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# Analysis and understanding a malware of the PyRation family

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The background features a dark blue gradient. On the left side, there is a dynamic, abstract graphic consisting of a bright orange and yellow light streak that curves upwards and to the right. This streak is surrounded by a series of concentric, dotted lines in shades of blue and white, creating a sense of motion and depth. The overall effect is reminiscent of a digital signal or a stylized representation of a celestial body.

# Introduction

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# Who am I?

- High school student
- 16 years old
- Tech enthusiast





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**Our objective for the internship:**

**Understand how a real malware behaves: reversing, coding and network traffic**



# Our process

- **Reversing** the malware
- **Understanding** how it's structured
- **Analyzing** its functionality
- **Reconstructing** the missing components

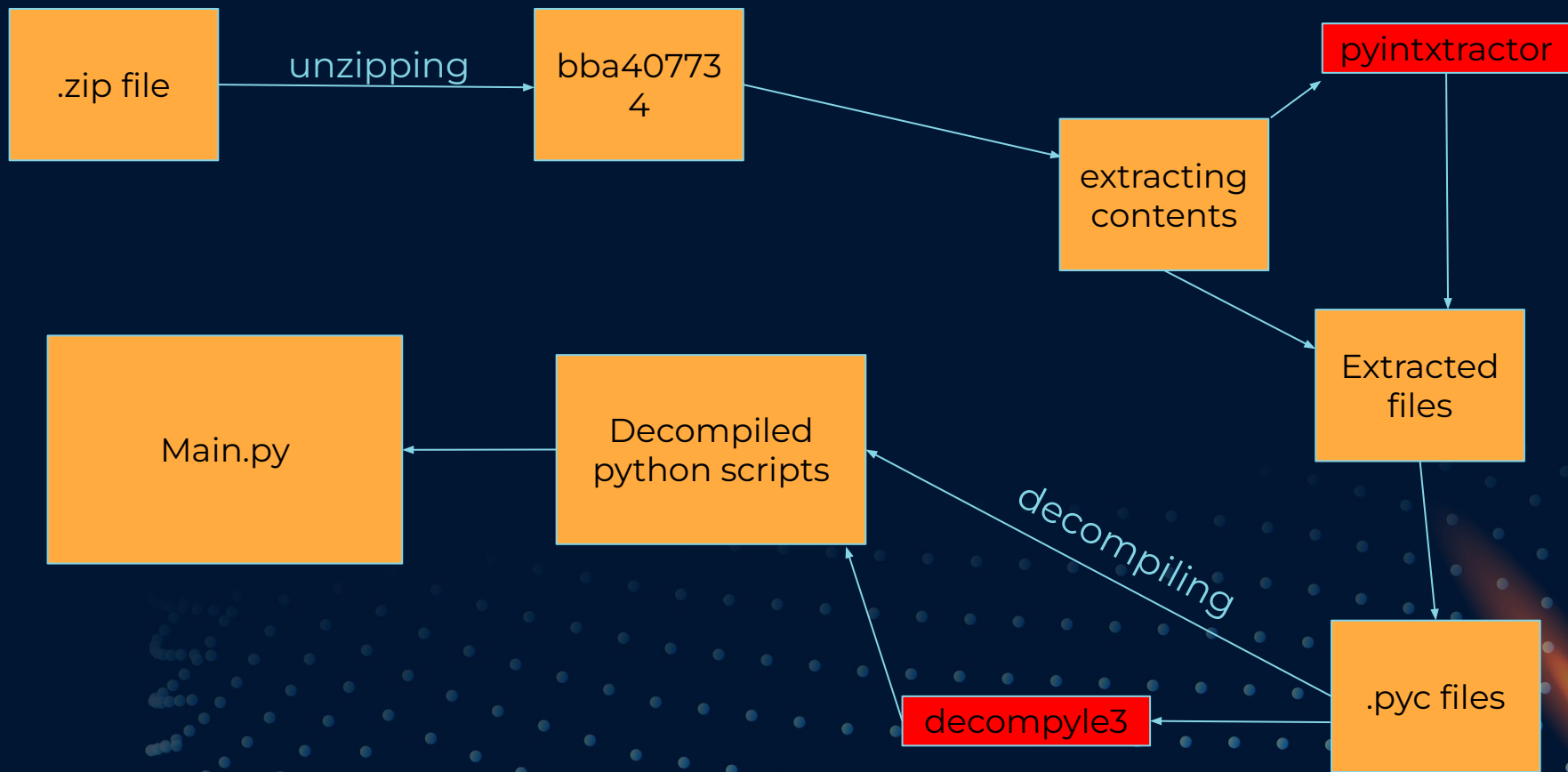


# Malware reversing

# What we are working with

- PyRation variant
- md5: 67e77dcdbf046a0fd91a0bbb3e807831
- Python executable (Windows PE file)







# socketio

- Socketio is a networking library
- Cornerstone of the malware itself
- In charge of all server-client interactions





# Malware Operation

# Malware operation

- Client
- Server
- Botmaster



# The client

- The result of the reversing the original .exe file
- Has its own unique session id (sid)
- Where all the functionality of the malware is written



# The server

- Can be run locally or remotely
- It broadcasts the instructions given by the bot master
- Updates automatically





# The botmaster

- Connects to the server
- Sends instructions to the server
- Instructions are sent to all clients



An abstract digital graphic on the left side of the slide. It features a series of bright blue and orange light streaks radiating from the left edge. A trail of small, glowing blue dots curves upwards and to the right, following the path of the light streaks. The background is a solid dark blue.

# Malware functionality

# Screenshots

- Takes screenshots every 10 minutes\*
- Making use of pillow library
- Can only send images of 1MB or less.
- Image size depends on resolution (set to 600x600)

*\*On MacOS it needs permissions*



# Antivirus detection

- It detects installed antiviruses using windows\_tools library\*
- It only works on Windows (for now)
- Can detects up to 18 anti viruses

\* [https://github.com/netinvent/windows\\_tools](https://github.com/netinvent/windows_tools)

# Keylogging

- Detects key presses across all apps
- Uses the Listener object of the pynput library
- Client sends keylogs to server every minute\*
- No local storage of keys is kept

*\*given that more than 8 seconds passed since the last key press*



# File management functions

- Download file from server (filename given by server)
- Write a new file (content and name given by server)



# Anonymous browsing

- Uses the infected computer's IP address to browse remotely
- Parameters of the request are given by the server



# Command execution

- Allows remote command execution
- Special command (version check)
- Sends output to server





# Reconstructing Components

# Fixing the client

- Understanding what it does
- Fixing Windows-only function (antivirus detection)





# (Re)creating the server

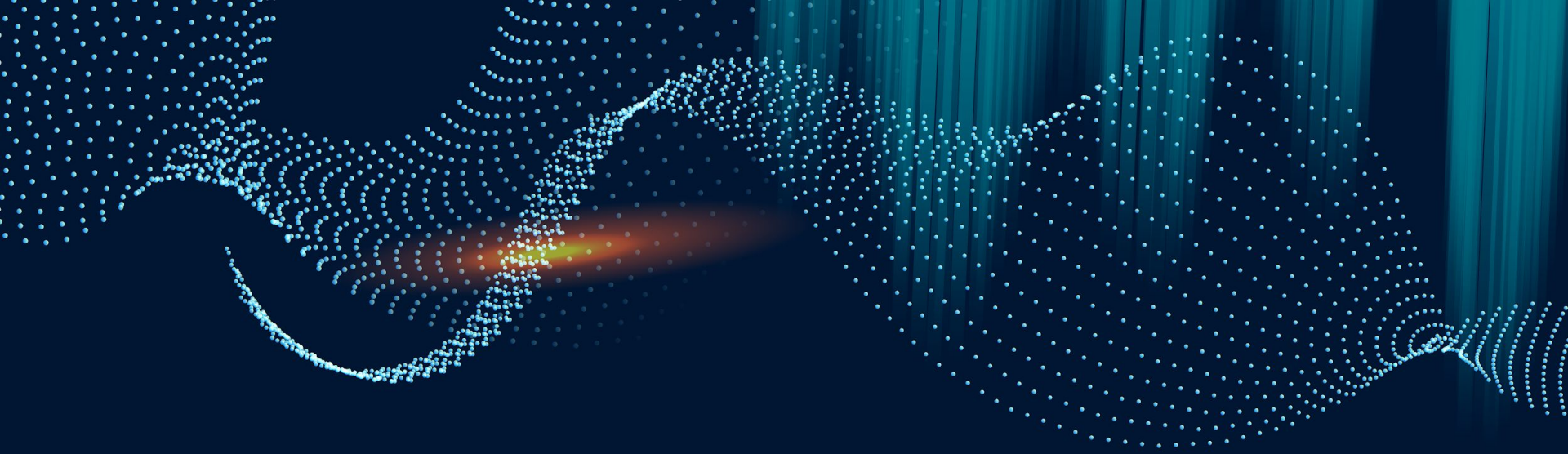
- From client code and socketio documentation, implement server
- Socketio servers cant take user input -> botmaster



# **(Re)creating the botmaster**

- Server cant take user input
- Special client with special functions
- May not be the real method





# Conclusion

- We were able to understand and recreate the malware functionality
- We shared the code with the community at:  
<https://github.com/stratosphereips/Malware-C-C-Recovery>
- Learned the process to reverse, code and execute the malware locally