# Using Ducky Script

By Zach Riback



## Programming the Ducky

To program our ducky, we will use ducky script, which is language used for an understood by Hak5 technology. When plugged into the computer, the ducky acts like a virtual keyboard, and ducky script is how we tell it what keystrokes to send to the computer.

### Commands

To get an idea of how this language is written and how it works, let's briefly go over some of the most common and useful commands before we actually get into some full scripts.

**REM** – used to make a comment in the script

→ REM this line is a comment and will not be processed

**STRING** – used to type out anything you could on the keyboard

→ STRING The ducky will type out this sentence.

**DELAY** - The ducky will wait the given amount of milliseconds

- → DELAY 500
- → REM Will result in the ducky waiting for 500ms

**DEFAULTDELAY** – Has the effect of putting the DELAY command with the given amount of time in between every command. Should be on the first line of the script.

- → DEFAULTDELAY 200
- → STRING Hello
- → STRING there
- → REM Will result in the ducky typing 'Hello', waiting for 200ms, then typing 'there'.

**GUI [key]** – Emulates holding the Windows key and pressing the given key (only works for Windows machines)

- → GUI r
- → REM Holds the window key and presses r, opening the run dialogue

**MENU** – Opens up the context menu (right-click menu)

→ MENU

SHIFT [key] - emulates pressing the given key with the shift button held down

- → SHIFT a
- → REM this will type a capital 'a'

CTRL [key] – emulates pressing the given key with control held down

- → CTRL s
- → REM this will save a document or text file you are editing

#### Other buttons on the keyboard - do what you would expect

- → ENTER
- → DELETE
- → ESC
- → TAB
- → SPACE

There are plenty more commands that can be processed in a ducky script file, but these are some of the most useful that the vast majority of more advanced scripts will surely use many times. When navigating around a computer using only the ducky, we do not have the luxury of a mouse. This means that we have to use the keyboard to do everything, so there are many discrete key combinations we need to use. Ducky script can handle them all.

### Full Scripts

There are some scripts included in the appendix at the end of this document.

The first one, under "Calling Card Script" leaves a calling card in the form of a text file on the victim's computer. This could be used in a professional pen-testing environment to prove that an attacker had access to a vulnerable computer.

The second one, under "Flip Screen Script" is designed to try and flip the screen upside down on the victim's computer. It does this simply by going into the display settings and under "Display Orientation" changing it to the "Landscape (flipped)" option.

### Resources

https://docs.hak5.org/hc/en-us/articles/360049449314-Ducky-Script-Command-Reference

# **Appendix**

#### **Calling Card Script**

```
REM Drop a calling card on the desktop of a victim

REM We are targeting windows 10 and up with this script

REM Author: Zach Riback

DEFAULTDELAY 200

GUI r

STRING notepad.exe

ENTER

STRING You have been hacked!

CTRL s

STRING %USERPROFILE%\Desktop\duckyfile.txt

ENTER

ALT F4
```

#### Flip Screen Script

```
REM This script is meant to try and flip the screen upside down (landscape inverted)

REM This script is designed to work on a Windows 10 machine

REM Author: Zach Riback

DEFAULT_DELAY 200
```

| MENU   |
|--|
| UP   |
| UP   |
| ENTER  |
| TAB  |
| ENTER  |
| DOWN   |
| DOWN   |
| ENTER  |
| REM The screen asking to keep the settings will still be up, and the flip will be automatically reverted |
|  |