

AXIS OS Bug Bounty Program

January Special 01.01 - 31.01.2024



What's in for you in our January special?

In our January special we have a couple of APIs that we want you to focus on that yield extra juicy rewards.

- We increase the bounties for accepted Low/Medium (P3/P4) submissions.
 - \$1000 for a P4/Low instead of \$500
 - \$3000 for P3/Medium instead of \$2000
- Win an additional \$5000 for five (5) or more accepted submissions of any severity P1-P4.
- Valid for submissions only that are received up until and including 31st January and only for the below listed APIs in focus.

Bug Bounty Program Brief: <https://bugcrowd.com/engagements/axis-os-public>

What we want you to focus on

The Axis PTZ cameras (target 9 & 10 in the brief) have different network APIs that are of interest here. These APIs are used to make the camera move mechanically in pan/tilt or zoom to cover different areas of a scene.

Also, there is functionality in place to create so called presets positions and combine several of those into a guard tour, that is a time-scheduled operation where the camera moves into these pre-defined positions regularly.

- [PanTiltZoom API](#)
- [GuardTour API](#)



So, interesting APIs to look at and play around with. The objectives we would like you to focus on are as below:

- Can you manage to block/disrupt this functionality so that the camera is not controllable anymore?
- Is it possible to deny functionality so that no new preset positions or guard tours can be created, essentially denying the configuration?
- These two APIs are rather big and feature-rich, there are a lot of parameters to play around with, check the documentation to see what's possible!

You can test the functionality and their APIs live

You can play around with the different APIs above when accessing the web-interface of the device as laid out in the program brief so that you can get a good understanding of what these APIs do for our customers and then start hacking them!

See below a couple of screenshots of where to find the functionality:





