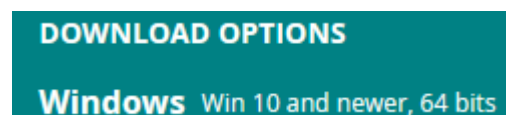


// Disclaimer // Hacking without permission is illegal. This file is strictly educational for learning about cyber-security in the areas of ethical hacking and penetration testing so that we can protect ourselves against the real hackers.

How to change keyboard on Bad USB:

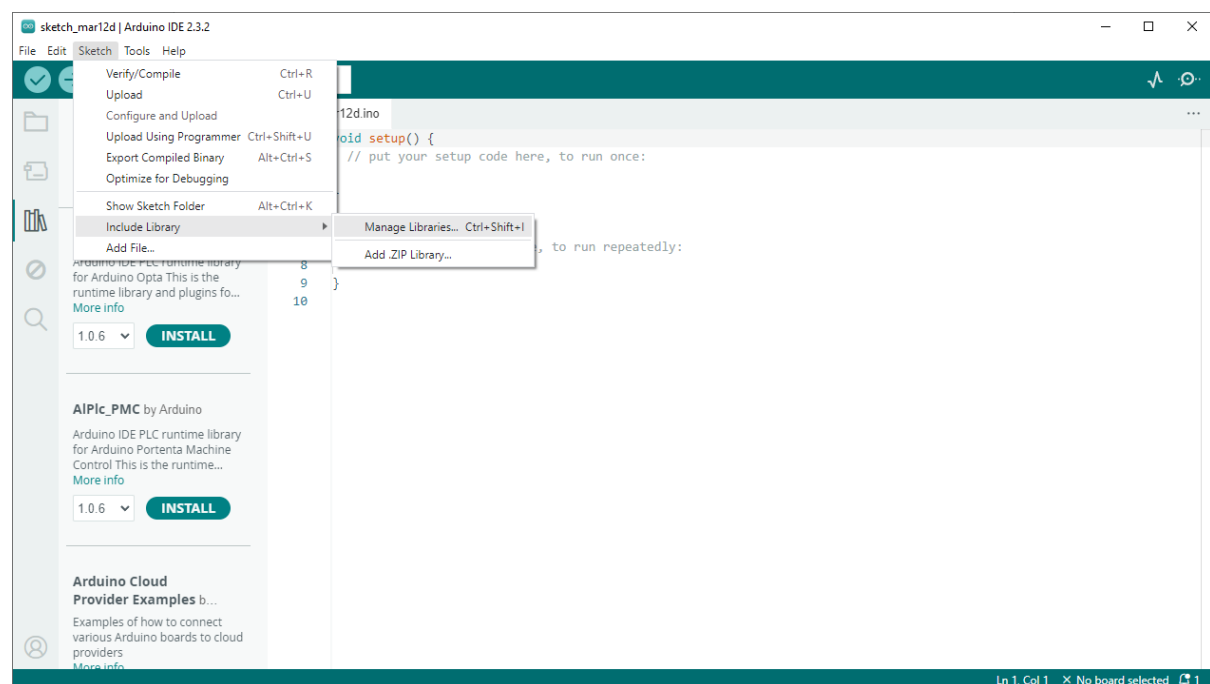
Go to <https://www.arduino.cc/en/software> and download the program.



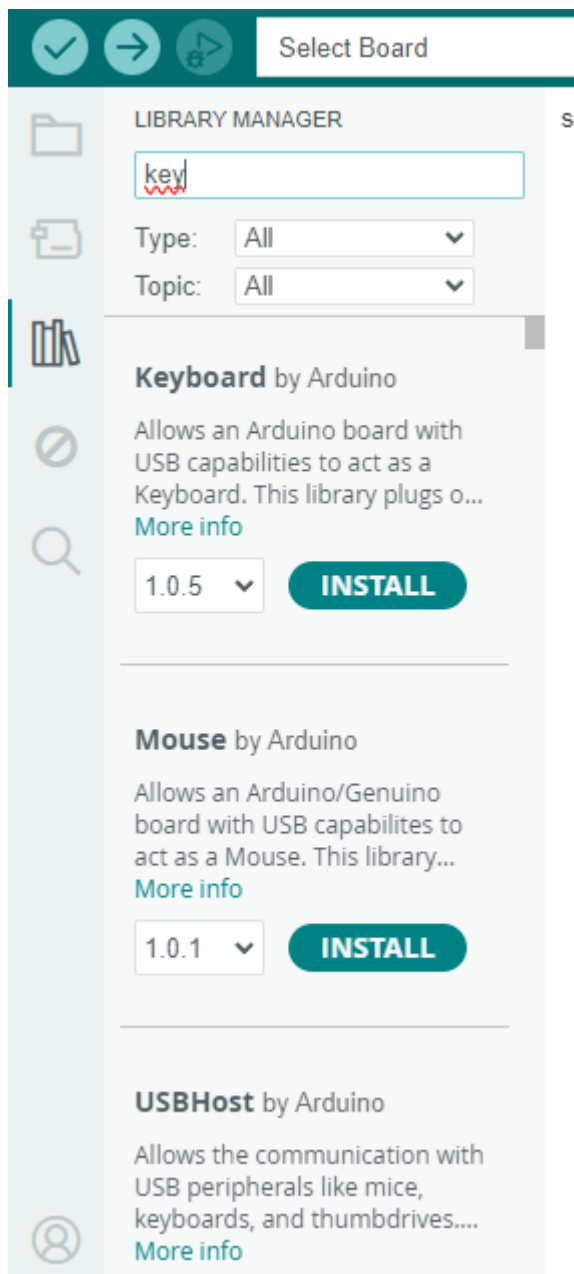
Then install it.

Run the program and it will look like this:

When Arduino is running go in under the following:



Type Key in the "Filter your search..."



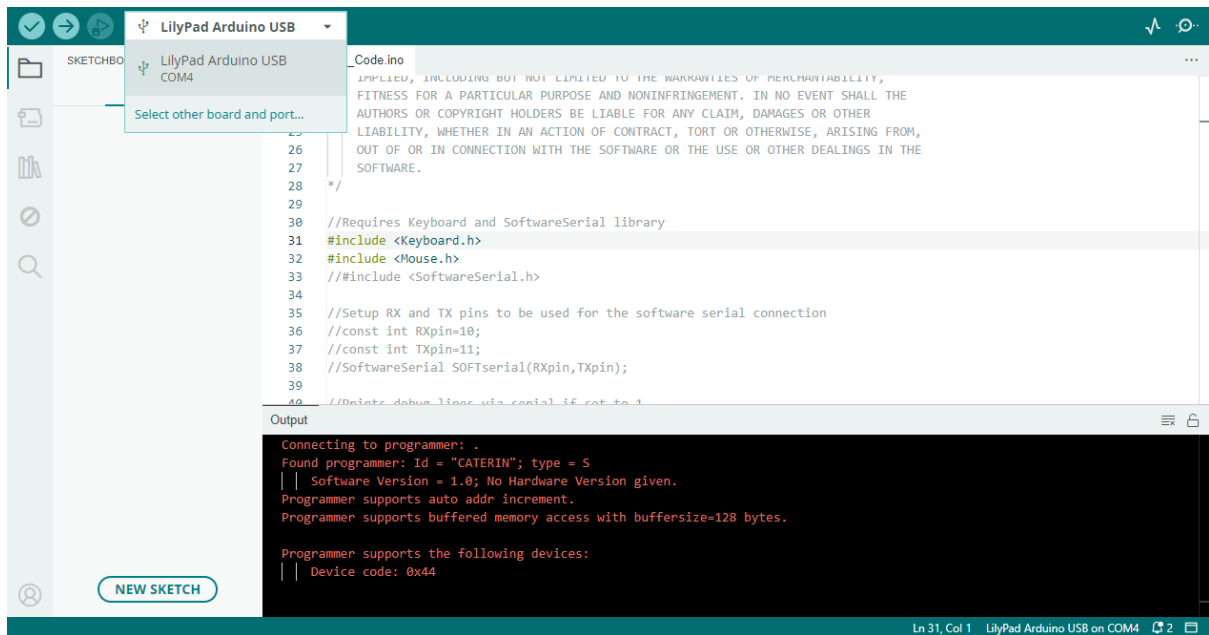
And install Keyboard by Arduino.

Insert your Bad USB in any port on your computer and let windows accept it.

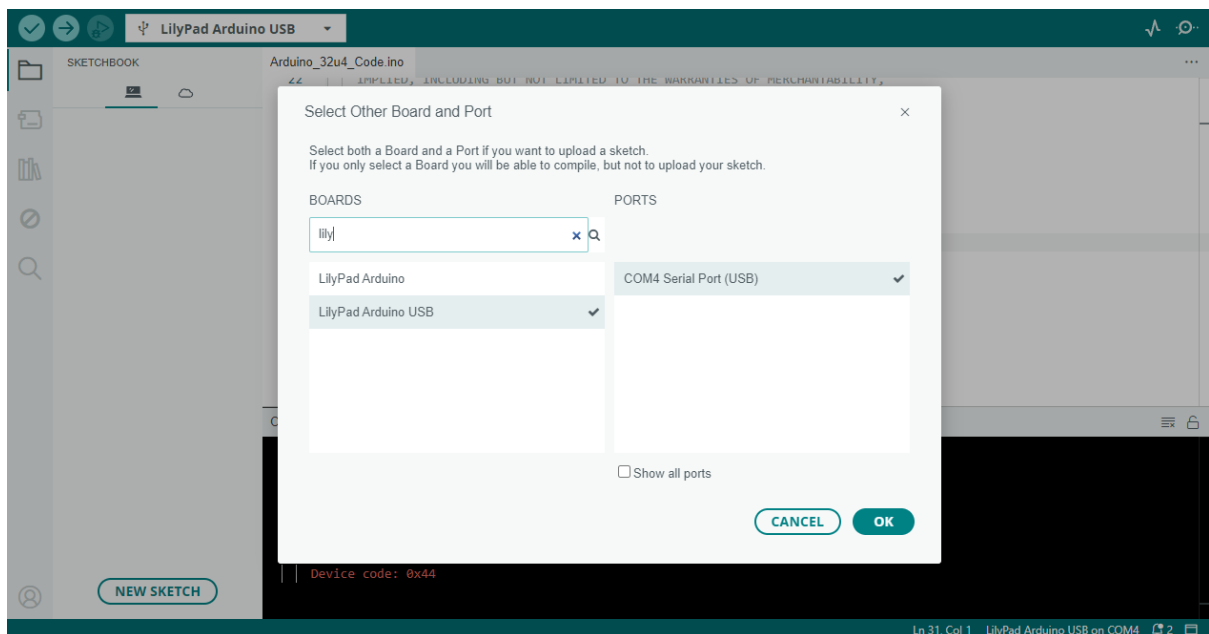
In Arduino select the following:

LilyPad Arduino USB like this (Mine already show it, as I already have installed it)

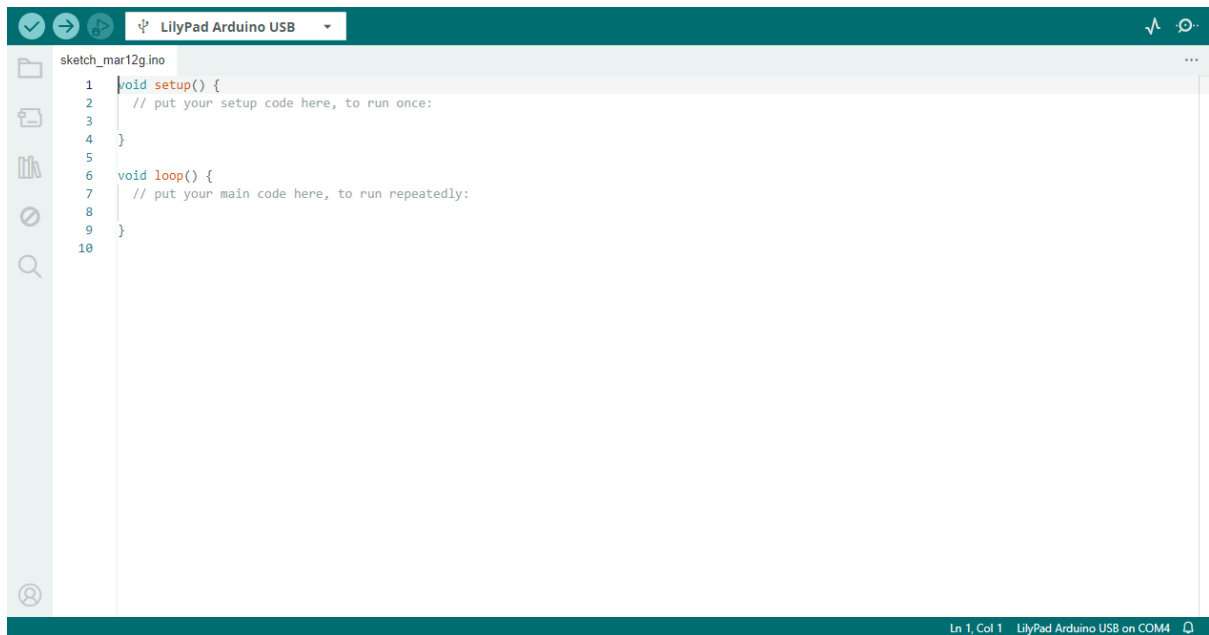
Select other board and ports...



Now write Lily in the search bare and pick
“LilyPad Arduino USB”



Press ok and your Arduino should now look like this:
(if it is not, that is ok)



Now download this file

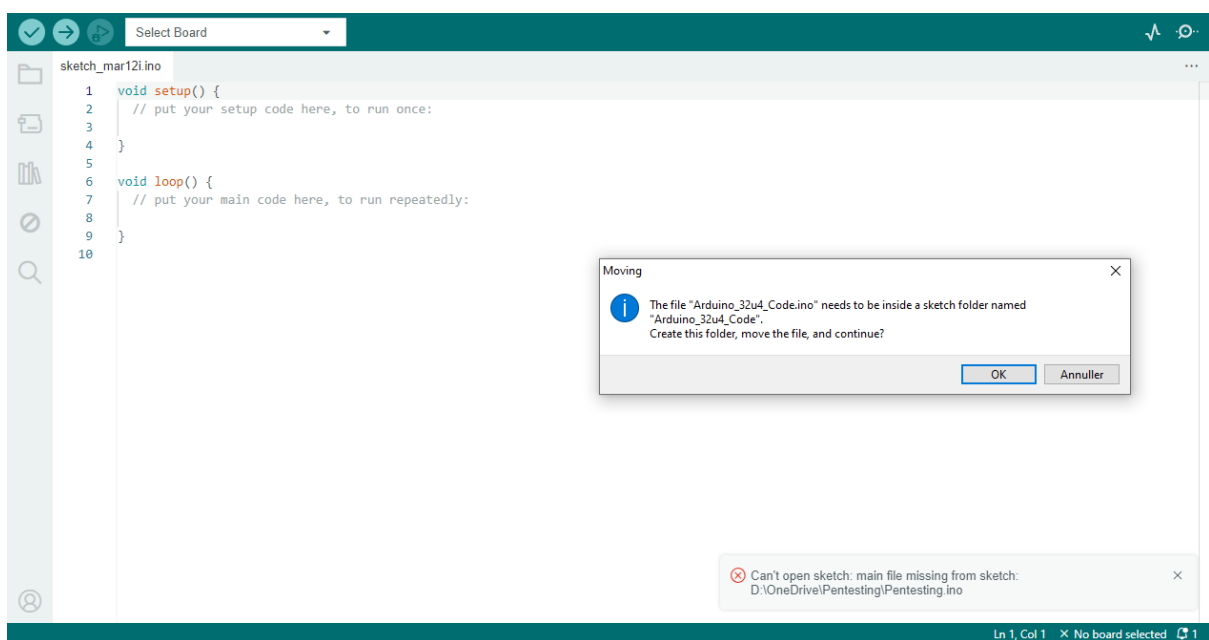
<https://ufile.io/dkqu2lmi>

Password is: zsecurity.org

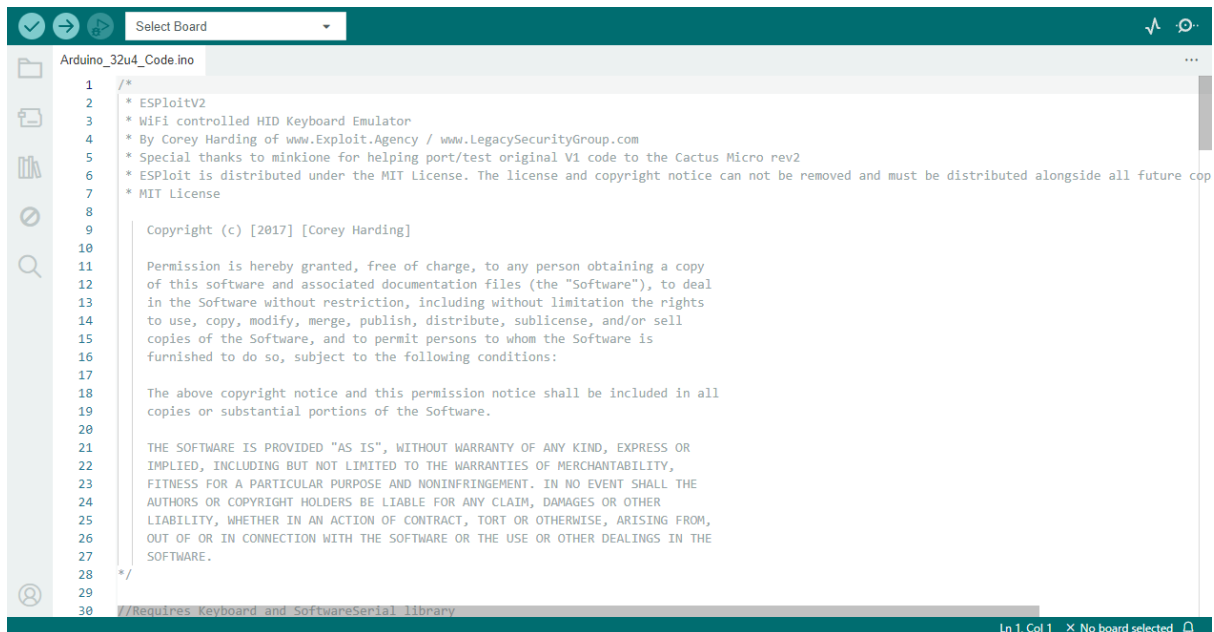
No, it is not a virus, or else Zsecurity will cut me off from helping people.

Now copy that file to a different folder on your computer and run it.

Accept everything Arduino Ide tells you.



Your screen should look like this:



```
1  /*
2  * ESPloitV2
3  * WiFi controlled HID Keyboard Emulator
4  * By Corey Harding of www.Exploit.Agency / www.LegacySecurityGroup.com
5  * Special thanks to minkione for helping port/test original V1 code to the Cactus Micro rev2
6  * ESPloit is distributed under the MIT License. The license and copyright notice can not be removed and must be distributed alongside all future cop
7  * MIT License
8
9  Copyright (c) [2017] [Corey Harding]
10
11 Permission is hereby granted, free of charge, to any person obtaining a copy
12 of this software and associated documentation files (the "Software"), to deal
13 in the Software without restriction, including without limitation the rights
14 to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
15 copies of the Software, and to permit persons to whom the Software is
16 furnished to do so, subject to the following conditions:
17
18 The above copyright notice and this permission notice shall be included in all
19 copies or substantial portions of the Software.
20
21 THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
22 IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
23 FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE
24 AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
25 LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
26 OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
27 SOFTWARE.
28 */
29
30 //Requires Keyboard and SoftwareSerial library
```

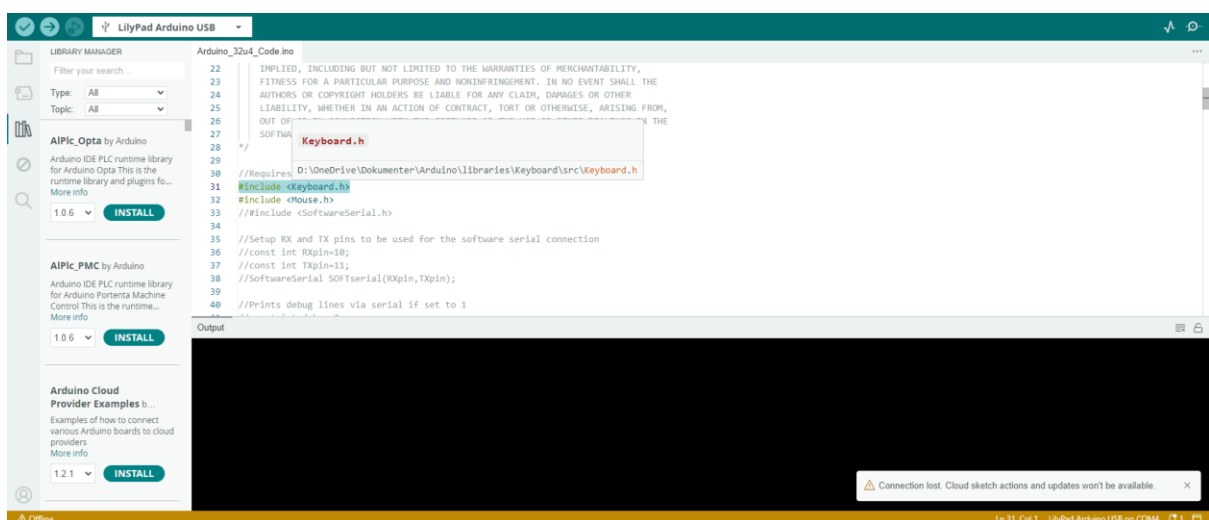
Now comes the hard part:

Changing language of your BadUsb.

Scroll down to where it reads:

`#include <Keyboard.h>`

Hover your cursor over the keyboard.h and a link will show up. (mine is different from yours)



```
22 IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
23 FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE
24 AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
25 LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
26 OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
27 SOFTWARE.
28 */
29
30 //Requires D:\OneDrive\Dokumente\Arduino\libraries\Keyboard\src\Keyboard.h
31 #include <Keyboard.h>
32 #include <Mouse.h>
33 #include <SoftwareSerial.h>
34
35 //Setup RX and TX pins to be used for the software serial connection
36 //const int RXpin=10;
37 //const int TXpin=11;
38 //SoftwareSerial SFTSerial(RXpin,TXpin);
39
40 //Prints debug lines via serial if set to 1
```

Mine reads:









































D:\OneDrive\Dokumente\Arduino\libraries\Keyboard\src\Keyboard.h

But your are different, now remove Keyboard.k, so it looks like this

D:\OneDrive\Dokumenter\Arduino\libraries\Keyboard\src\

And open it up in a window folder

It will look like this:

Navn	Status	Ændringsdato	Type	Størrelse
 Keyboard.cpp		12-03-2024 17:19	CPP-fil	7 KB
 Keyboard		12-03-2024 17:19	H-fil	5 KB
 Keyboard_da_DK		12-03-2024 17:19	H-fil	2 KB
 Keyboard_de_DE		12-03-2024 17:19	H-fil	2 KB
 Keyboard_es_ES		12-03-2024 17:19	H-fil	2 KB
 Keyboard_fr_FR		12-03-2024 17:19	H-fil	2 KB
 Keyboard_hu_HU		12-03-2024 17:19	H-fil	2 KB
 Keyboard_it_IT		12-03-2024 17:19	H-fil	2 KB
 Keyboard_pt_PT		12-03-2024 17:19	H-fil	2 KB
 Keyboard_sv_SE		12-03-2024 17:19	H-fil	2 KB
 KeyboardLayout		12-03-2024 17:19	H-fil	3 KB
 KeyboardLayout_da_DK.cpp		12-03-2024 17:53	CPP-fil	3 KB
 KeyboardLayout_de_DE.cpp		12-03-2024 17:19	CPP-fil	3 KB
 KeyboardLayout_en_US.cpp		12-03-2024 17:19	CPP-fil	3 KB
 KeyboardLayout_es_ES.cpp		12-03-2024 17:19	CPP-fil	3 KB
 KeyboardLayout_fr_FR.cpp		12-03-2024 17:19	CPP-fil	3 KB
 KeyboardLayout_hu_HU.cpp		12-03-2024 17:19	CPP-fil	3 KB
 KeyboardLayout_it_IT.cpp		12-03-2024 17:19	CPP-fil	3 KB
 KeyboardLayout_pt_PT.cpp		12-03-2024 17:19	CPP-fil	3 KB
 KeyboardLayout_sv_SE.cpp		12-03-2024 17:19	CPP-fil	3 KB

Right click on Keyboard and pick edit/rediger

[illegible]

And this will open:

```

/*
  Keyboard.h

  Copyright (c) 2015, Arduino LLC
  Original code (pre-library): Copyright (c) 2011, Peter Barrett

  This library is free software; you can redistribute it and/or
  modify it under the terms of the GNU Lesser General Public
  License as published by the Free Software Foundation; either
  version 2.1 of the License, or (at your option) any later version.

  This library is distributed in the hope that it will be useful,
  but WITHOUT ANY WARRANTY; without even the implied warranty of
  MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
  Lesser General Public License for more details.

  You should have received a copy of the GNU Lesser General Public
  License along with this library; if not, write to the Free Software
  Foundation, Inc., 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA
  */

#ifndef KEYBOARD_h
#define KEYBOARD_h

#include "HID.h"

#if !defined(_USING_HID)

#warning "Using legacy HID core (non pluggable)"

#else

//=====
// Keyboard

// Modifiers
#define KEY_LEFT_CTRL    0x80
#define KEY_LEFT_SHIFT   0x81
#define KEY_LEFT_ALT     0x82
#define KEY_LEFT_GUI     0x83
#define KEY_RIGHT_CTRL   0x84
#define KEY_RIGHT_SHIFT  0x85


```

Now scroll down to where it reads:

```
void begin(const uint8_t *layout = KeyboardLayout_en_US);
```

```
class Keyboard_ : public Print
{
private:
    KeyReport _keyReport;
    const uint8_t *_asciimap;
    void sendReport(KeyReport* keys);
public:
    Keyboard_(void);
    void begin(const uint8_t *layout = KeyboardLayout_en_US);
    void end(void);
    size_t write(uint8_t k);
    size_t write(const uint8_t *buffer, size_t size);
    size_t press(uint8_t k);
    size_t release(uint8_t k);
    void releaseAll(void);
};
extern Keyboard_ Keyboard;

#endif
#endif
```

Change the KeyboardLayout_en_US with what keyboard you want to use. There is only the few here to pick from:

KeyboardLayout_de_DE

KeyboardLayout_en_US

KeyboardLayout_es_ES

KeyboardLayout_fr_FR

KeyboardLayout_it_IT

KeyboardLayout_pt_PT

KeyboardLayout_sv_SE

KeyboardLayout_da_DK

KeyboardLayout_hu_HU

In my case I will pick KeyboardLayout_da_DK as I am from Denmark and the line will look like this:


```

    uint8_t modifiers;
    uint8_t reserved;
    uint8_t keys[6];
} KeyReport;

class Keyboard_ : public Print
{
private:
    KeyReport _keyReport;
    const uint8_t *_asciimap;
    void sendReport(KeyReport* keys);
public:
    Keyboard_(void);
    void begin(const uint8_t *layout = KeyboardLayout_da_DK);
    void end(void);
    size_t write(uint8_t k);
    size_t write(const uint8_t *buffer, size_t size);
    size_t press(uint8_t k);
    size_t release(uint8_t k);
    void releaseAll(void);

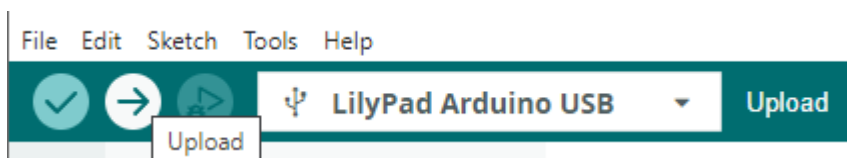
```

Now save the file and you are done.

It is possible to make your own layout of keys, but that is a completely different matter.

BUT, it is not possible to use special characters like æ ø å and that likes, but as it is only used on a computer with normal programming language, it won't matter, unless you are making folders with special characters.

Now in Arduino IDE, while having your BADUSB in, press the upload button and after that, your BADUSB is ready to go.



Have fun and stay Legal.

SK2073

Helper At Zsecurity.org