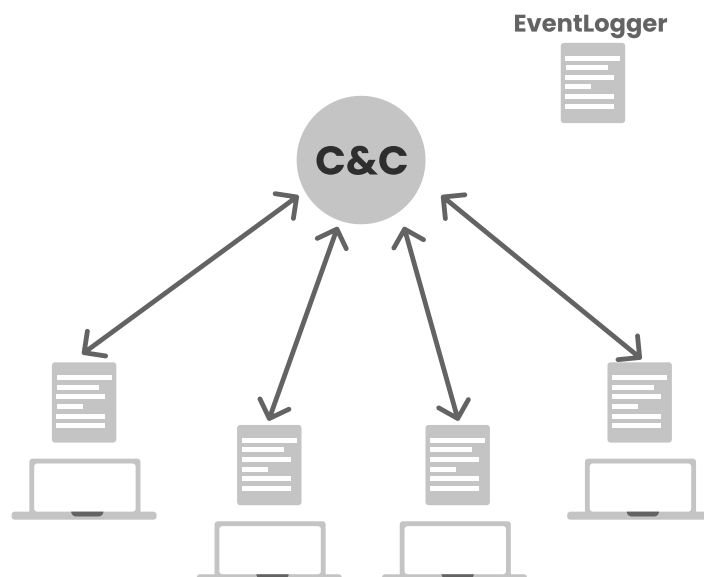


EventLogger for Windows

The project is composed of two parts:

- **EventLogger**: a [C#](#) script that logs mouse, keyboard and process events and sends them to the command and control server.
- **C&C Server**: the command and control web-server written [Python 3](#).



EventLogger

The **EventLogger** use the [Windows API](#) to log events. It logs the following events:

- *Mouse events*: MouseClick and MouseDoubleClick only
- *Keyboard events*: using the Windows key enumeration format (see [here](#))
- *Process events*: using the process name and the timestamp.

The logger has three main components:

- **Constants**: a class with the constants used by the logger.
- **Logger**: a class that implements the logging functionality.
- **EventLogger**: a class that implements the main functionality of the logger.

The **Constants** class isn't very interesting, it contains just the constants used by the logger including the dynamic settings that can be changed in the C&C Server.

The **Logger** implements the logging functionality, including the creation of the log file. The logger stores all the events in a string variable called `_line` and periodically clears it to avoid memory overflow. There are two conditions to clear the `_line` variable:

- reaching the maximum size of events: in this case the Logger class saves the events in a file.
- use the C&C Server api to send the events to the server.

The **EventLogger** class that is the main class. After setting up the methods that catch the events, it starts a thread that every `SECONDS_API_INVOKE` (a dynamic setting) calls the server api to send the events. There are four dynamic settings:

```
public int SECONDS_API_INVOKE = 60;
public bool LOG_PROCESS_ON_DOUBLE_CLICK = true;
public bool LOG_MOUSE_EVENTS = true;
public bool LOG_KEYBOARD_EVENTS = true;
```

Thread that periodically calls the C&C server api

```
try{
    while (true){
        Thread.Sleep(config.SECONDS_API_INVOKE * 1000);
        logger.SendLog();
    }
}
catch (Exception ex){
    Console.WriteLine(ex);
}
```

- `LOG_PROCESS_ON_DOUBLE_CLICK`: if true, the EventLogger logs the process name and the timestamp after a double click event.
- `LOG_MOUSE_EVENTS`: if true, the EventLogger logs the mouse events.
- `LOG_KEYBOARD_EVENTS`: if true, the EventLogger logs the keyboard events.
- `SECONDS_API_INVOKE`: the time in seconds between two invocations of the api.

C&C Server

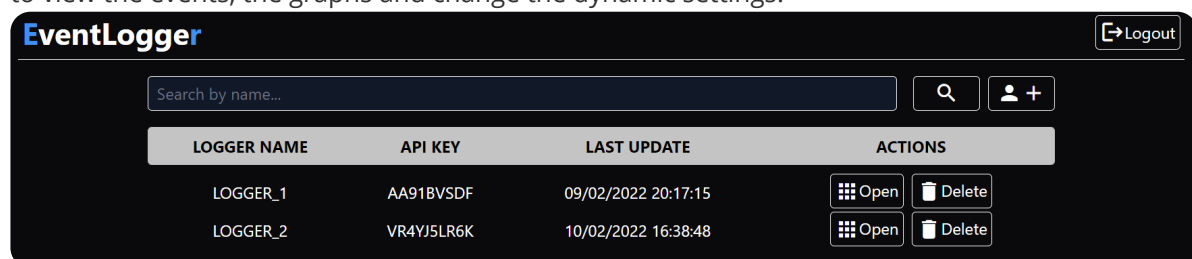
The **C&C Server** is a web-server written in Python 3 using the [Django](#) framework, using SQLite as the database. There are two apps, one for the UI interface and the other for the EventLogger api. In the `EventLogger` section there is the api to receive the events from the various scripts and convert every single event to a format compatible for the UI interface.

The UI interface helps to manage many different `EventLogger` instances, each one with its own settings. The interface basically allow the attacker to:

- Create new `EventLogger` instances
- View the events captured by the instance
- View some graphs of the events
- Change the dynamic settings a specific `EventLogger` instance

Homepage

Here are all the `EventLogger` instances, for each one there is a link to the app where it is possible to view the events, the graphs and change the dynamic settings.



LOGGER NAME	API KEY	LAST UPDATE	ACTIONS
LOGGER_1	AA91BVSDf	09/02/2022 20:17:15	<div>Open</div> <div>Delete</div>
LOGGER_2	VR4YJ5LR6K	10/02/2022 16:38:48	<div>Open</div> <div>Delete</div>

Events view

These are all the events of the `EventLogger`, the events are sorted by timestamp. It is also possible to see the processes captured in a record.

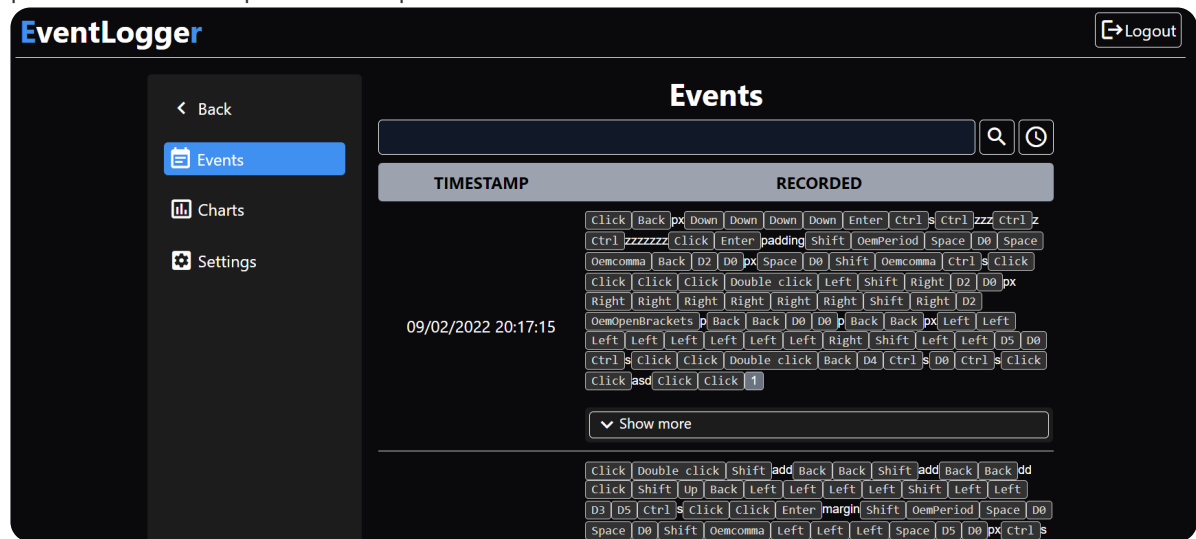


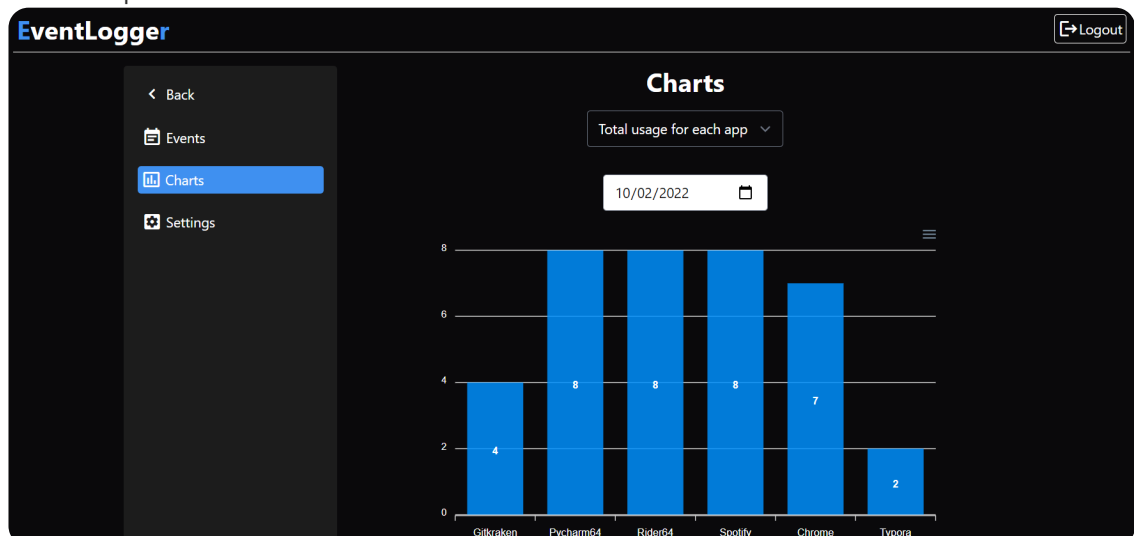
Chart view

All charts are useful to observe the victims behavior. The charts are:

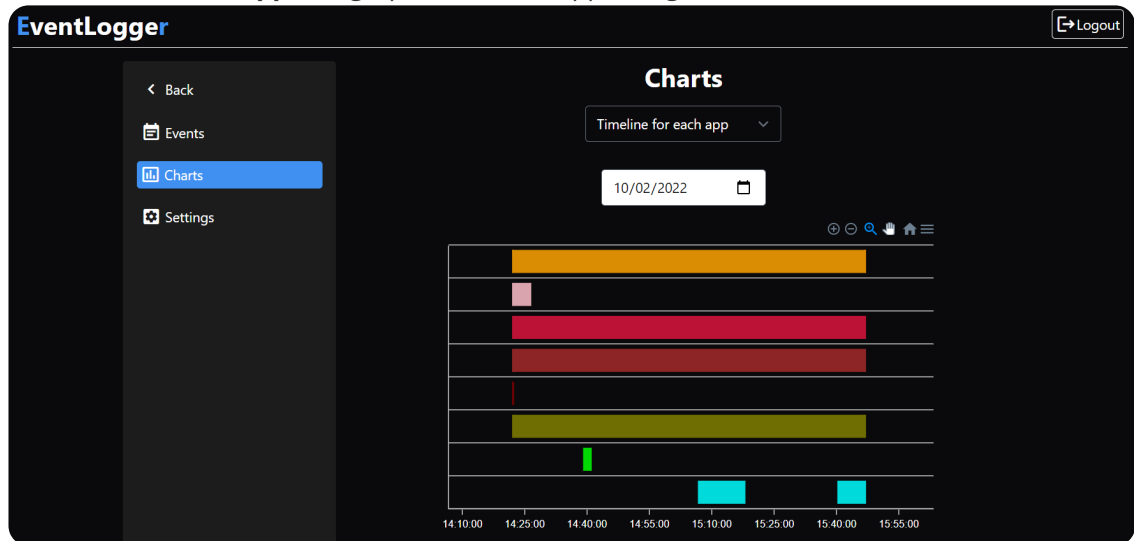
- **Total usage for each app:** the total usage of each app.



- **Total events per day:** all captured events in a day, grouped by app and sorted by timestamp.



- **Timeline for each app:** the graph shows the apps usage timeline.



Dynamic settings

Here there are all the dynamic settings of the `EventLogger`. Already described in the previous section.

The screenshot shows the 'EventLogger' application interface with the 'Settings' page selected in the sidebar. The main area is titled 'Settings' and contains four configuration items, each with a dropdown menu:

- `LOG_PROCESS_ON_DOUBLE_CLICK` set to `True`
- `LOG_KEYBOARD_EVENTS` set to `True`
- `LOG_MOUSE_EVENTS` set to `True`
- `SECONDS_API_INVOKE` set to `60`

At the bottom of the settings section are two buttons: 'Annulla' and 'Salva'.

Server installation

Open the folder 'Server' and install the requirements.txt file:

```
pip install -r requirements.txt
```

Apply the database migration running the following command:

```
python manage.py migrate
```

Now you have to create a superuser to access the admin interface:

```
python manage.py createsuperuser
# follow the instructions to create the superuser
```

After that, you can access the admin interface that by default is at `http://localhost:8000/`:

```
python manage.py runserver
```

Conclusion

The `EventLogger` is a script that helps to observe the behavior of the victims. The `C&C server` is a web-interface that helps to manage many `EventLogger` instances, each one with its own settings. This project is a prototype, it is not meant to be used for malicious purposes.

Stack used:

- C# [scripting language](#)
- Python [Django framework](#)
- Javascript with [jQuery](#) and [ApexCharts](#) (chart library)
- Tailwind [CSS framework](#)
- SQLite [database](#)

The repository is available at [GitHub](#).