

Payload Control

Overview

In addition to the logic, loops and functions that provide complex payload control, a few additional commands exist to manipulate the execution of a payload.

RESTART_PAYLOAD

The `RESTART_PAYLOAD` command ceases any further execution, restarting the payload from the beginning.

Example

```
REM Example RESTART_PAYLOAD

ATTACKMODE HID STORAGE
DELAY 2000

STRINGLN Hello, World!
RESTART_PAYLOAD

STRINGLN Nothing to see here.
```

Result

- The payload loop typing the "Hello, World!" line infinitely.
- The "Nothing to see here." string will never be typed.

STOP_PAYLOAD

The `STOP_PAYLOAD` command ceases and further execution.

Example

```
REM Example STOP_PAYLOAD
```

```
ATTACKMODE HID STORAGE  
DELAY 2000
```

```
BUTTON_DEF  
    STOP_PAYLOAD  
END_BUTTON
```

```
WHILE TRUE  
    RANDOM_CHARACTER  
END_WHILE
```

Result

The payload will continuously type a random character.

Pressing the button will stop the payload.

RESET

Not to be confused with the `RESTART_PAYLOAD` command, the will not change the payload flow. Rather, the `RESET` command will clear the HID keystroke buffer. This may be useful while debugging complex hold key states.

Example

```
REM Example RESET
```

```
ATTACKMODE HID STORAGE  
DELAY 2000
```

```
INJECT_MOD  
HOLD SHIFT  
HOLD a  
DELAY 700  
RELEASE a
```

```
RESET
```

```
DELAY 1000
```

```
STRING nd reset
```

Result

- On a Windows or Linux target, the payload may result in `AAAAAAAAAAAAAnd reset`
- Notice that a `RELEASE SHIFT` command was omitted, and yet the `nd reset` string is lowercase. This is because the `RESET` command released all keys.