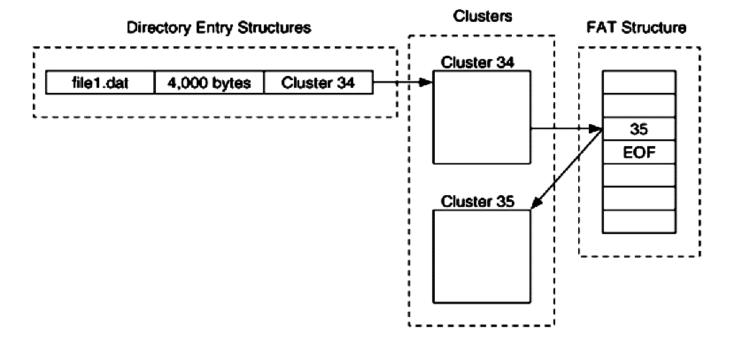
FAT File System Forensics pd_image1.dd

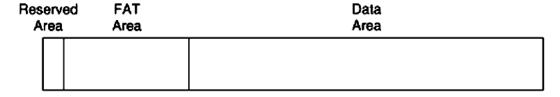
File Allocation Table (FAT)

- The File Allocation Table (FAT) file system is one of the most simple file systems found in common operating systems.
- FAT is the primary file system of the Microsoft DOS and Windows 9x operating systems, but the NT, 2000, and XP line has defaulted to the New Technologies File System (NTFS).
- FAT is supported by all Windows and most Unix operating systems.
- FAT is frequently found in compact flash cards for digital cameras and USB "thumb drives."



- The basic concept of a FAT file system is that each file and directory is allocated a data structure, called **a directory entry**, that contains the file name, size, starting address of the file content, and other metadata.
- File and directory content is stored in data units called **clusters**.
- If a file or directory has allocated more than one cluster, the other clusters are found by using a structure that is called the FAT.
- The FAT structure is used to identify the next cluster in a file, and it is also used to identify the allocation status of clusters. Therefore it is used in both the content and metadata categories.
- There are three different versions of FAT: FAT12, FAT16, and FAT32. The major difference among them is the size of the entries in the FAT structure.

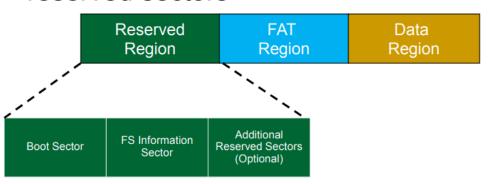
The typical layout of the FAT file system has three physical sections to it



Physical layout of a FAT file system.

The first section is the **reserved area**. In the reserved area are a backup boot sector and a FSINFO data structure. In FAT12 and FAT16 this area is typically only 1 sector in size, but the size is defined in the boot sector. The reserved area starts in sector 0 of the file system, and its size is given in the boot sector.

Reserved Region – Includes the boot sector, the extended boot sector, the file system information sector, and a few other reserved sectors



FSInfo sector

FAT32 stores extra information in the FSInfo sector, usually sector 1.

```
Bytes Content
0-3 0x41615252 - the FSInfo signature
4-483 Reserved
484-487 0x61417272 - a second FSInfo signature
488-491 Free cluster count or 0xffffffff (may be incorrect)
492-495 Next free cluster or 0xffffffff (hint only)
496-507 Reserved
508-511 0xaa550000 - sector signature
```

The typical layout of the FAT file system has three physical sections to it

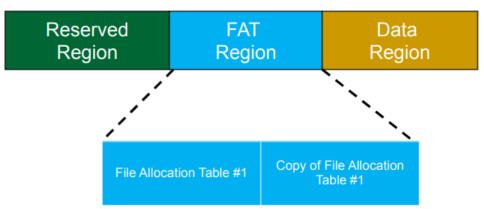
Reserved	FAT	Data
Area	Area	Area

Physical layout of a FAT file system.

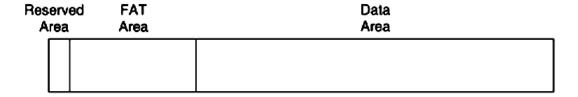
The second section is the **FAT area**, and it contains the primary and backup FAT structures. It starts in the sector following the reserved area.

Its size is calculated by multiplying the number of FAT structures by the size of each FAT; both of these values are given in the boot sector.

The allocation status of each cluster can be determined by looking at the cluster's entry in the FAT. Entries with a zero value are unallocated and non-zero entries are allocated. If we wanted to extract the contents of all unallocated clusters, we would read the FAT and extract each cluster with a zero in the table.



The typical layout of the FAT file system has three physical sections to it:

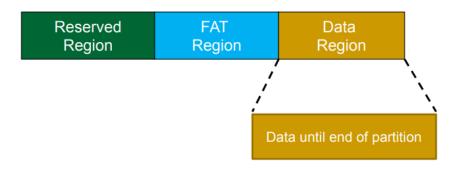


Physical layout of a FAT file system.

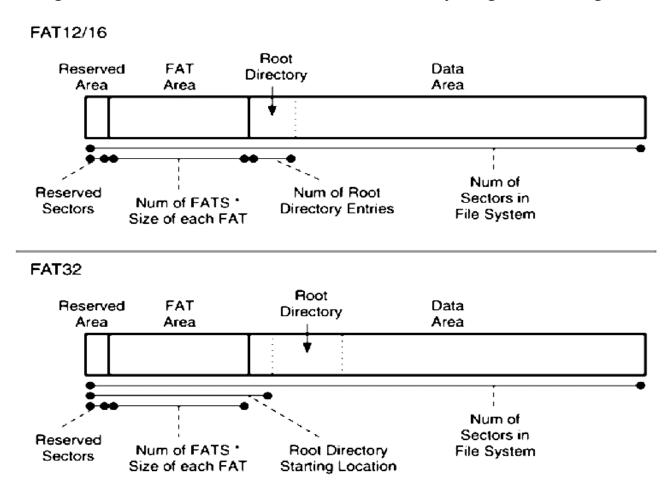
The third section is the data area. It contains the clusters that will be allocated to store file and directory content. It begins in the sector after the FAT area.

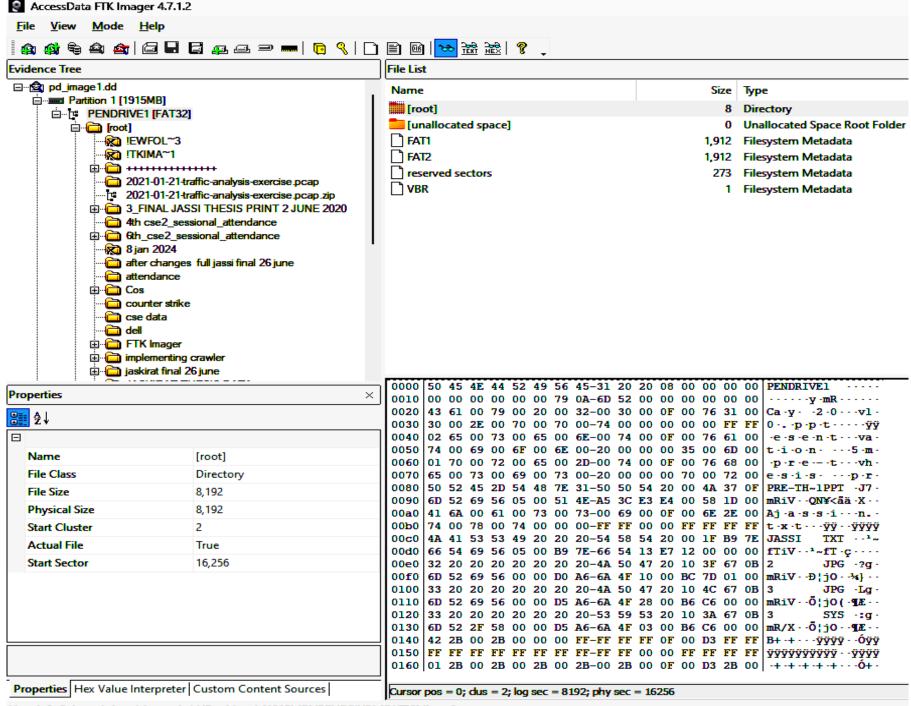
Its size is calculated by subtracting the starting sector address of the data area from the total number of sectors in the file system, which is specified in the boot sector.

Data Region – Using the addresses from the FAT region, contains actual file/directory data



- ☐ The layout of the data area is slightly different in FAT12/16 and FAT32.
- ☐ In FAT12/16 the beginning of the data area is reserved for the root directory(fixed size in FAT12/16), but in FAT32 the root directory (dynamic size) can be anywhere in the data area
- ☐ The dynamic size and location of the root directory allows FAT32 to adapt to bad sectors in the beginning of the data area and allows the directory to grow as large as it needs to.





Listed: 6 Selected: 1 pd_image1.dd/Partition 1 [1915MB]/PENDRIVE1 [FAT32]/[root]

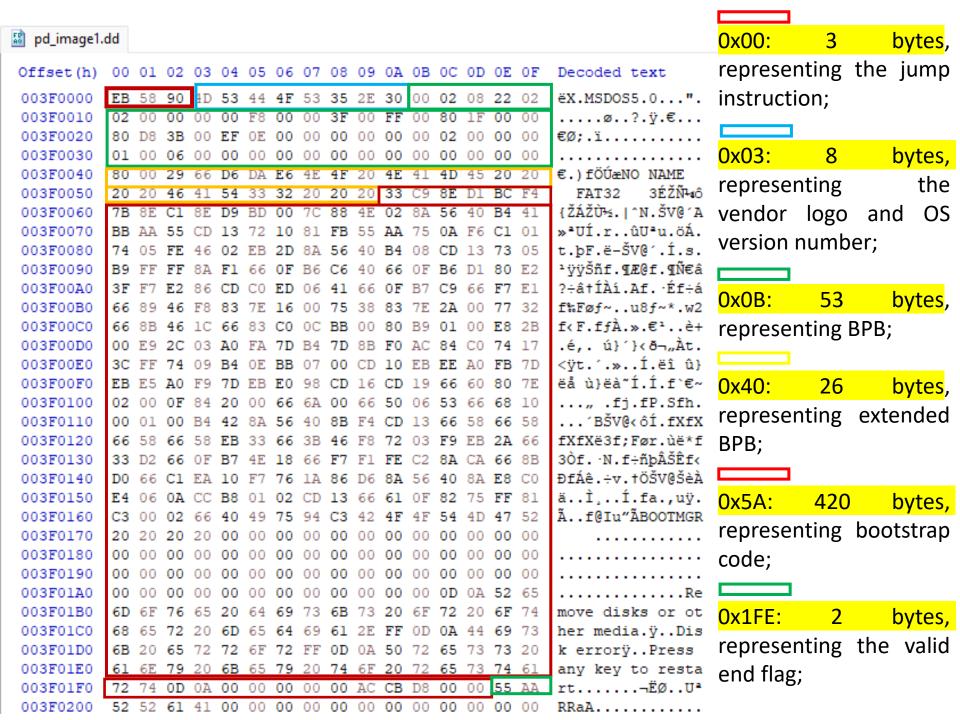
```
—(kali⊕kali)-[~/pdbackup]
fsstat -o 8064 pd_image1.dd
FILE SYSTEM INFORMATION
File System Type: FAT32
OEM Name: MSDOS5.0
Volume ID: 0xe6dad666
Volume Label (Boot Sector): NO NAME
Volume Label (Root Directory): PENDRIVE1
File System Type Label: FAT32
Next Free Sector (FS Info): 32960
Free Sector Count (FS Info): 241376
Sectors before file system: 8064
File System Layout (in sectors)
Total Range: 0 - 3922047
* Reserved: 0 - 545
** Boot Sector: 0
** FS Info Sector: 1
** Backup Boot Sector: 6
* FAT 0: 546 - 4368
* FAT 1: 4369 - 8191
* Data Area: 8192 - 3922047
** Cluster Area: 8192 - 3922047
*** Root Directory: 8192 - 3153927
METADATA INFORMATION
Range: 2 - 62621702
Root Directory: 2
CONTENT INFORMATION
Sector Size: 512
```

```
CONTENT INFORMATION
```

```
Sector Size: 512
Cluster Size: 4096
Total Cluster Range: 2 - 489233
FAT CONTENTS (in sectors)
8192-8199 (8) \rightarrow 3153920
8200-8303 (104) → EOF
8304-8495 (192) \rightarrow EOF
8496-8599 (104) → EOF
8600-8607 (8) → EOF
8608-13775 (5168) → EOF
13776-19039 (5264) → EOF
19040-19055 (16) → EOF
19056-19119 (64) \rightarrow EOF
19120-19471 (352) → EOF
19472-21767 (2296) → EOF
21768-22039 (272) → EOF
22040-22111 (72) \rightarrow EOF
```

- •We can see that there are 545 reserved sectors until the first FAT. In the reserved area are a backup boot sector and a FSINFO data structure.
- •There are two FAT structures, and they span from sectors 546 to 4368 and 4369 to 8191.
- •The data area starts in sector 8192, and it has clusters that are 4096 bytes in size.

pd_image1.dd To determine the Offset(h) 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 00 01 02 Decoded text configuration of a ú¾. | ¿.z¹..ü....ó 00000000 7A B9 00 01 FCFAT file system, we 00000010 ¥ê.z..»%{3É€?€u. BB BE 7B 33 C9 bÅkóë.€?.u.bÁfÃ. 00000020 80 3F 00 02 FE C1 83 C3 10 need to process the .ûb{råfù.t..ù..t 00000030 first sector of the .ȴzë,»‡zë'<L.<. 00000040 ...».|Í.s.»¹4zë... 00000050 CD 13 73 0.5 BB disk---> ;b}=U*t.»4zë.ê.| 00000060 05 BB 7A EB AABC ...Š.<.t.S»..´.Í 00000070 3C 74 0C 53 BB 00 07 00000080 4E 6F 20 62 6F 6F 74 61 62 .[CëíëþNo bootab ED EB FE 00000090 74 69 74 6F 6E 20 69 6E le partiton in t 000000A0 61 69 able.Invalid Par 000000B0 65 titon table.Inva lid or damaged B 000000C0 64 61 6D 61 000000D0 20 72 ootable partitio 70 61 000000E0 00 0.0 00 0.0 00 000000F0 00 00 00000100 1F80 * 200= 00000110 00 00 00000120 00 00 00 00 00 3F0000 00000130 00 00 00 00000140 00 0.0 00 0.0 00 00000150 00 00 0.0 0.0 00 00 0.0 00 0.0 00 00 00000160 00 0.0 00 00000170 00 00000180 00 0.0 00 00 00 00 00 00000190 00 00 00 000001A0 00 00 00 00 00 00 00 00 0.0 00 00 00 00 00 00 00 00 00 EF 01 8F C4 00 00 00 OC 000001B0 ï . .Ä. . . . 000001C0`û€...€Ø;... 00 80 000001D0 0.0 00 00 00 0.0 00 00 00 00 00 00 000001E0 00 00 0.0 00 0.0 00 00 00 00 00 000001F0 00 00 00 00 00 00 00 0.0 00 AA 00000200 00 00 00 00 00 00000210 20 USB Tester 2008-00000220 31 36 00 03-17 1.16... 00000230 30 33 2F 33 30 00 00 00 00 2008/03/30...



Bios Parameter Block

Data structure for the first 36 bytes of the FAT boot sector.

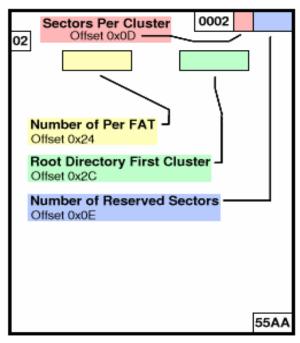
Byte Range	Description
0-2	Assembly instruction to jump to boot code.
3-10	OEM Name in ASCII.
11-12	Bytes per sector. Allowed values include 512, 1024, 2048, and 4096.
13-13	Sectors per cluster (data unit). Allowed values are powers of 2, but the cluster size must be 32KB or smaller.
14–15	Size in sectors of the reserved area.
16–16	Number of FATs. Typically two for redundancy, but according to Microsoft it can be one for some small storage devices.
17–18	Maximum number of files in the root directory for FAT12 and FAT16. This is 0 for FAT32 and typically 512 for FAT16.
19–20	16-bit value of number of sectors in file system. If the number of sectors is larger than can be represented in this 2-byte value, a 4-byte value exists later in the data structure and this should be 0.
21–21	Media type. According to the Microsoft documentation, 0xf8 should be used for fixed disks and 0xf0 for removable.
22-23	16-bit size in sectors of each FAT for FAT12 and FAT16. For FAT32, this field is 0.
24–25	Sectors per track of storage device.
26–27	Number of heads in storage device.
28-31	Number of sectors before the start of partition.
32–35	32-bit value of number of sectors in file system. Either this value or the 16-bit value above must be 0.

Extended Bios Parameter Block used by FAT 36-89 bytes

Data structure for the remainder of the FAT32 boot sector.

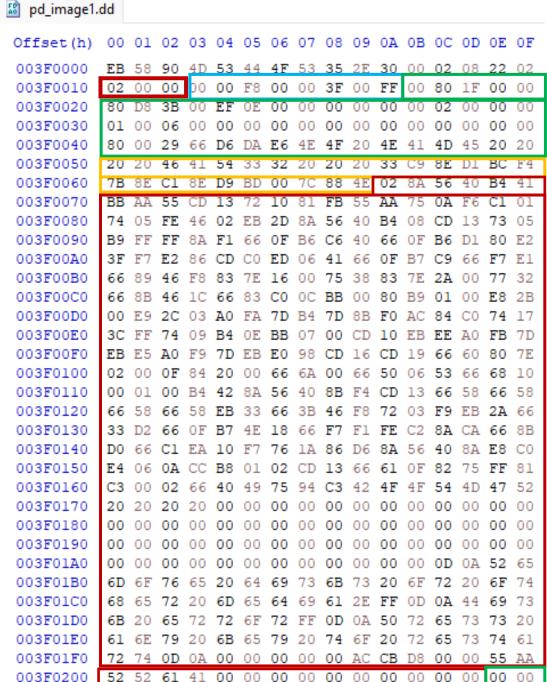
Byte Range	Description	
36–39	32-bit size in sectors of one FAT.	
40-41	Defines how multiple FAT structures are written to. If bit 7 is 1, only one of the FAT structures is active and its index is described in bits 0–3. Otherwise, all FAT structures are mirrors of each other.	
42-43	The major and minor version number.	
44–47	Cluster where root directory can be found.	
48-49	Sector where FSINFO structure can be found.	
50–51	Sector where backup copy of boot sector is located (default is 6).	
52-63	Reserved.	
64–64	BIOS INT13h drive number.	
65–65	Not used.	
66–66	Extended boot signature to identify if the next three values are valid. The signature is 0x29.	
67–70	Volume serial number, which some versions of Windows will calculate based on the creation date and time.	
71–81	Volume label in ASCII. The user chooses this value when creating the file system.	
82–89	File system type label in ASCII. Standard values include "FAT32," but nothing is required.	
90–509	Not used.	
510–511	Signature value (0xAA55).	

Some Critical fields



FAT32 Volume ID, critical fields

Field	Microsoft's Name	Offset	Size	Value
Bytes Per Sector	BPB_BytsPerSec	0x0B	16 Bits	Always 512 Bytes
Sectors Per Cluster	BPB_SecPerClus	0x0D	8 Bits	1,2,4,8,16,32,64,128
Number of Reserved Sectors	BPB_RsvdSecCnt	0x0E	16 Bits	Usually 0x20
Number of FATs	BPB_NumFATs	0x10	8 Bits	Always 2
Sectors Per FAT	BPB_FATSz32	0x24	32 Bits	Depends on disk size
Root Directory First Cluster	BPB_RootClus	0x2C	32 Bits	Usually 0x00000002
Signature	(none)	0x1FE	16 Bits	Always 0xAA55



Offset 0x0B contains 2 bytes which specify the number of bytes per sector.

offset 0x0D contains 1 byte which specify the number of sectors per each cluster.

offset **0x0E** contains 2 bytes which specify the **number of reserved sectors** in this FAT32 partition. This gives us **0222** which is in little-endian. i.e. **546 sectors** in reserved

offset 0x10 contains 1 byte which specify the number of FAT tables we have in this partition i..e 2

offset 0x11 contains 2 bytes which specify the maximum number of file entries available in the root directory. This applies only to FAT12 and FAT16 versions of FAT.

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
Offset(h)
003F0000
          EB 58 90 4D 53 44 4F 53 35 2E 30 00 02 08 22 02
003F0010
                    00 00 F8 00 00 3F 00 FF
                                            00 80 1F 00 00
003F0020
003F0030
                               00 00 00 00 00
003F0040
                         DA E6 4E 4F
003F0050
003F0060
003F0070
003F0080
             05 FE 46 02 EB
                               8A 56 40 B4 08 CD 13 73 05
003F0090
          B9 FF FF 8A F1 66 OF B6 C6 40 66 OF B6
003F00A0
003F00B0
                                00 75
                                      38 83 7E
003F00C0
                         83 CO OC BB
                                      00 80 B9 01
003F00D0
                             7D B4 7D 8B F0 AC
003F00E0
                                07 00
003F00F0
                               98 CD
003F0100
                               6A 00 66 50 06 53 66 68 10
003F0110
                          8A 56 40 8B F4 CD 13 66
003F0120
003F0130
                             18 66 F7 F1 FE C2 8A CA 66 8B
003F0140
                               1A 86 D6 8A 56 40 8A E8 C0
003F0150
                               CD 13 66 61 OF 82 75 FF 81
003F0160
003F0170
                            00 00 00 00 00 00 00 00 00 00
003F0180
                            00 00 00 00 00 00 00
003F0190
003F01A0
003F01B0
003F01C0
003F01D0
003F01E0
003F01F0
          52 52 61 41 00 00 00 00 00 00 00 00 00 00
003F0200
```

offset 0x16 in the boot sector has 2 bytes which specify the number of sectors in each FAT table.

if the location contains all zeros in those two bytes, that means, the space is not enough to specify the information. In that case, we have to go to the offset **0x24** and interpret 4 bytes there. i.e 0000 0E EF = **3823** Sectors in each FAT.

offset 0x2C contains 1 byte which specify the first cluster of the root directory. i.e 02, therefore cluster #2 is allocated to root directory and there are two clusters in this disk image before the root directory, namely cluster #0 and cluster #1.

The root directory is located right after the two FAT tables.

That means, we just have to walk through the reserved area from the beginning of the partition, then through the FAT1 and FAT2 tables and there we find the root directory.

Offset to root directory =

= (number of sectors in reserved area) + (number of sectors in a FAT table) x 2

 $= 546 + 3823 \times 2$

= 8192 (SECTORS)

=8192 x 512 (bytes)

=41,94,304 (bytes)

 $= 40\,0000\,(hex)$

= 40 0000 + 3F0000 (offset specifies the location from the beginning of the partition)

= 7F 0000 (hex)

pd_image1.dd 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F Decoded text 49 56 45 31 20 20 08 PENDRIVE1 007F0010 00 00 79 0A 6D 52 00 00 00y.mR... 007F0020 00 32 00 30 00 OF Ca.y. .2.0...vl. 007F0030 70 00 70 00 74 00 00 00 00 0...p.p.t.....ÿÿ 007F0040 00 00 00 OF .e.s.e.n.t...va. 007F0050 6F 00 6E 00 20 00 00 00 t.i.o.n. ...5.m. 007F0060 007F0070 e.s.i.s. ...p.r. 007F0080 PRE-TH~1PPT .J7. 007F0090 00 51 4E A5 mRiV..QN¥<ãä.X.. 007F00A0 Ai.a.s.s.i...n.. 007F00B0 t.x.t...ÿÿ..ÿÿÿÿ 007F00C0 JASSI 007F00D0 fTiV...arfT.c.... 00 **B9** 7E 66 54 13 007F00E0 4A 007F00F0 00 00 D0 A6 6A 4F 10 mRiV..Ð; jO..4}.. 007F0100 20 20 4A 50 47 JPG .Lg. 20 007F0110 00 D5 A6 6A 4F 28 mRiV..O;jO(.¶Æ... 007F0120 20 20 20 53 59 53 SYS .: q. 007F0130 mR/X..Õ¦jO..¶Æ... 00 D5 A6 6A 4F 03 00 007F0140 B+.+...ŸŸŸŸ..ÓŸŸ FF007F0150 007F0160 007F0170 2B 00 2B 00 2B 00 00 007F0180 5F **7E** 31 20 20 20 mRiV...°1R5..... 007F0190 00 01 BA 6C 52 35 007F01A0 00 Cn.c.e...ÿÿ..qÿÿ 007F01B0 007F01C0 00 61 00 .i.o.n.a.l...q . 007F01D0 00 65 00 6E a.t.t.e.n...d.a. 007F01E0 00 .4.t.h. .c...qs. 007F01F0 00 73 00 65 e.2. .s.e...s.s. 007F0200 31 20 4THCSE~1 007F0210 mRiV..ó¹lRÓp.... 007F0220 Cn.c.e...ÿÿ..*ÿÿ 007F0230 007F0240 6E 00 61 00 6C 00 0F .i.o.n.a.l...* . 007F0250 00 65 00 6E a.t.t.e.n...d.a. 007F0260 68 00 5F 00 63 00 0F .6.t.h._.c...*s. 007F0270 00 73 00 65 00 00 00 e.2. .s.e...s.s. 007F0280 6TH CS~1 53 7E 31 20 20 20 mRiV..ó1Rüp.... 007F0290 01 00 F3 B9 6C 52 FC 007F02A0 69 00 6E 00 61 00 6C 00 0F Cf.i.n.a.l...Ù . 007F02B0 32 00 36 00 20 00 6A 00 75 00 00 00 6E 00 65 00 2.6. .i.u...n.e Offset(h): 7F0000

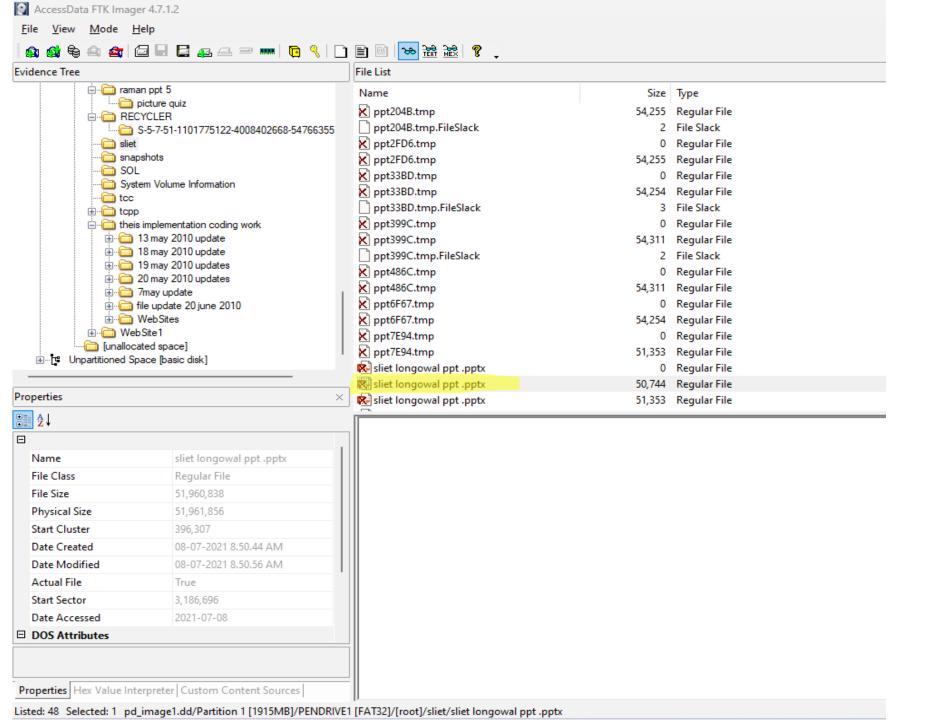
The Root directory contains entries which are 32 bytes long.

The first byte of a root directory entry is important.

If a file is deleted, the first byte of a root directory entry is simply set to **0xE5**.

For ex: in this pendrive image
A file named
Sliet longowal.pptx
has been deleted.

```
pd_image1.dd
          00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
                                                         Decoded text
                                                         èRèR..pTèRÌx3»O.
 613EDAD0
          E8 52 E8 52 00 00 70 54 E8 52 CC 78 33 BB 4F 03
                                                         ål. .p.p.t...C .
 613EDAE0
 613EDAF0
                     70 00 74 00 78 00 00 00 00 00 FF FF
                                                         ..p.p.t.x....ÿÿ
 613EDB00
                   6C 00 69 00 65 00 74 00 0F
                                                         ås.l.i.e.t...Ç .
 613EDB10
                      6E 00 67 00 6F 00
                                                         1.o.n.g.o...w.a.
                           7E 31 50 50 54 20
                                                         åLIETL~1PPT .@VF
 613EDB20
 613EDB30
                     06 00 B6 54 E8 52 F3 AA 82 B6 4F 03
                                                         èRèR..¶TèRóª,¶O.
                                                         åp.p.t.6.F....6.
 613EDB40
                   70 00 74 00 36 00 46 00 0F 00 0A 36 00
 613EDB50
          37 00 2E 00 74 00 6D 00 70 00 00 00 00 00 FF FF
                                                         7...t.m.p.....ŸŸ
 613EDB60
          E5 50 54 36 46 36 37 20 54 4D 50 20 00 0F B7 54
                                                         åPT6F67 TMP ...T
 613EDB70
          E8 52 E8 52 00 00 B8 54 E8 52 00 00 00 00 00 00
                                                         èRèR.., TèR.....
                                                         åp.p.t.6.F....6.
 613EDB80
                  70 00 74 00 36 00 46 00 0F
 613EDB90
                     74 00 6D 00 70 00 00 00
                                                         7...t.m.p....ÿÿ
                                                         åPT6F67 TMP .@VF
 613EDBA0
                     46 36 37 20 54 4D 50 20 00 40 56 46
                                                         èRèR..ÀTèRÌxi¶O.
 613EDBB0
                     06 00 CO 54 E8 52 CC
 613EDBC0
                   39 44 43 30 37 54 4D 50
                                                         å609DC07TMP .@VF
                                                         èRèR..¶TèRó²,¶O.
 613EDBD0
                E8 52 00 00 B6 54 E8 52 F3 AA 82 B6 4F 03
 613EDBE0
                   20 00 70 00 70 00 74 00 0F 00 C7 20 00
                                                         Bl. .p.p.t...C .
 613EDBF0
          2E 00 70 00 70 00 74 00 78 00 00 00 00 FF FF
                                                         ..p.p.t.x....ÿÿ
 613EDC00
                                                         .s.l.i.e.t...Ç .
          01 73 00 6C 00 69 00 65 00 74 00 0F 00 C7 20 00
 613EDC10
          6C 00 6F 00 6E 00 67 00 6F 00 00 00 77 00 61 00
                                                         1.o.n.g.o...w.a.
 613EDC20
                   45 54 4C 7E 31 50 50 54 20 00 40 56 46
                                                         SLIETL~1PPT .@VF
                                                         èRiV..ÀTèRÌxi¶O.
 613EDC30
                69 56 06 00 C0 54 E8 52 CC
                00 61 00 6C 00 20 00 70 00 0F 00 F9 70 00
                                                         åw.a.l. .p...ùp,
 613EDC40
 613EDC50
          74 00 20 00 2E 00 70 00 70 00 00 00 74 00 78 00
                                                         t. ...p.p...t.x.
 613EDC60
                                                         å~.$.s.l.i...ùe.
                           00 6C
                                 00 69
                                       00 OF
                                                         t. .1.o.n...g.o.
 613EDC70
                   00 6C 00 6F 00 6E 00 00 00 67 00 6F 00
 613EDC80
                     49 45 7E
                              31 50 50 54 22
                                                         å$SLIE~1PPT"..ÏU
                                                         èRèR..MYèR..¥...
 613EDC90
                E8 52 00 00 4D 59 E8 52 00 0C A5 00 00 00
 613EDCA0
          613EDCB0
          613EDCC0
```



Root Directory Entry Format (SFN)

Root Directory SFN Entry Data Structure		
Bytes	Purpose	
0	First character of file name (ASCII) or allocation status (0x00=unallocated, 0xe5=deleted)	
1-10	Characters 2-11 of the file name (ASCII); the "." is implied between bytes 7 and 8	
11	File attributes (see File Attributes table)	
12	Reserved	
13	File creation time (in tenths of seconds)*	
14-15	Creation time (hours, minutes, seconds)*	
16-17	Creation date*	
18-19	Access date*	
20-21	High-order 2 bytes of address of first cluster (0 for FAT12/16)*	
22-23	Modified time (hours, minutes, seconds)	
24-25	Modified date	
26-27	Low-order 2 bytes of address of first cluster	
28-31	File size (0 for directories)	

File Attributes			
Flag Value	Description		
0000 0001 (0x01)	Read-only		
0000 0010 (0x02)	Hidden file		
0000 0100 (0x04)	System file		
0000 1000 (0x08)	Volume label		
0000 1111 (0x0f)	Long file name		
0001 0000 (0x10)	Directory		
0010 0000 (0x20)	Archive		

* Bytes 13-22 are unused by DOS

Directory data is organized in 32 byte records.

Short Filename

At the end of the directory is a record that begins with zero.

Attrib

All other records will be non-zero in their first byte, so this is an easy way to determine when you have reached the end of the directory.

Cluster Low

Size

Cluster High

 	0.0000	9	0.0.0100.	. 00
 32 Byte Directory	y Structure, Short Filena	me Forma	at	
Field	Microsoft's Name	Offset	Size	
Short Filename	DIR_Name	0x00	11 Bytes	
Attrib Byte	DIR_Attr	0x0B	8 Bits	
First Cluster High	DIR_FstClusHI	0x14	16 Bits	
First Cluster Low	DIR_FstClusLO	0x1A	16 Bits	
File Size	DIR FileSize	0x1C	32 Bits	

The first 11 bytes are the short filename. The extension is always the last three bytes.

If the file's name is shorter than 8 bytes, the unused bytes are filled with spaces (0x20).

The starting cluster number is found as two 16 bit sections, and the file size (in bytes) is found in the last four bytes of the record.

The first cluster number tells you where the file's data begins on the drive, and the size field tells how long the file is.

There are four types of 32-byte directory records.

Normal record with short filename: Attrib is normal

Long filename text: Attrib has all four type bits set

Unused - First byte is 0xE5

End of directory - First byte is zero

The Attrib byte has six bits defined, as shown in the table below.

Attrib Bit	Function	LFN	Comment
0 (LSB)	Read Only	1	Should not allow writing
1	Hidden	1	Should not show in dir listing
2	System	1	File is operating system
3	Volume ID	1	Filename is Volume ID
4	Directory	x	Is a subdirectory (32-byte records)
5	Archive	x	Has been changed since last backup
6	Ununsed	0	Should be zero
7 (MSB)	Ununsed	0	Should be zero

Most simple firmware will check the Attrib byte to determine if the 32 bytes are a normal record or long filename data, and to determine if it is a normal file or a subdirectory.

Long filename records have all four of the least significant bits set.

Normal files rarely have any of these four bits set.