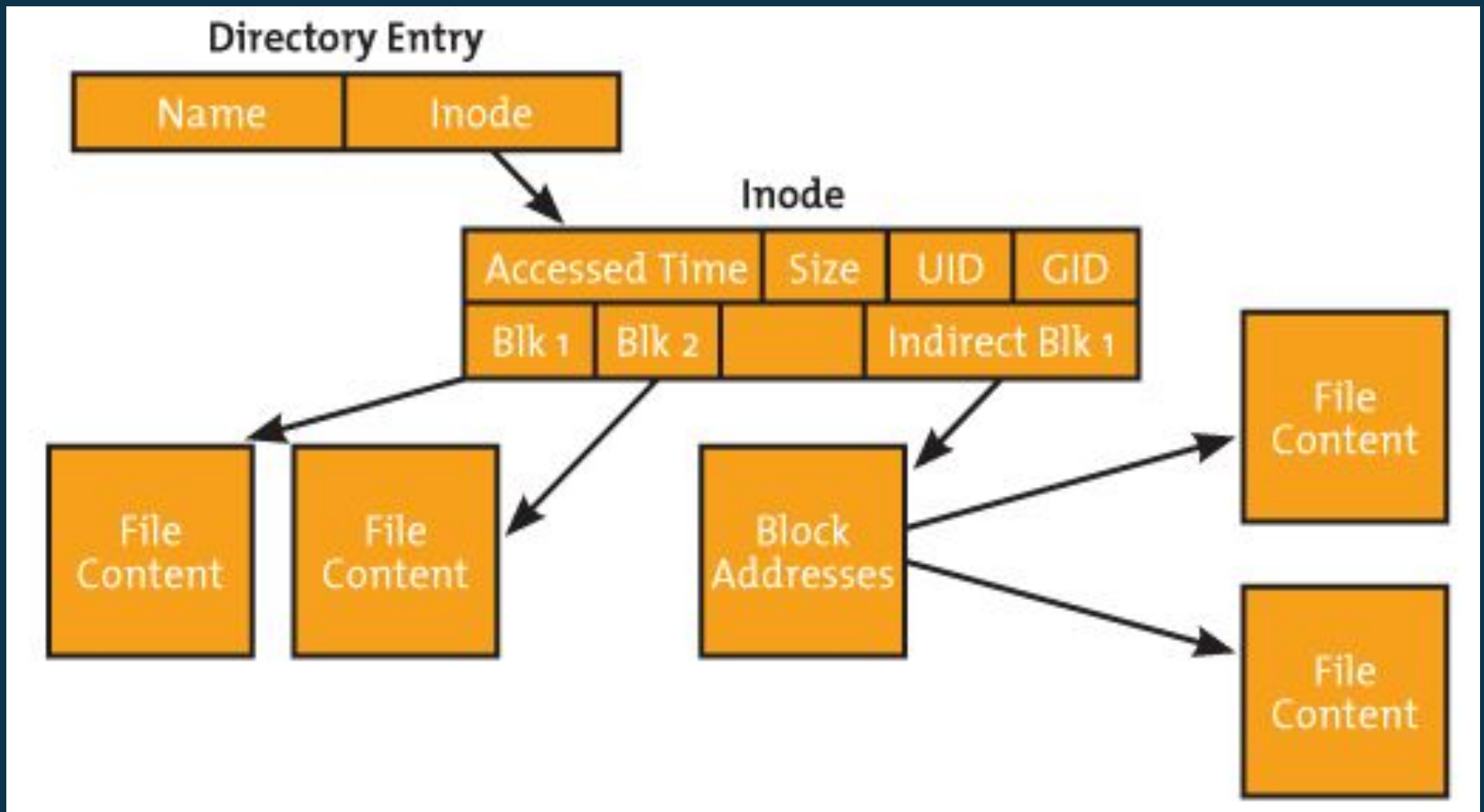
Layer 1 - Physical



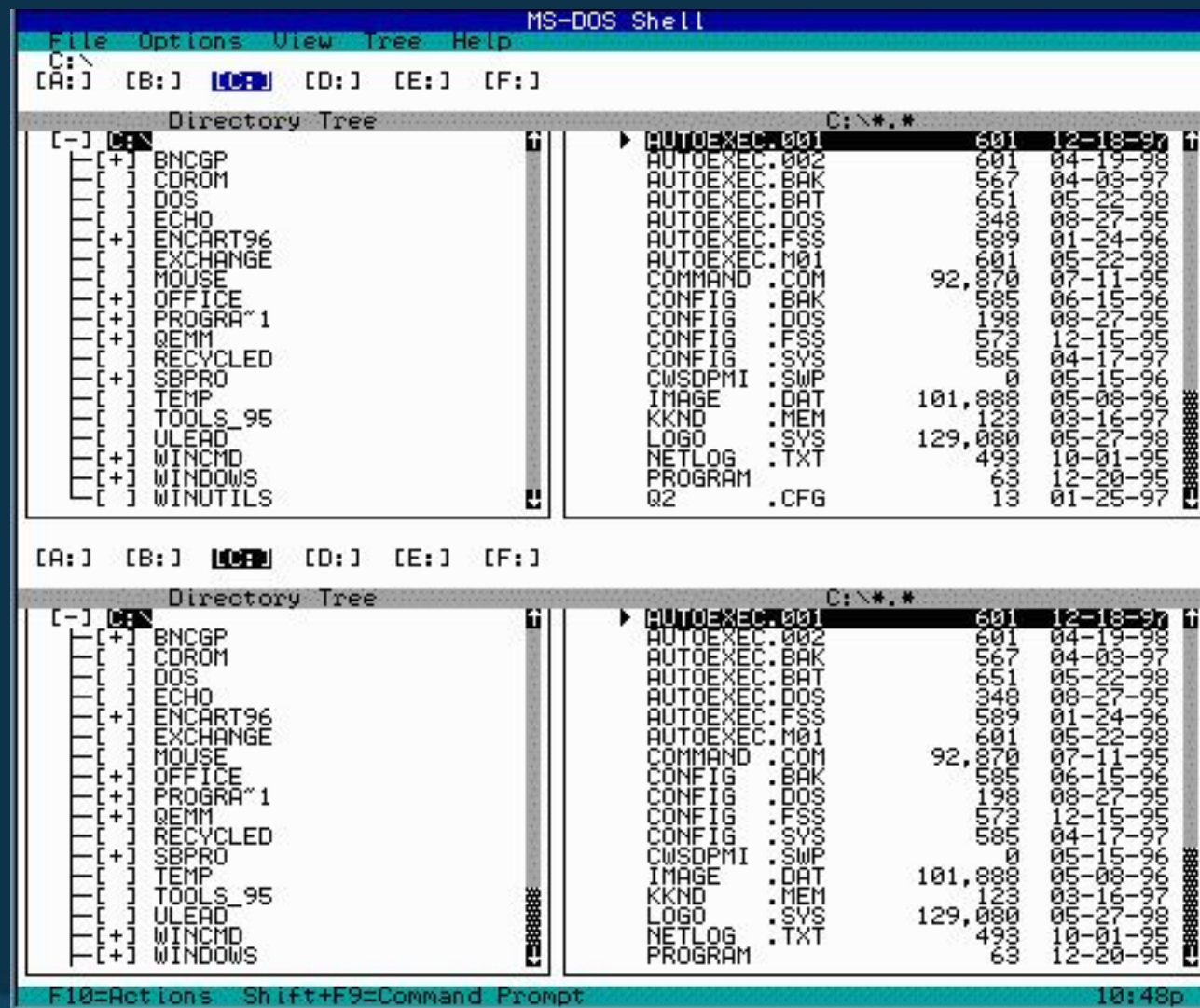
Layer 2 - Filesystem / Partition



Layer 3 - Data



Layer 4 - Metadata



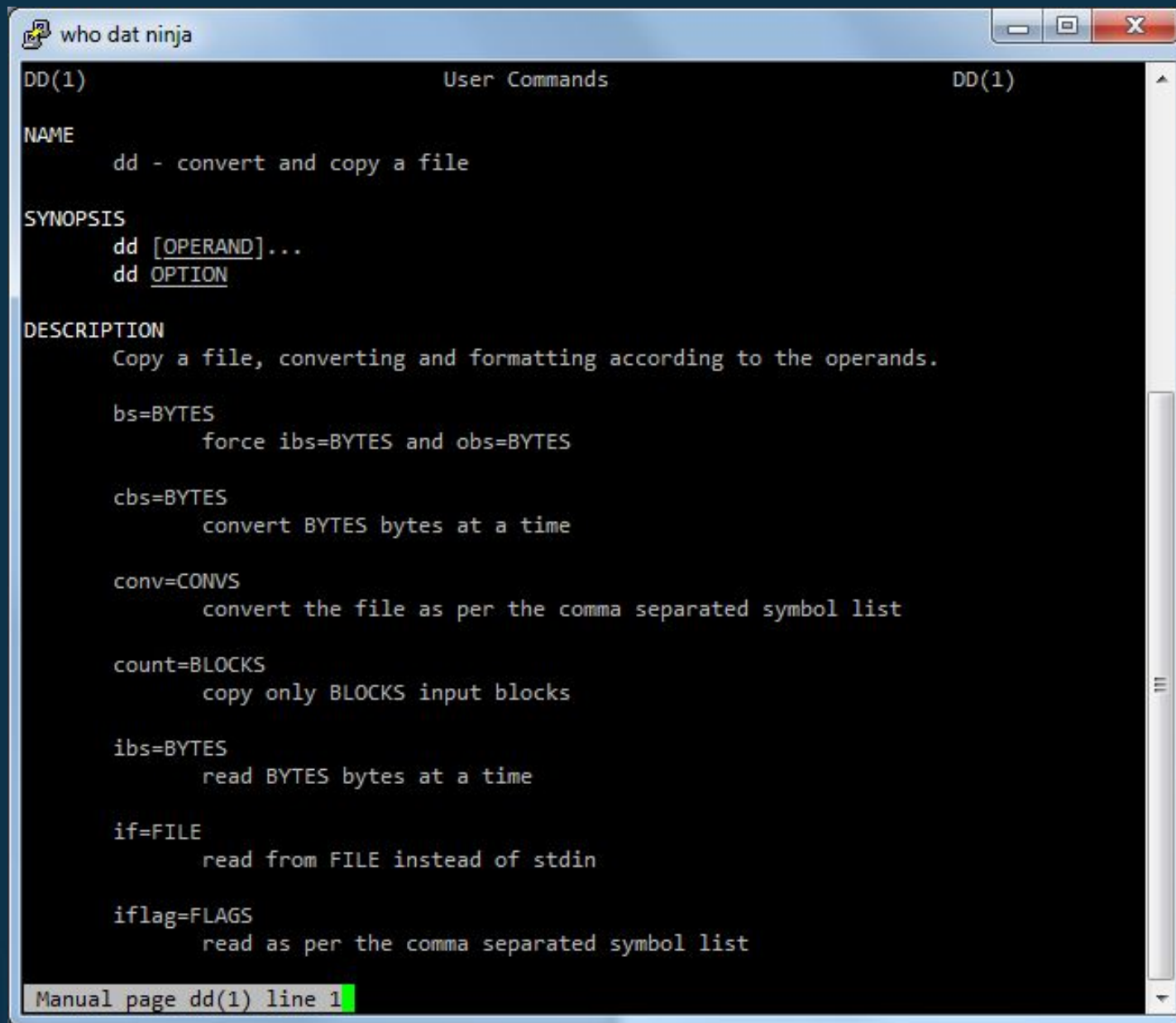
Layer 5 - File Name

dd: /dee-dee/ [from IBM {JCL}] vt. Equivalent to {cat} or {BLT}. A UNIX copy command with special options suitable for block-oriented devices. Often used in heavy-handed system abuse, as in "Let's dd the root partition onto a tape, then use the boot PROM to load it back on to a new disk". The UNIX `dd(1)' was designed with a weird, distinctly non-UNIXy keyword option syntax reminiscent of IBM System/360 JCL (which had a similar DD command); though the command filled a need, the design choice looks like somebody's idea of a joke. The slang usage is now very rare outside UNIX sites and now nearly obsolete even there, as `dd(1)' has been {deprecated} for a long time (though it has no replacement). Replaced by {BLT} or simple English `copy'.

Dat s\$!# cray!



From the Jargon File...



```
who dat ninja
DD(1)                                User Commands                                DD(1)

NAME
    dd - convert and copy a file

SYNOPSIS
    dd [OPERAND]...
    dd OPTION

DESCRIPTION
    Copy a file, converting and formatting according to the operands.

    bs=BYTES
        force ibs=BYTES and obs=BYTES

    cbs=BYTES
        convert BYTES bytes at a time

    conv=CONVS
        convert the file as per the comma separated symbol list

    count=BLOCKS
        copy only BLOCKS input blocks

    ibs=BYTES
        read BYTES bytes at a time

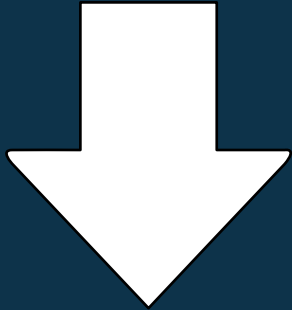
    if=FILE
        read from FILE instead of stdin

    iflag=FLAGS
        read as per the comma separated symbol list

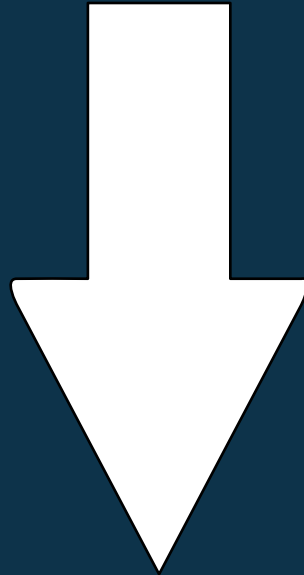
Manual page dd(1) line 1
```

MAN says...

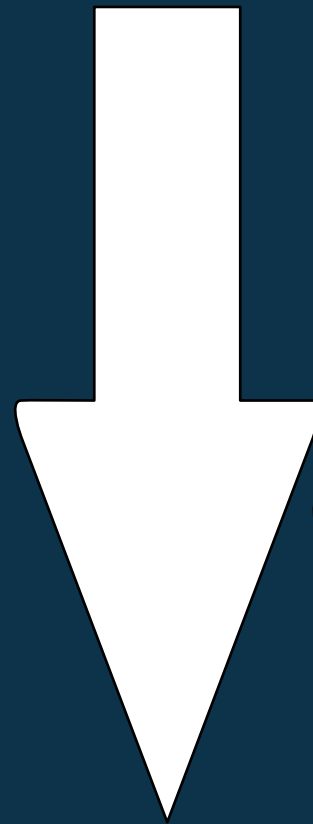
```
$ dd if=/dev/sda of=mbr.img bs=512 count=1
```



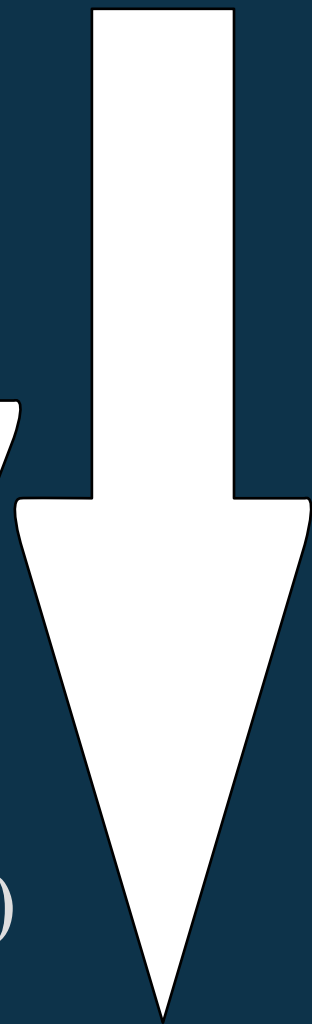
if=your input file, disk,
partition, etc



of=your output file



bs=block size (in bytes)



count=how many
blocks to copy

Input/output files in UNIX/Linux/BSD

Can be a path...

```
$ dd if=/home/jwhall/file.img
```

Or a partition...

```
$ dd if=/dev/sdb2
```

Or a disk...

```
$ dd if=/dev/sdb
```

Or, STDIN / STDOUT

```
$ dd if=/dev/sdb | xxd
```

Input/output files in Windows

Can be a path...

```
C:\>dd.exe if=C:\autoexec.bat
```

Or a partition...

```
C:\>dd.exe if=\Device\Harddisk0\Partition1
```

Or a disk...

```
C:\>dd.exe if=\\.\PhysicalDrive0
```

Or, STDIN / STDOUT

```
C:\>dd.exe if=\\.\PhysicalDrive0 | <hex editor>
```

The CONV flag

```
$ dd if=/dev/sda of=./sda.img bs=4096 conv=noerror,sync
```

CONV options:

noerror: don't quit if you encounter an error on the disk

sync: pad blocks so that the output size matches the input

ucase/lcase: change lowercase to uppercase (& vice versa)

notrunc: if the output file already exists, and what you're dumping is smaller, leave the remainder alone

DD across a network

*nix

```
jw@host-a:~$ nc -l -p 7777 > ./disk.img
```

```
jw@host-b:~$ dd if=/dev/sda bs=4096 | nc -w 3 host-a 7777
```

Windows

```
C:\> dd.exe if=\Device\Harddisk0\Partition1 of=\\host-a\c$\disk.img
```


Other common uses...

Write zeroes or random data to a drive:

```
$ dd if=/dev/zero of=/dev/sdc bs=1M
```

```
$ dd if=/dev/urandom of=/dev/sdc bs=1M
```

Make a copy of an optical disc:

```
$ dd if=/dev/cdrom of=./windows-7-ultimate.iso
```

Fix a file with errors:

```
$ dd if=old_busted.avi of=new_hotness.avi conv=noerror
```

Other DD's

Win32dd / Win64dd can dump Windows' memory to a file

<http://www.moonsols.com/windows-memory-toolkit/>

dc3dd can create hashes and log its activity

<http://sourceforge.net/projects/dc3dd/>

don't leave your disk around
me
true playa for real,
i run dd



Questions?



Stupid DD tricks!

