

 Mystical OSD 

 Unicorn Demands 

  Obedience! 

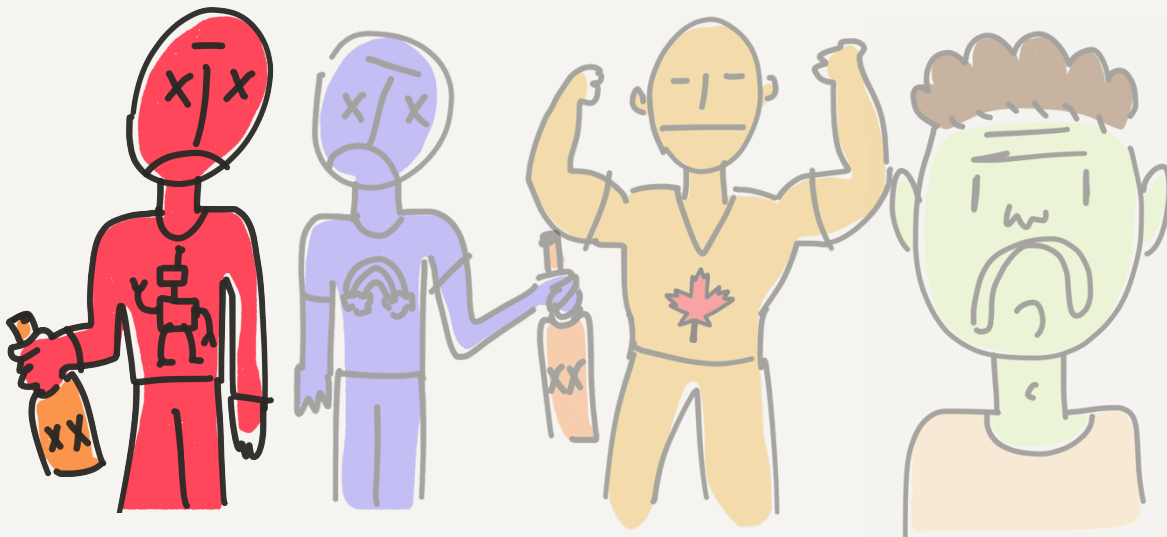

[https://
github.com/
RedBalloonShena
nigans/
MonitorDarkly](https://github.com/RedBalloonShenanigans/MonitorDarkly)



A Monitor Darkly

Ang Cui, PhD | Jatin Kataria

Arg!



8/5/16

DEFCON24 A Monitor Darkly

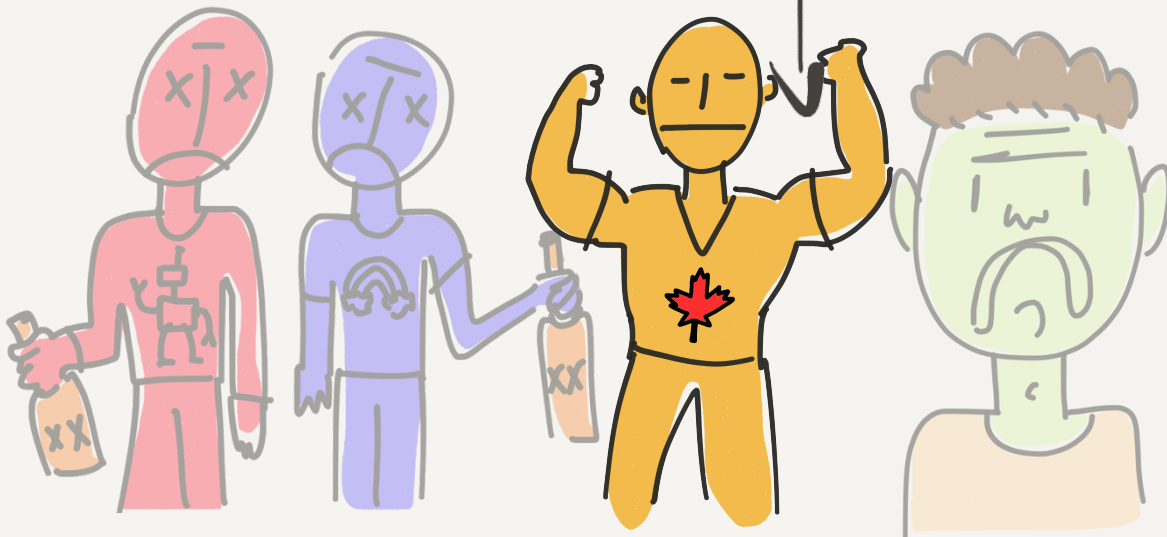
Jatin!



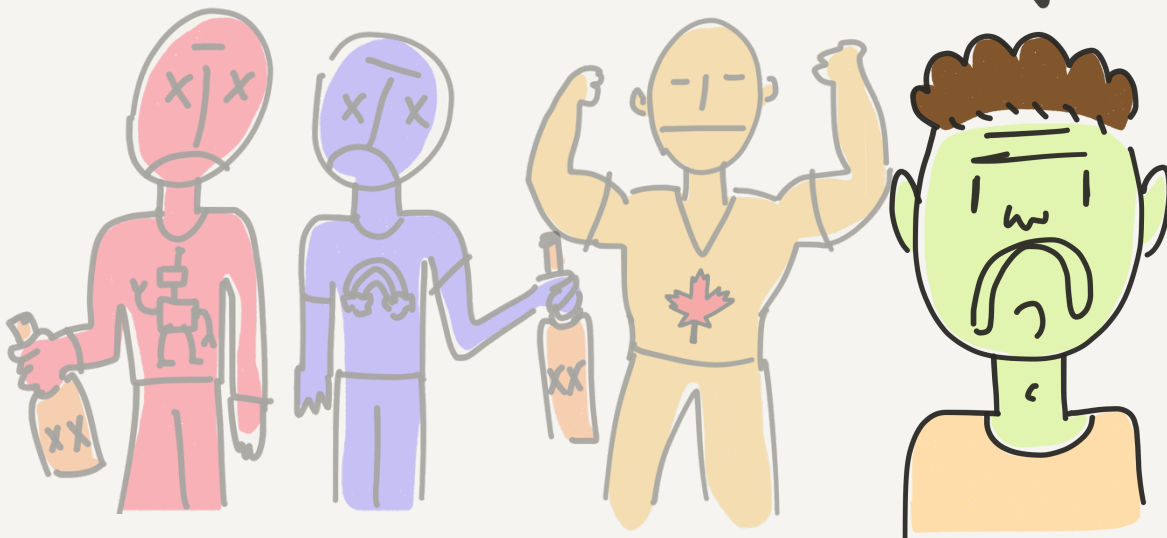
8/5/16

DEFCON24 A Monitor Darkly

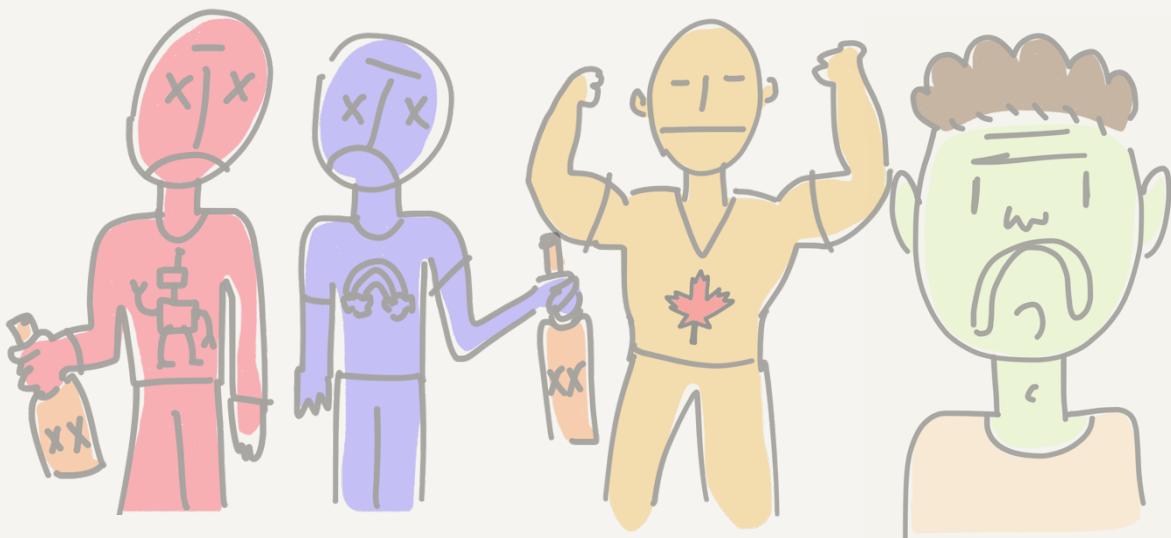
Strong Francois!



Igor!



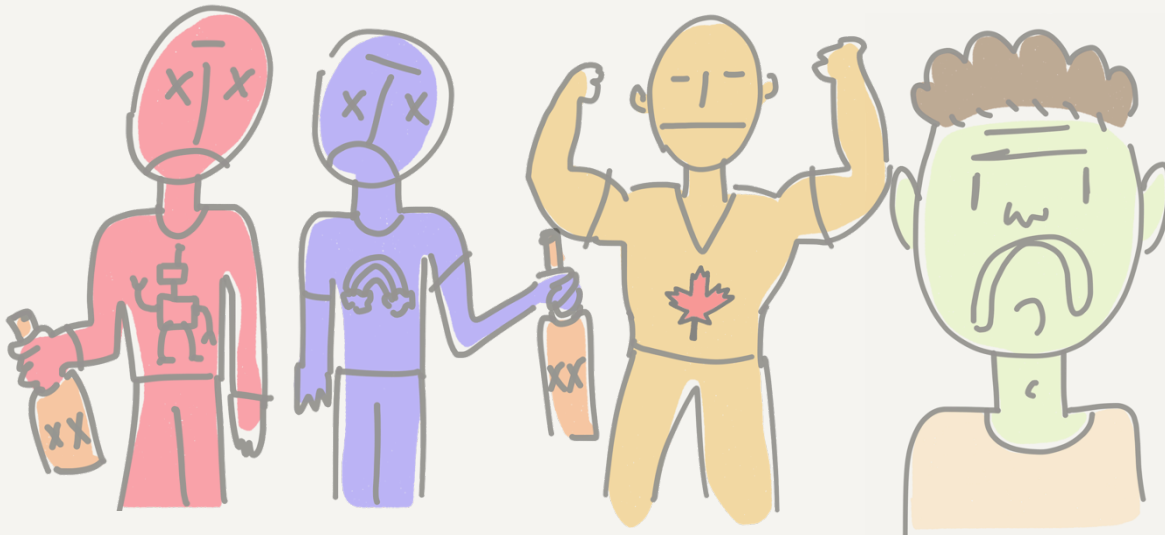
Concerned Area Man (Chris)



8/5/16

DEFCON24 A Monitor Darkly

Area Man of Concern (shakeeb)



8/5/16

DEFCON24 A Monitor Darkly



Primary Main Objective !

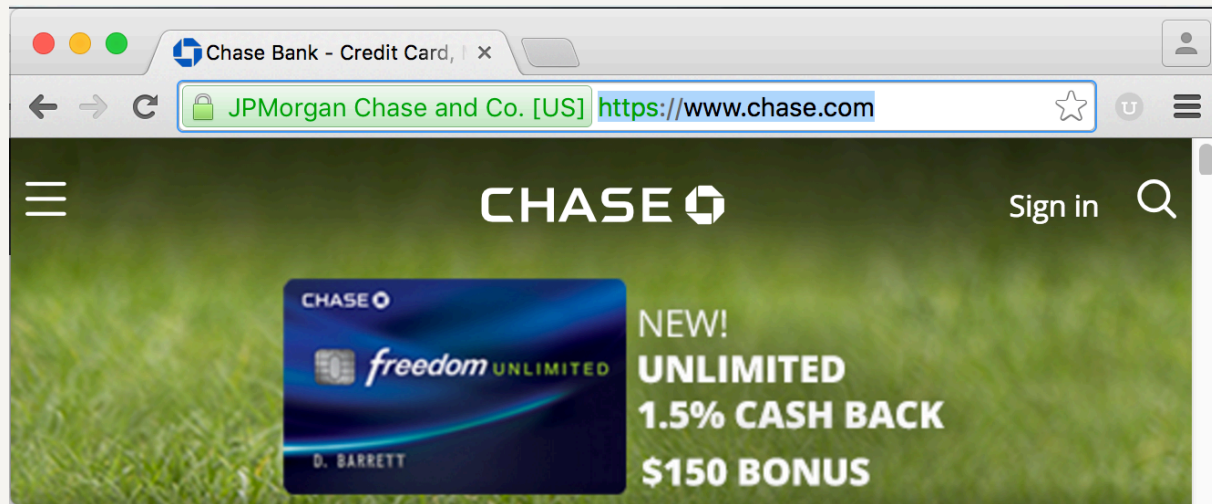


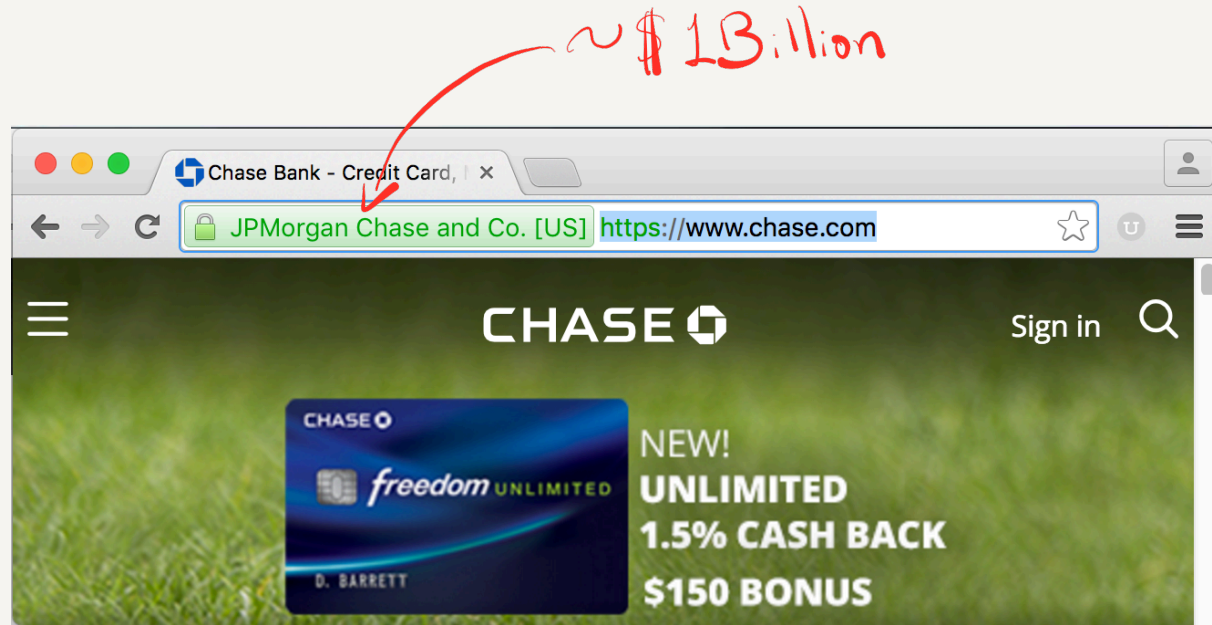


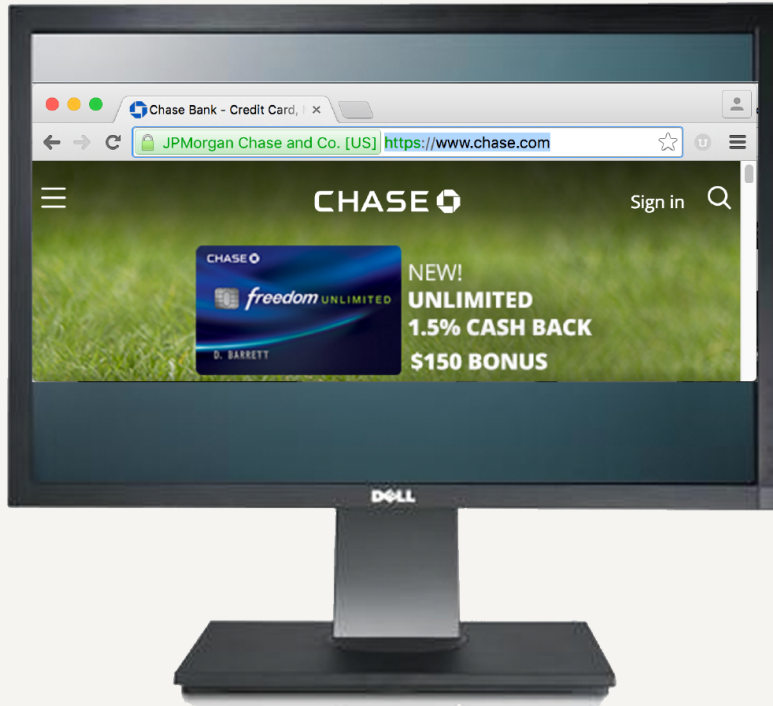
A Good Hacker
IS A

LAZY Hacker





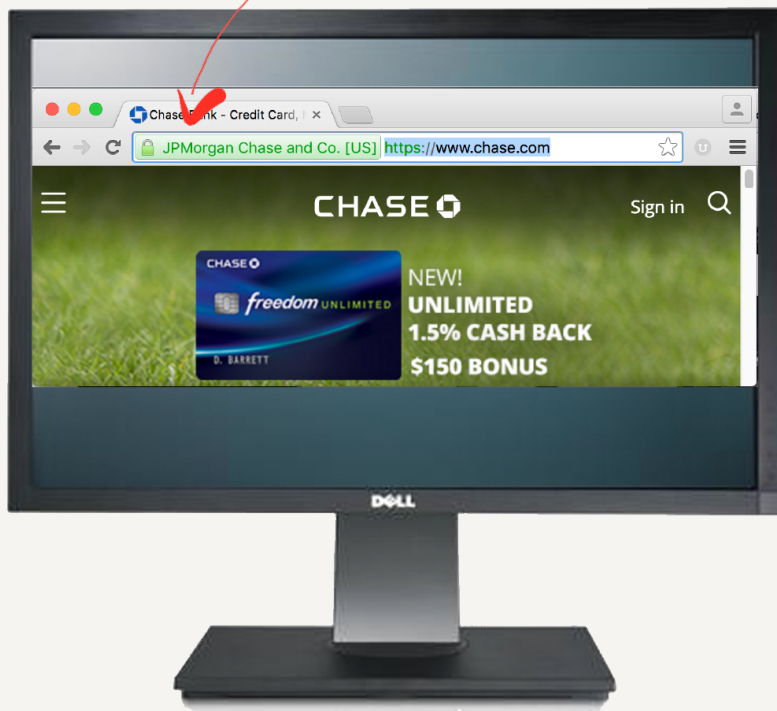




8/5/16

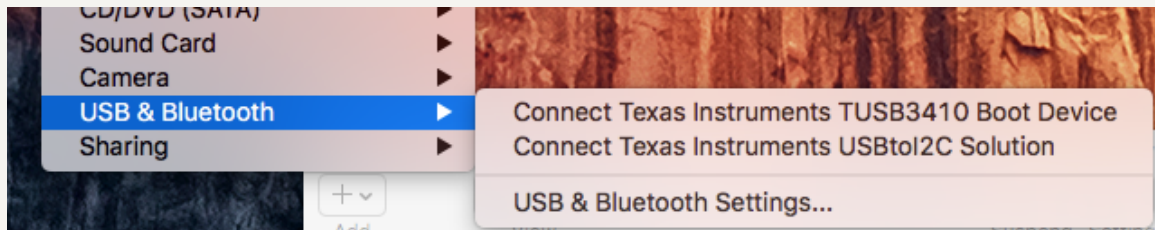
DEFCON24 A Monitor Darkly

Min (~\$1B, \$???)





Whoa, I can haz!



← oh hai!

like 1 minute of googling....





Posted by **DELL-Chris M** on 6 Mar 2015 11:41
Verified by **TGMadsen**

✓ **Verified Answer**

Error = No TUSB3410 boot device

Discussion = This does not effect the monitor functionality. It only applies if we decide to do a firmware update

Solution =

* Go [here](#)

* Scroll down under Software

* Download/save "TI WDF USBUART Single Driver (Rev. A)" zip file (slc428a.zip) to your windows desktop

* Unzip the file into its own folder

* Open the folder and run "TI_WDF_USBUART_SINGLE_DRIVER_V6.7.2.0_WHQL.exe"

* It should create the following folder:

C:\Program Files (x86)\Texas Instruments Inc\TI_WDF_USBUART_SINGLE_DRIVER_V6.7.2.0_WHQL

* Run Setup

oh rly :)

$y \neq$, let's tear down the 34 inch





We both already have Sweet monitors.
no one will miss that 34 inch





These Monsters
have no heart ☹

There will be no **END**
to their senseless
Savagery (and I have a million
VIM plugins!)



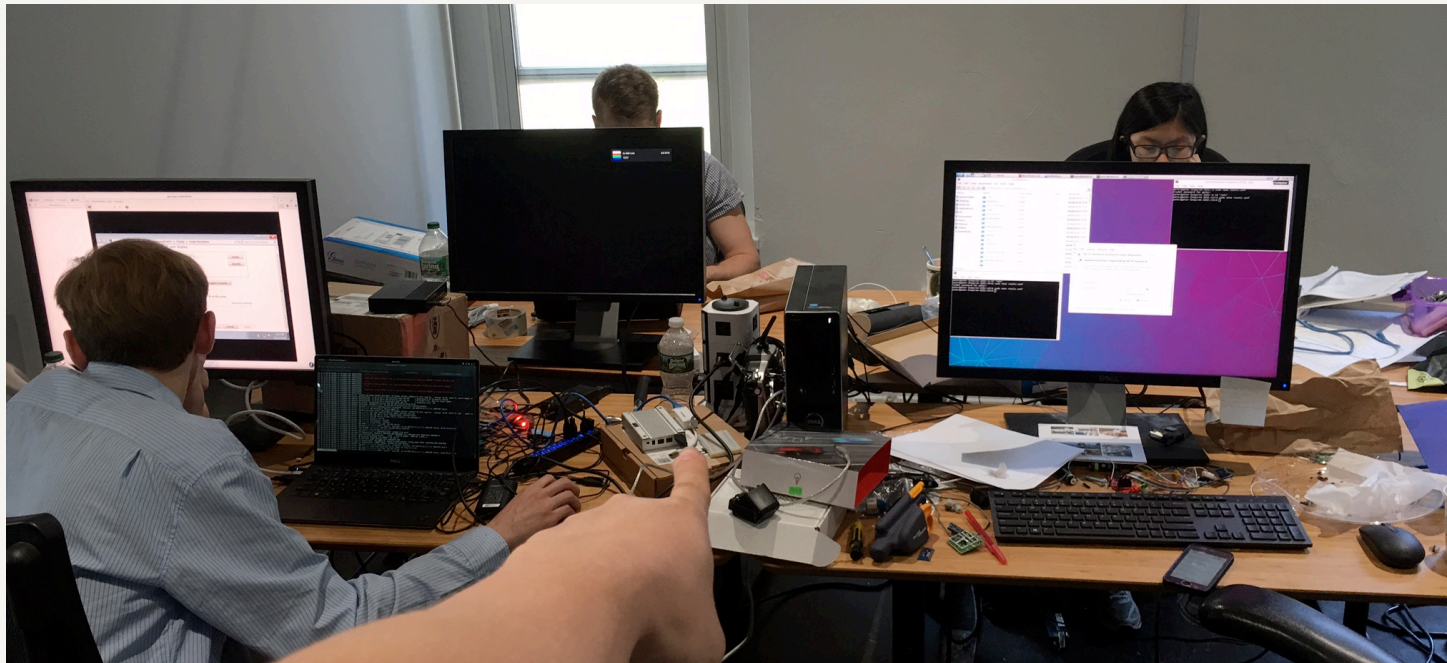
oh gosh, how sad!!





Interns! ☺





Interns get Dell U2410's. So.....



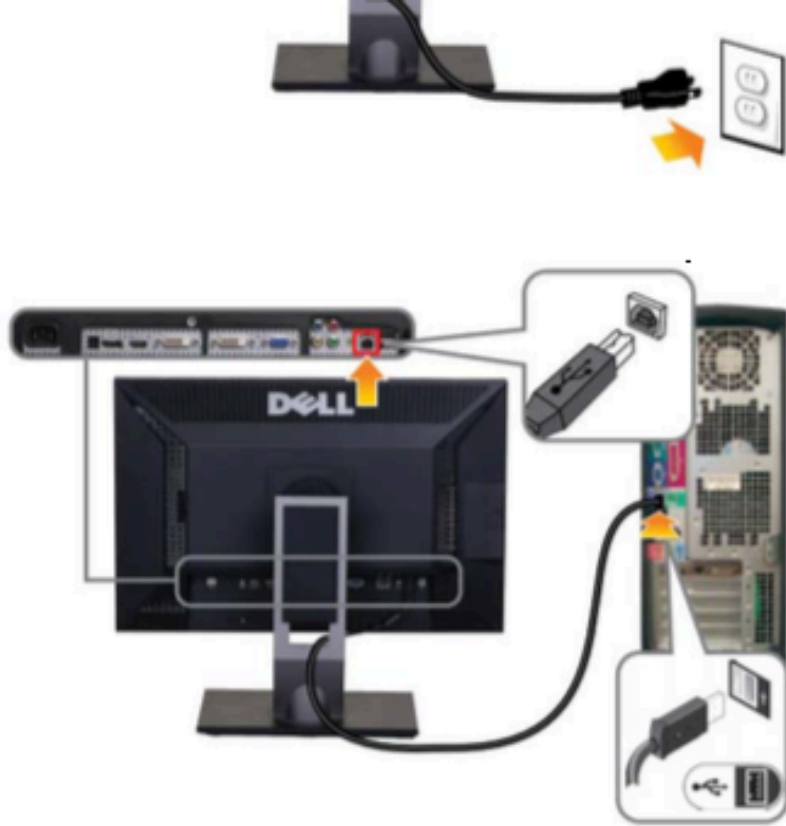
like 15 minutes of googling.....

[PDF] DELL U2410 USB FW Upgrade Instruction

<https://forum-en.msi.com/index.php?action=dlattach;topic=165660.0;attach...> ▼

firmware upgrade.) Desktop & Notebook: 2. Connect the power cord and turn on the U2410 monitor—to be flashed. 3. Connect USB uplink cable from the.

3. Connect USB uplink cable from the computer USB port to U2410 USB upstream port.



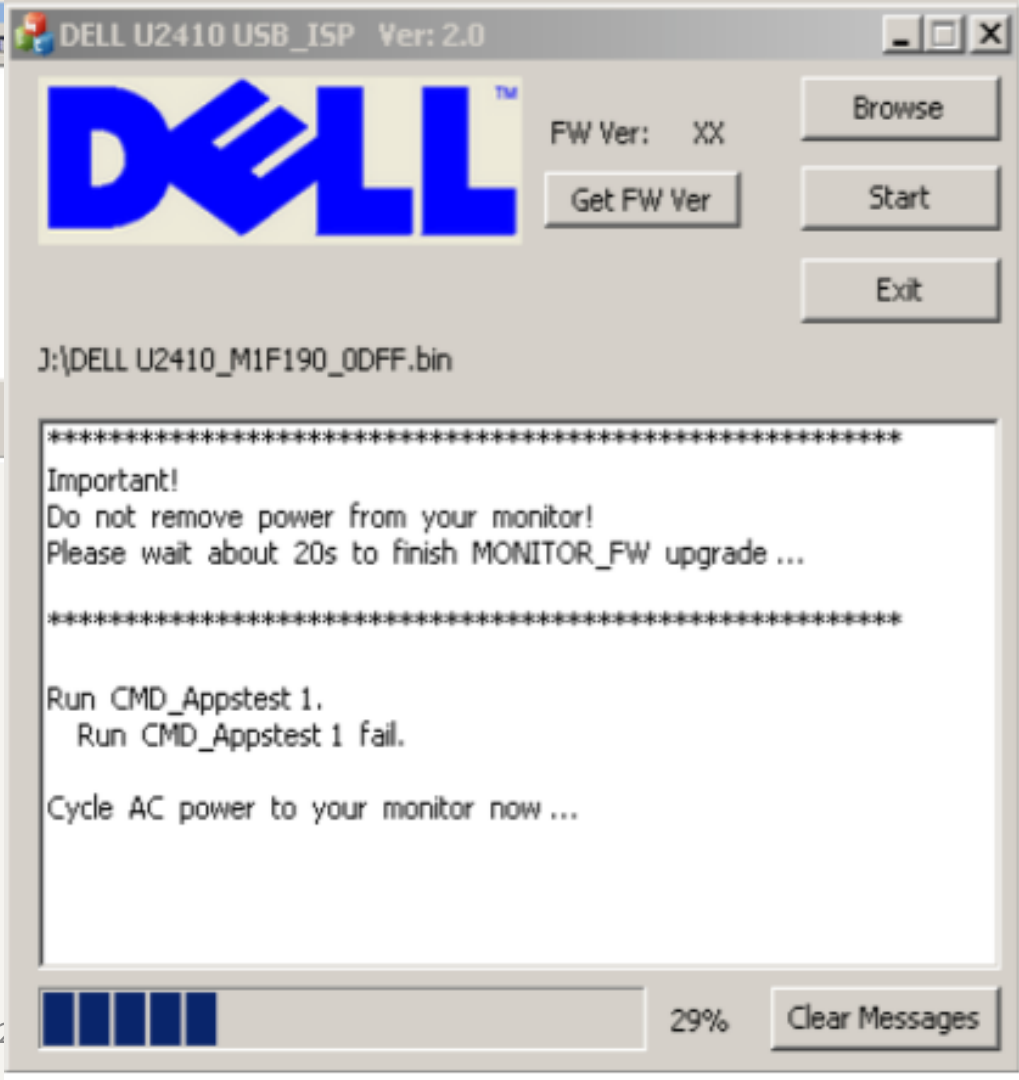
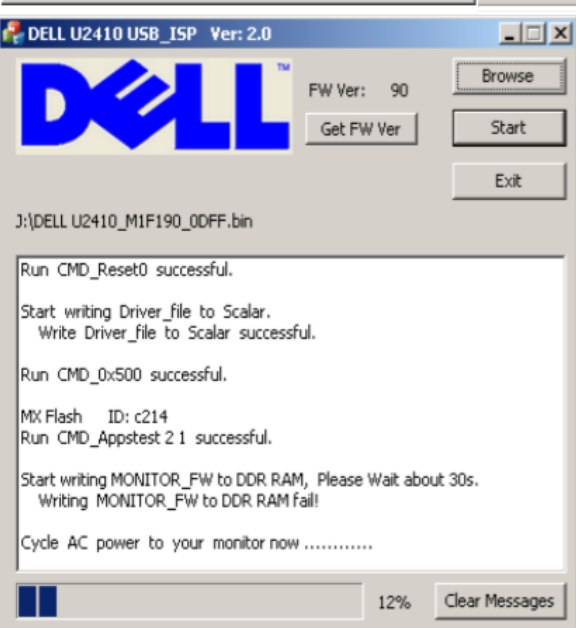
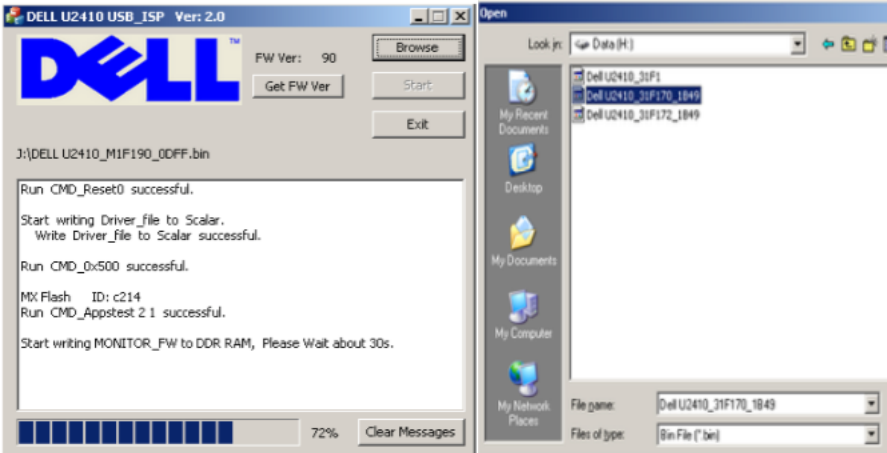
Power goes in the Power wall thing !?!

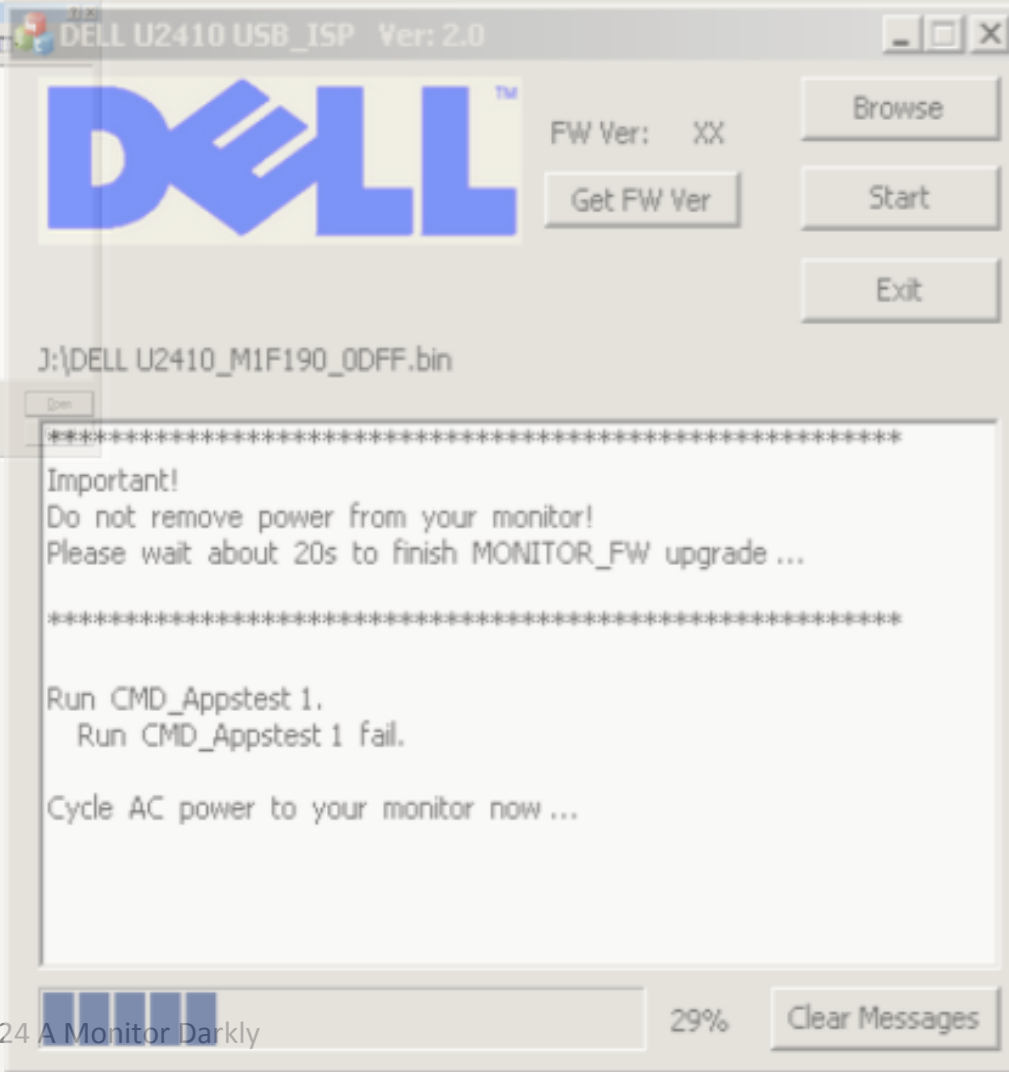
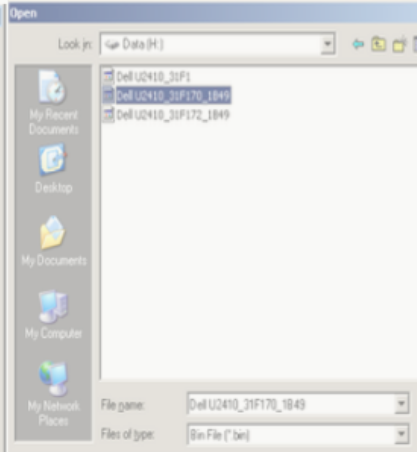
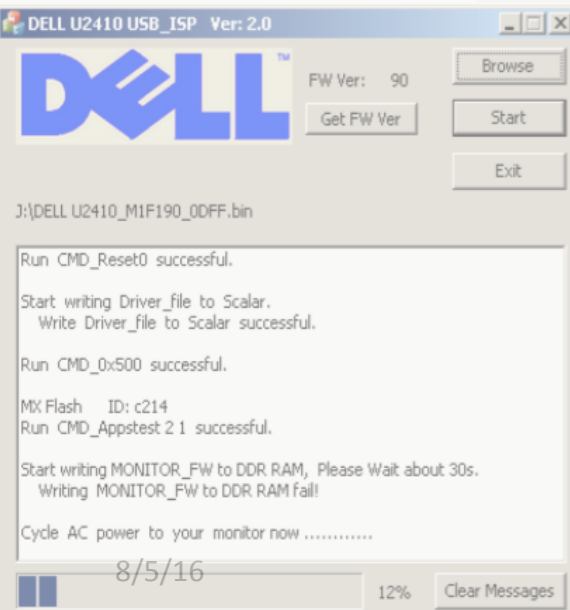
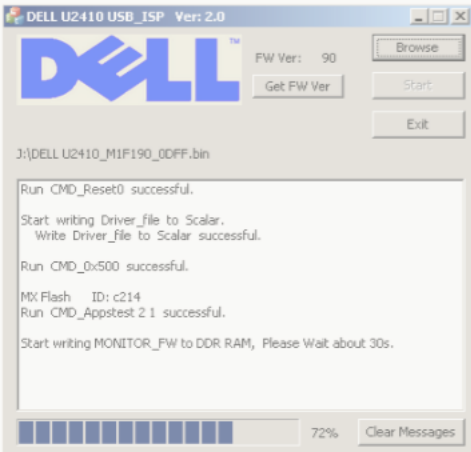


1. Double click
“ U2410 ISP TOOL
2.0 ” package to start
installation ..



U2410 ISP Tool 2.0







Genesis?

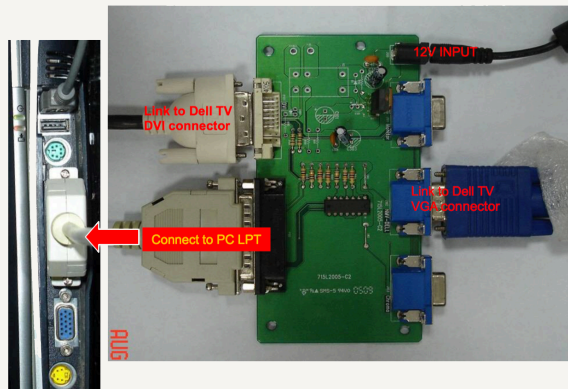
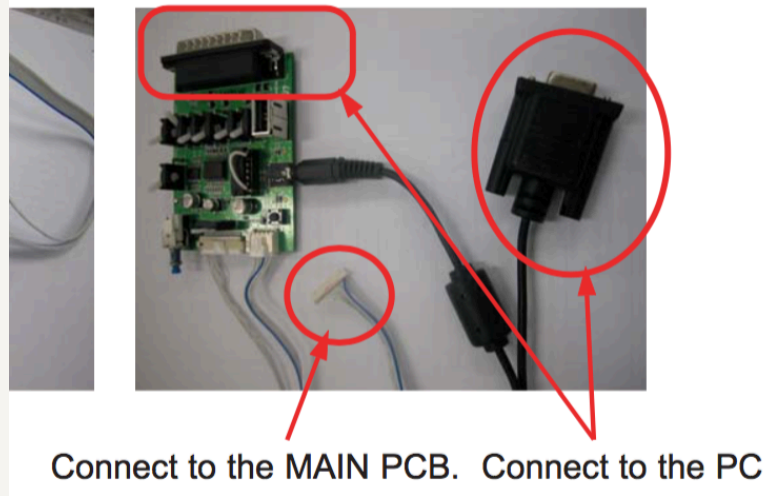




app test?

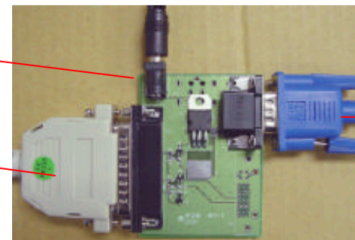
GProbe?





JP1: to Power Adapter

P2: to LPT Cable



P1: to VGA Cable

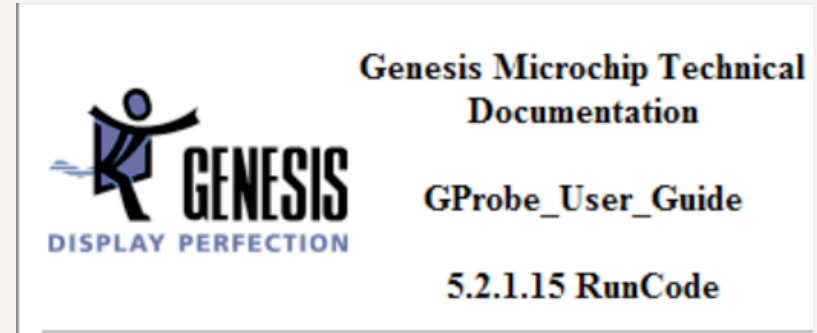
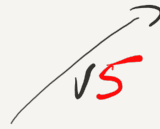




st micro?

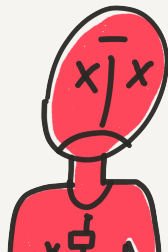


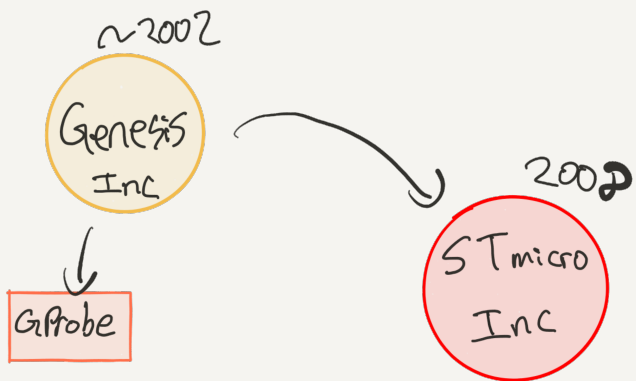
Apptest

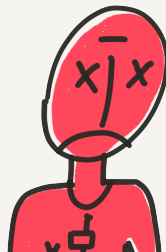
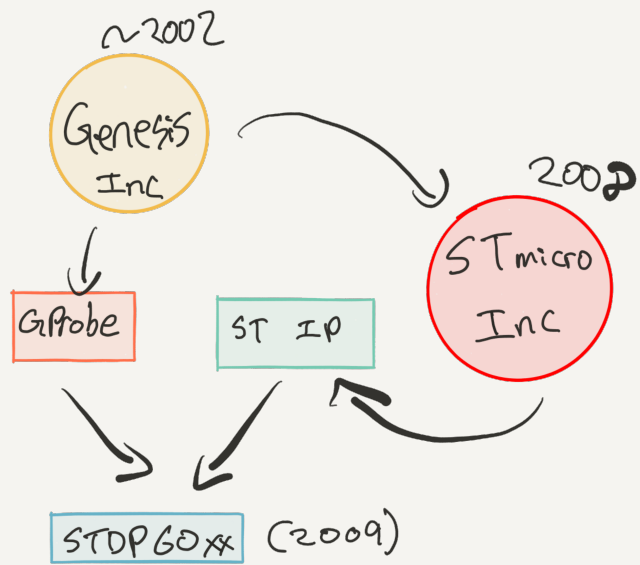


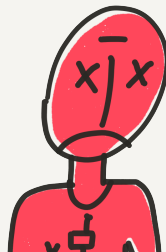
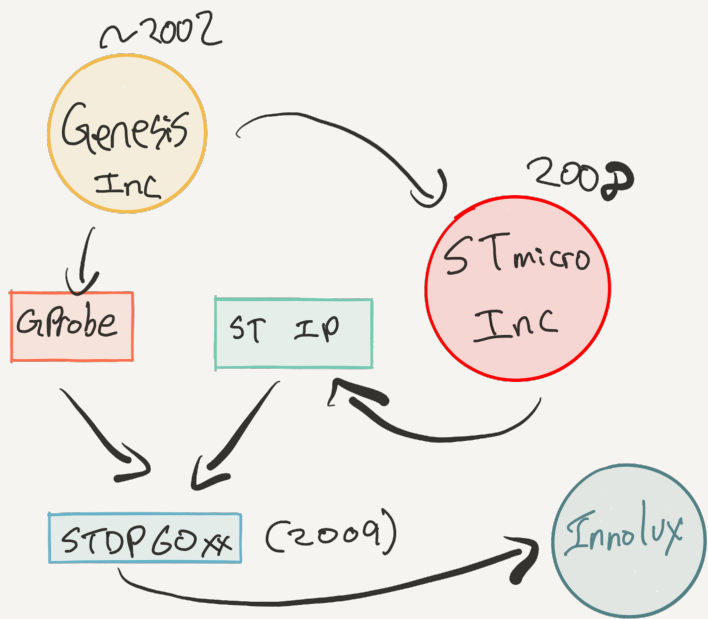


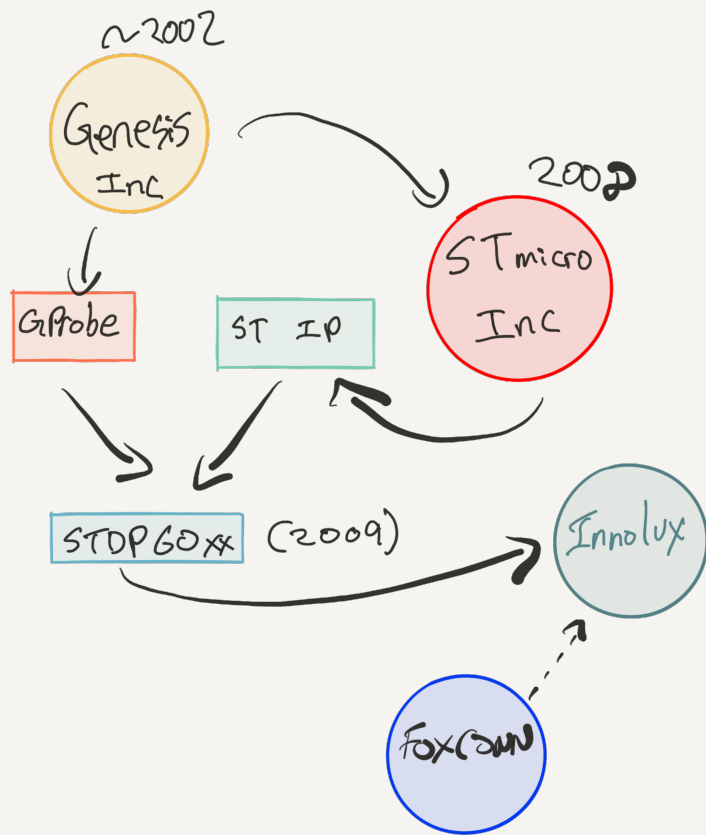


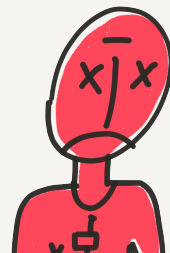
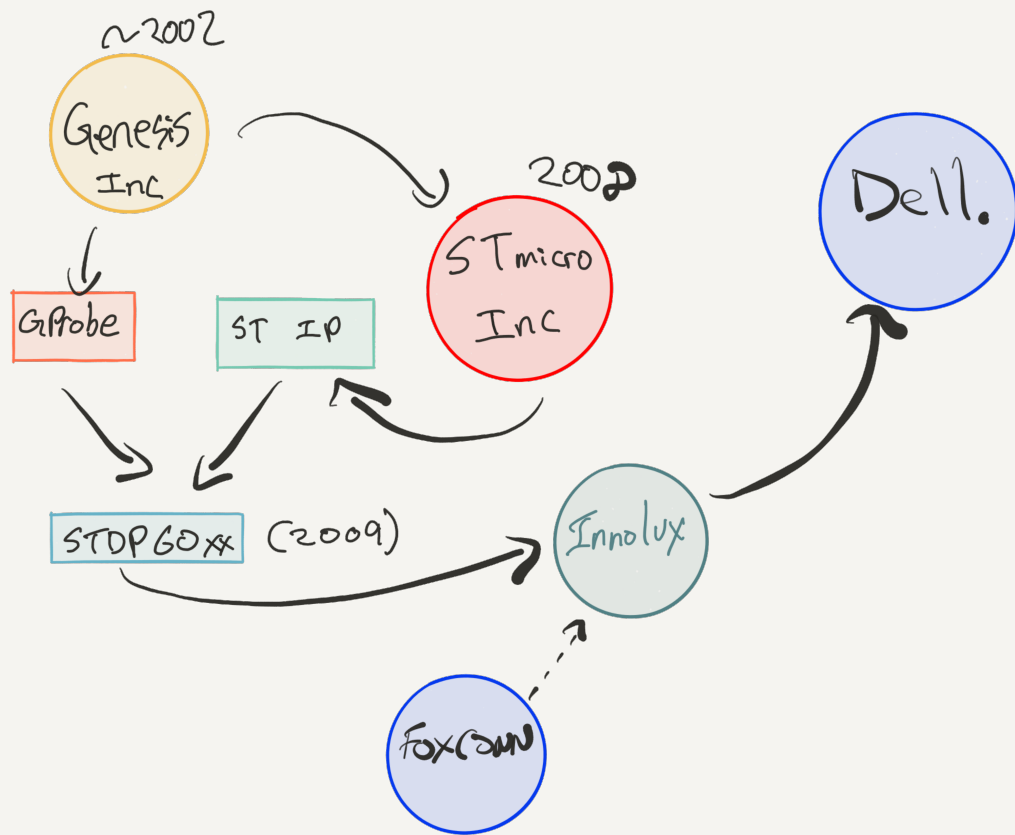


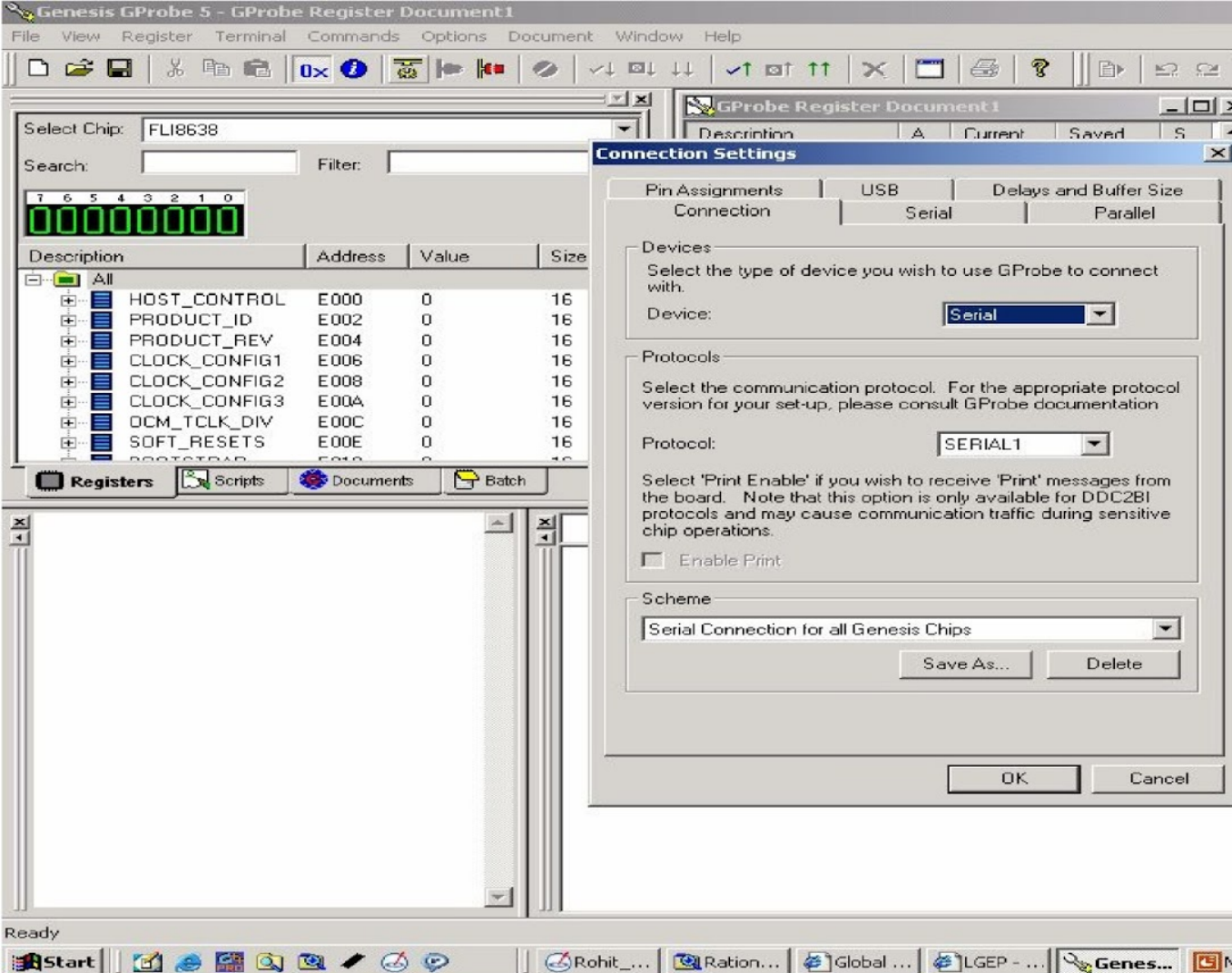












Connection Settings

Pin Assignments USB Delays and Buffer Size

Connection Serial Parallel

Devices

Select the type of device you wish to use GProbe to connect with.

Device:

Protocols

Select the communication protocol. For the appropriate protocol version for your set-up, please consult GProbe documentation

Protocol:

Select 'Print Enable' if you wish to read data from the board. Note that this option is only available for DDC2Bi protocols and may cause communication errors on sensitive chip operations.

☐ Enable Print

Scheme

220	23.856425	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (CDB:0
221	23.856425	1.2	host	USBMS	58 SCSI Command: 0xcf LUN: 0x00
222	23.856425	1.2	host	USB	539 URB_BULK out
223	24.028286	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (CDB:0
224	24.028286	1.2	host	USBMS	58 SCSI: Test Unit Ready LUN: 0x00
225	24.028286	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (Test
226	24.028286	1.2	host	USBMS	58 SCSI: Request Sense LUN: 0x00
227	24.043910	1.2	host	USB	45 URB_BULK in
228	24.043910	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (Reque
229	24.043910	1.2	host	USBMS	58 SCSI Command: 0xcf LUN: 0x00
230	24.075157	1.2	host	USB	285 URB_BULK in
231	24.075157	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (CDB:0
232	24.996955	1.2	host	USBMS	58 SCSI: Test Unit Ready LUN: 0x00
233	24.996955	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (Test
234	24.996955	1.2	host	USBMS	58 SCSI: Request Sense LUN: 0x00
235	24.996955	1.2	host	USB	45 URB_BULK in
236	24.996955	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (Reque
237	25.121945	1.2	host	USBMS	58 SCSI Command: 0xcf LUN: 0x00
238	25.137569	1.2	host	USB	539 URB_BULK out
239	25.137569	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (CDB:0
240	25.137569	1.2	host	USBMS	58 SCSI Command: 0xcf LUN: 0x00
241	25.153192	1.2	host	USB	285 URB_BULK in
242	25.153192	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (CDB:0
243	25.153192	1.2	host	USBMS	58 SCSI Command: 0xcf LUN: 0x00
244	25.153192	1.2	host	USB	539 URB_BULK out
245	25.387548	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (CDB:0
246	25.387548	1.2	host	USBMS	58 SCSI Command: 0xcf LUN: 0x00
247	25.403172	1.2	host	USB	285 URB_BULK in
248	25.418795	1.2	host	USBMS	40 SCSI: Response LUN: 0x00 (CDB:0
249	25.965625	1.2	host	USBMS	58 SCSI Command: 0xcf LUN: 0x00

USB Capture of
Fw Update

Frame 238: 539 bytes on wire (4312 bits), 539 bytes captured (4312 bits)

USB URB

USBPcap pseudoheader length: 27

IRP ID: 0xfffffffffaa675998

IRP USBPD_STATUS: USBPD_STATUS_SUCCESS (0x00000000)

URB Function: URB_FUNCTION_BULK_OR_INTERRUPT_TRANSFER (0x0009)

IRP information: 0x00, Direction: FDO -> PDO

URB bus id: 2

Device address: 1

```

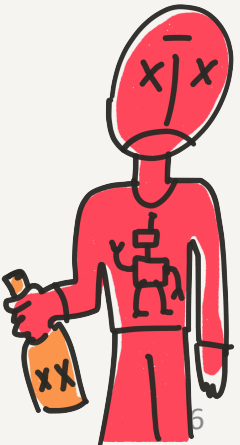
0000 1b 00 98 59 67 aa ff ff ff ff 00 00 00 00 09 00 ...Yg...
0010 00 02 00 01 00 02 03 00 02 00 00 01 6e c0 00 09 .....n...
0020 f9 51 86 c2 00 00 04 20 00 5f cc cc cc cc cc cc .Q....._.....
0030 cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc .....
0040 cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc .....
0050 cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc .....
0060 cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc .....
0070 cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc .....
0080 cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc .....
0090 cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc cc .....

```



A brief story about

Display Data Channel



VESA®

Display Data Channel Command Interface (DDC/CI) Standard

Video Electronics Standards Association

2150 North First Street, Suite 440
San Jose, CA 95131-2029

Phone: (408) 435-0333
Fax: (408) 435-8225

This table summarizes the DDC level upgrade requirements for both the Graphic Host and the Display Device.

From	To	Graphic Host H/W upgrade	Graphic Host S/W upgrade	Display Monitor H/W upgrade	Display Monitor S/W upgrade
DDC1	DDC2B	I ² C Bus Single Master (2 I/Os)	BIOS	I ² C Slave address A0/A1 support	DDC2B driver
DDC2B	DDC2Bi	No upgrade	DDC.DLL driver	6E/6F Slave address support	DDC2Bi driver (Simplified Access Bus)
DDC2B	DDC2B+	50/51 Slave address support	Access Bus Host driver (single device)	6E/6F Slave address support	Access Bus driver
DDC2B	DDC2AB	50/51 Slave address support	Access Bus Host driver (full spec)	6E/6F Slave address support	Access Bus driver

[HTTP://CAXAPA.RU/THUMBS/349020/DDCCIV1.PDF](http://CAXAPA.RU/THUMBS/349020/DDCCIV1.PDF)

USB

USB Mass Storage

SCSI

cmd

0xCF

INITIATE COMMUNICATION

0xCF = VENDOR SPECIFIC SCSI CMD



USB

USB Req Block

DDC2Bi

DDC Dst

DDC Source

Len

VCP Prefix

GProbe!

DDC checksum

ENCAPSULATED DDC2Bi PACKET

Sample GProbe Packet

RunCode

Request			
Name	Length	Value	Comment
Length	1	Length of message + 1	
Command	1	0x1D	
Address	2		
Response			
ACK/NACK			



Packet from PC to Genesis chip

Name	Length	Value	Comment
DDC Destination	1	0x6E	
DDC Source	1	0x51	
Length	1	0x80 Length of VCP Prefix + Message	Please note that the length of VCP Prefix + Message cannot exceed 127.
VCP Prefix	3	0xC2 0x00 0x00	
Message	variable		
Checksum	1	XOR of all previous bytes	<pre>byte chksum = 0; for (i = 0; i < buffer_size; ++i) chksum ^= buf[i];</pre>

DDC2B: PACKET & CHECKSUM ALGORITHM



→
USBMS/SCSI-reg (XCF) ←

→
USBURB/DDC2B: (Reg Read)

A SIMPLE REQUEST

→
USBMS/SCSI-reg (0xFC)
→
USBURB/DDC2B: (Reg Read)
←
USBMS/SCSI-resp (0xFC)

A SIMPLE REQUEST

→
USBMS/SCSI-req (0xFC)

→
USBURB/DDC2B: (Reg Read)

←
USBMS/SCSI-Resp (0xFC)

→
USBMS/SCSI-Req (0xFC)

A SIMPLE REQUEST

→ USBMS/SCSI-req (0xFC)
→ USB0RB/DDC2Bi (Reg Read)
← USBMS/SCSI-Resp (0xFC)
→ USBMS/SCSI-Req (0xFC)
← USB0RB/DDC2Bi (Ack)
← USBMS/SCSI-Req (0xFC)

} Send Command

→ USBMS/SCSI-req (0xFC) ←

→ USBURB/DDC2Bi (Reg Read)

← USBMS/SCSI-Resp (0xFC)

→ USBMS/SCSI-Req (0xFC)

← USBURB/DDC2Bi (Ack)

← USBMS/SCSI-Req (0xFC)



Send Command

→ USBMS/SCSI-req (0xFC) ←

→ USBURB/DDC2Bi (get Response)

→ USBMS/SCSI-req (0xFC) ←
→ USBURB/DDC2Bi (Reg Read)
← USBMS/SCSI-Resp (0xFC)
→ USBMS/SCSI-Req (0xFC)
← USBURB/DDC2Bi (Ack)
← USBMS/SCSI-Req (0xFC)

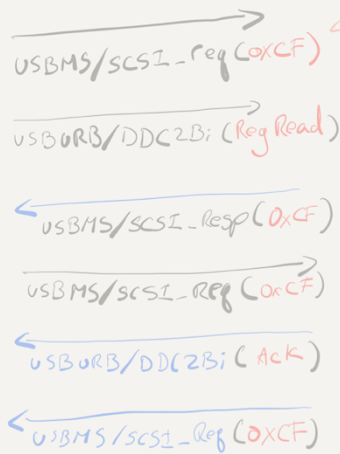
Send Command

→ USBMS/SCSI-req (0xFC) ←
→ USBURB/DDC2Bi (get Response)
← USBMS/SCSI-Resp (0xFC)

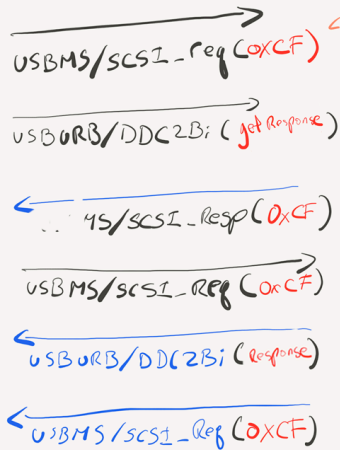
→ USBMS/SCSI-req (0xFC)
→ USBURB/DDC2Bi (Reg Read)
← USBMS/SCSI-Resp (0xFC)
→ USBMS/SCSI-Req (0xFC)
← USBURB/DDC2Bi (Ack)
← USBMS/SCSI-Req (0xFC)

Send Command

→ USBMS/SCSI-req (0xFC)
→ USBURB/DDC2Bi (Get Response)
← USBMS/SCSI-Resp (0xFC)
→ USBMS/SCSI-Req (0xFC)

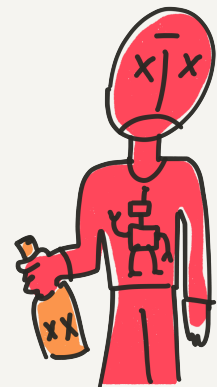


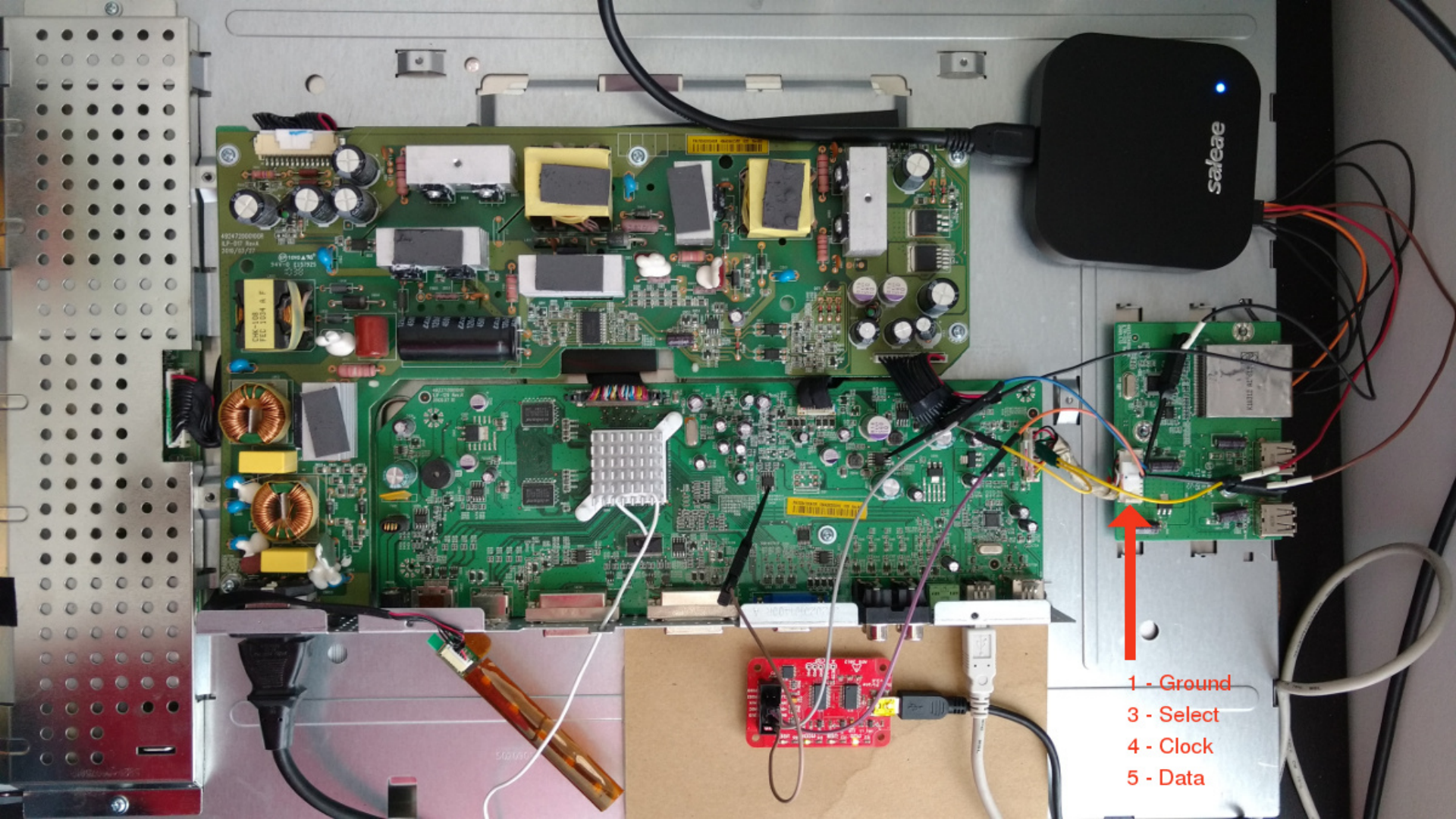
Send Command



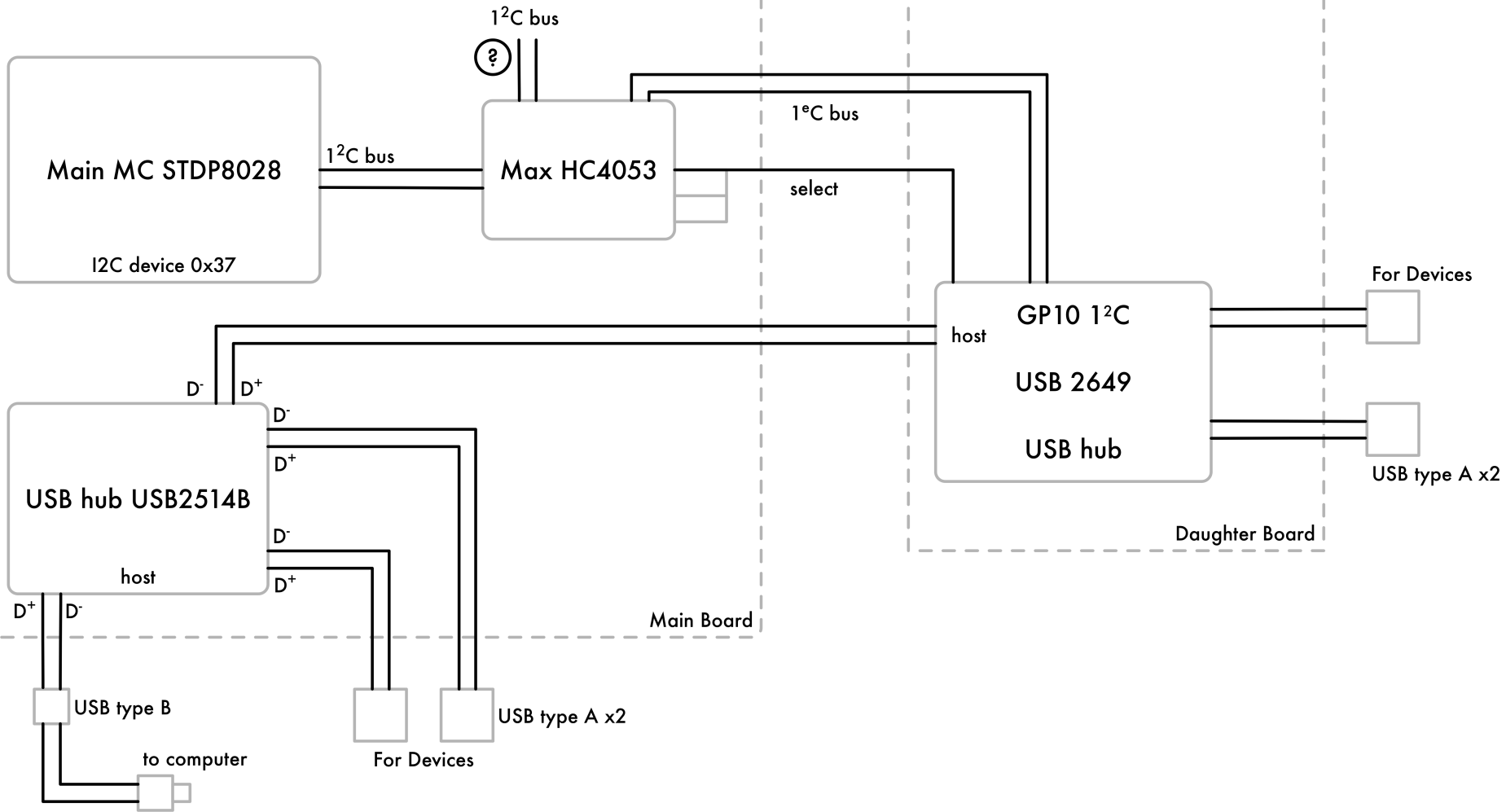
Get Result

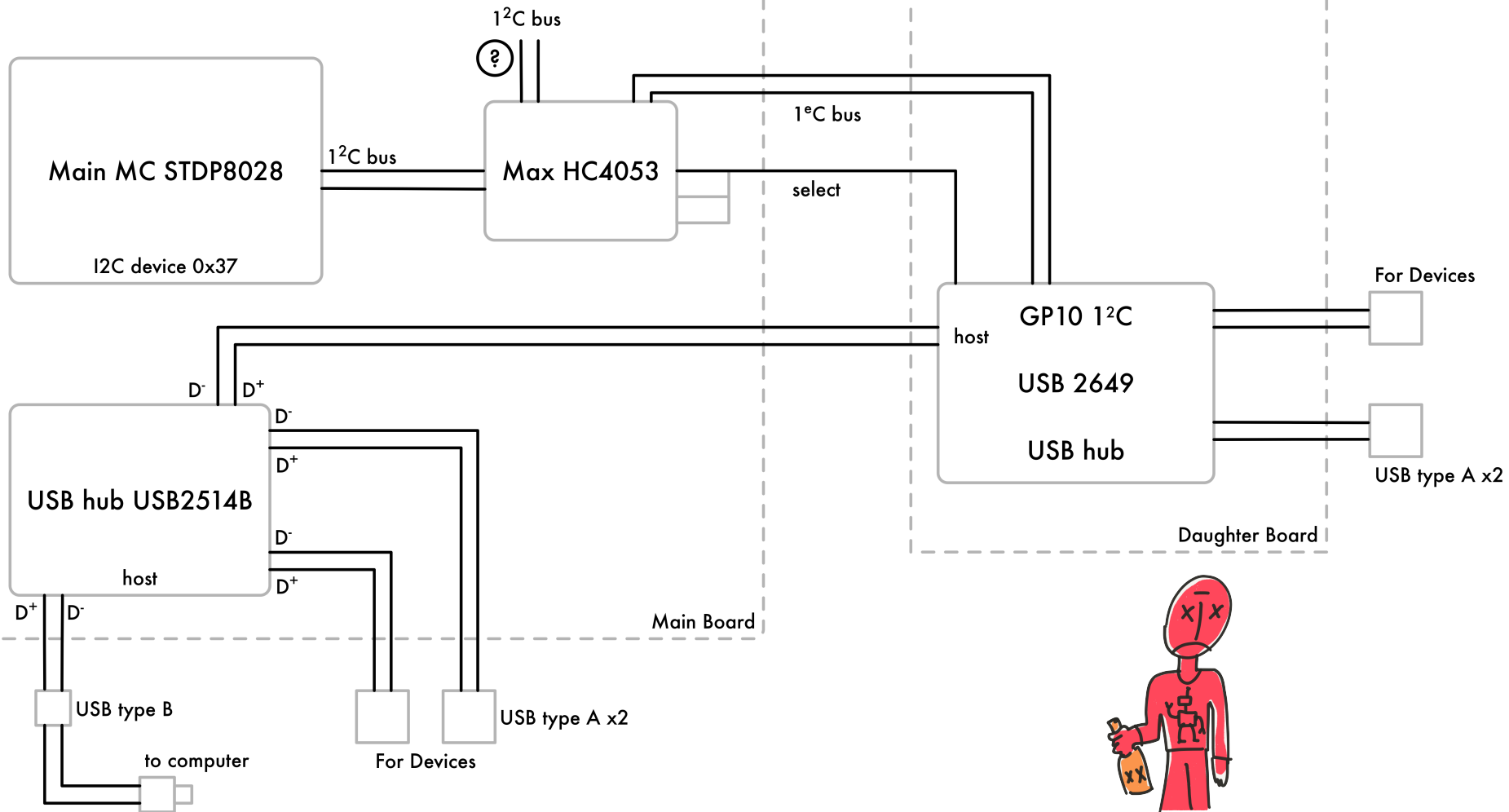
Time to Void Warranty ☺

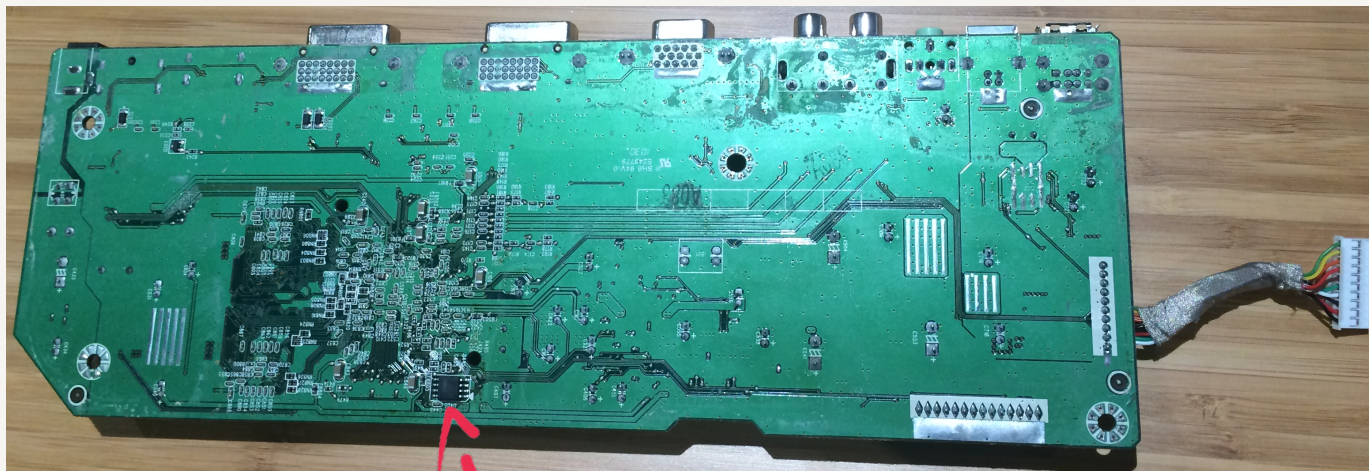




- 1 - Ground
- 3 - Select
- 4 - Clock
- 5 - Data







SPI Flash

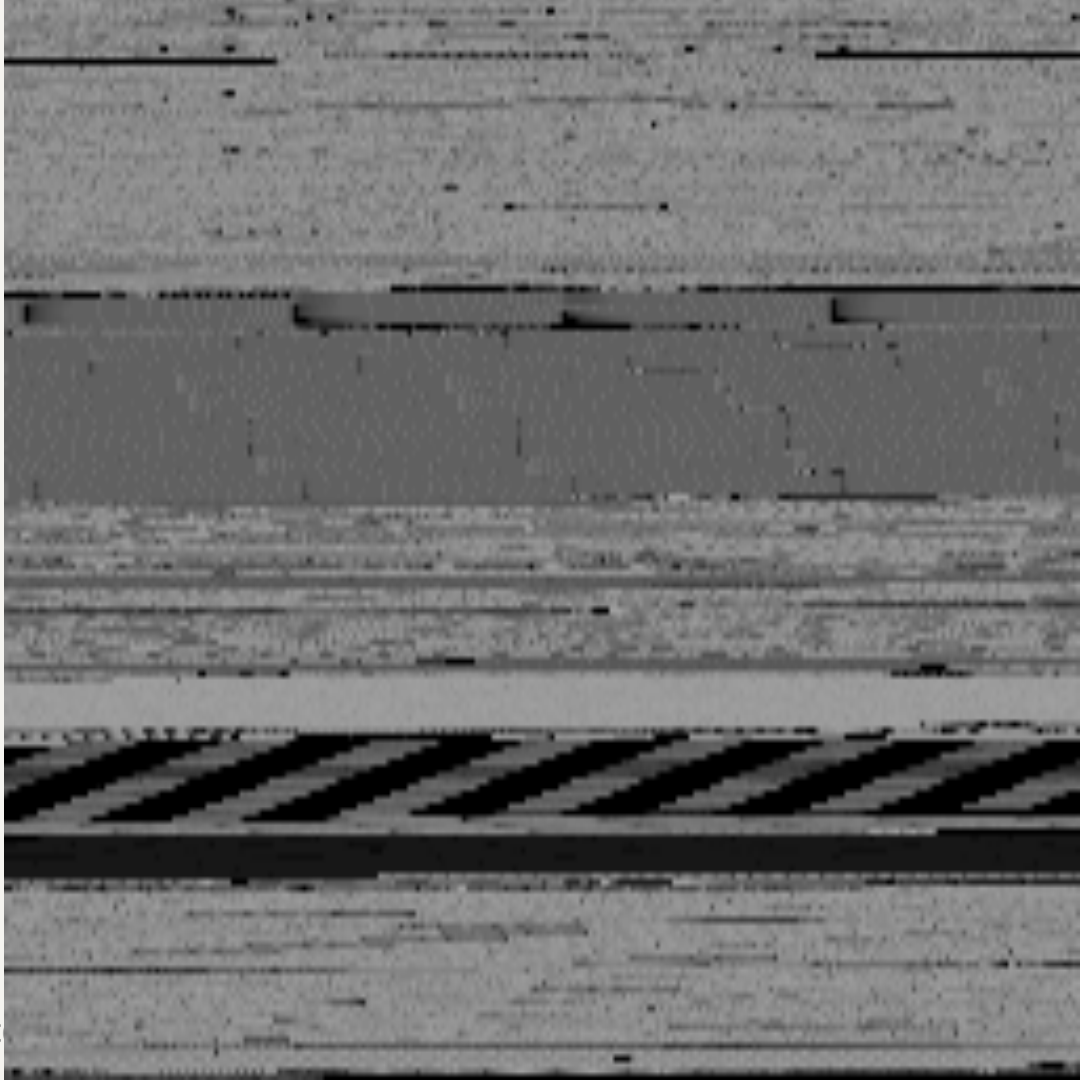


2 MB

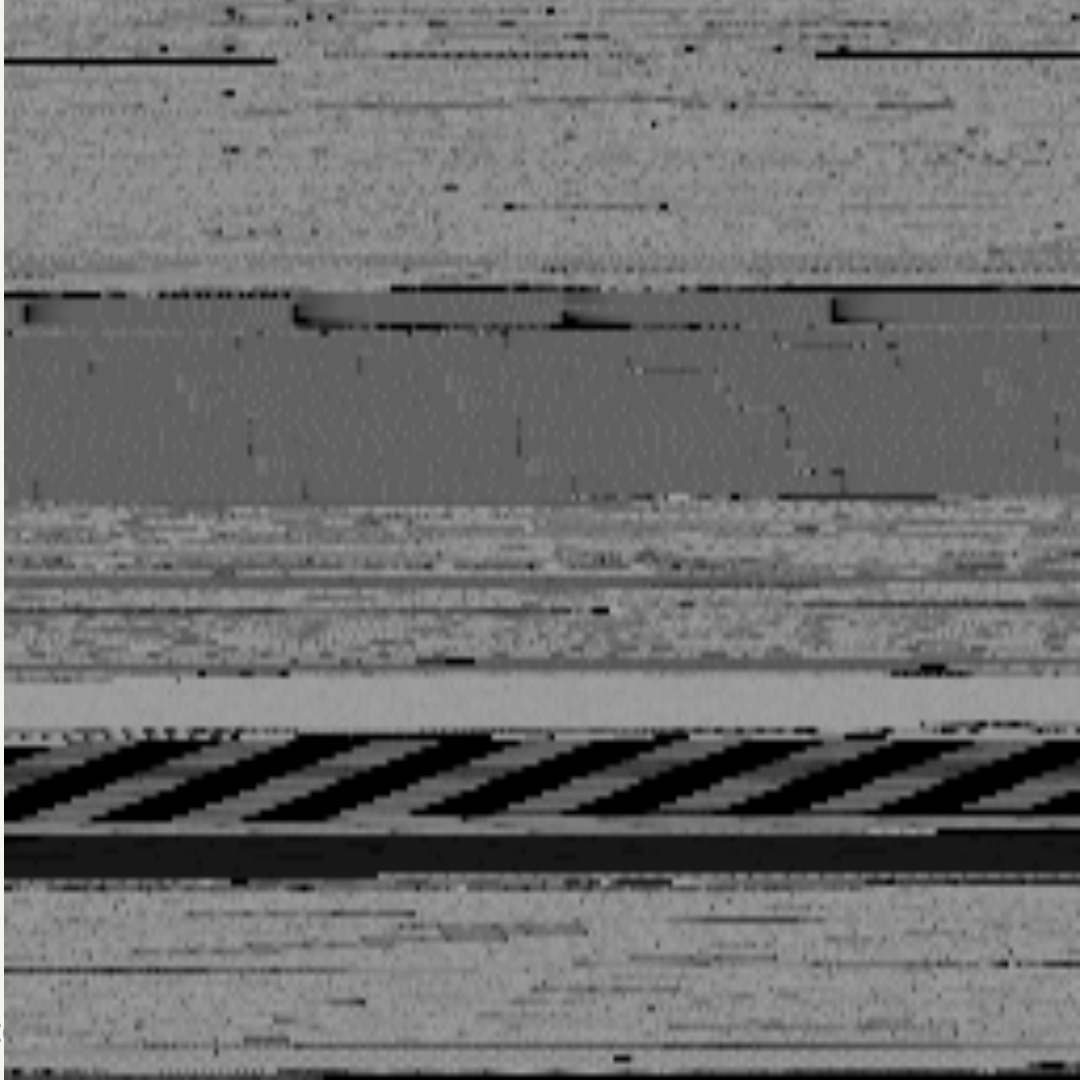
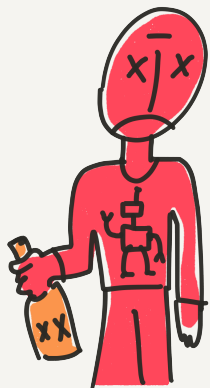


8/5/16

DEFC



Awesome Sauce



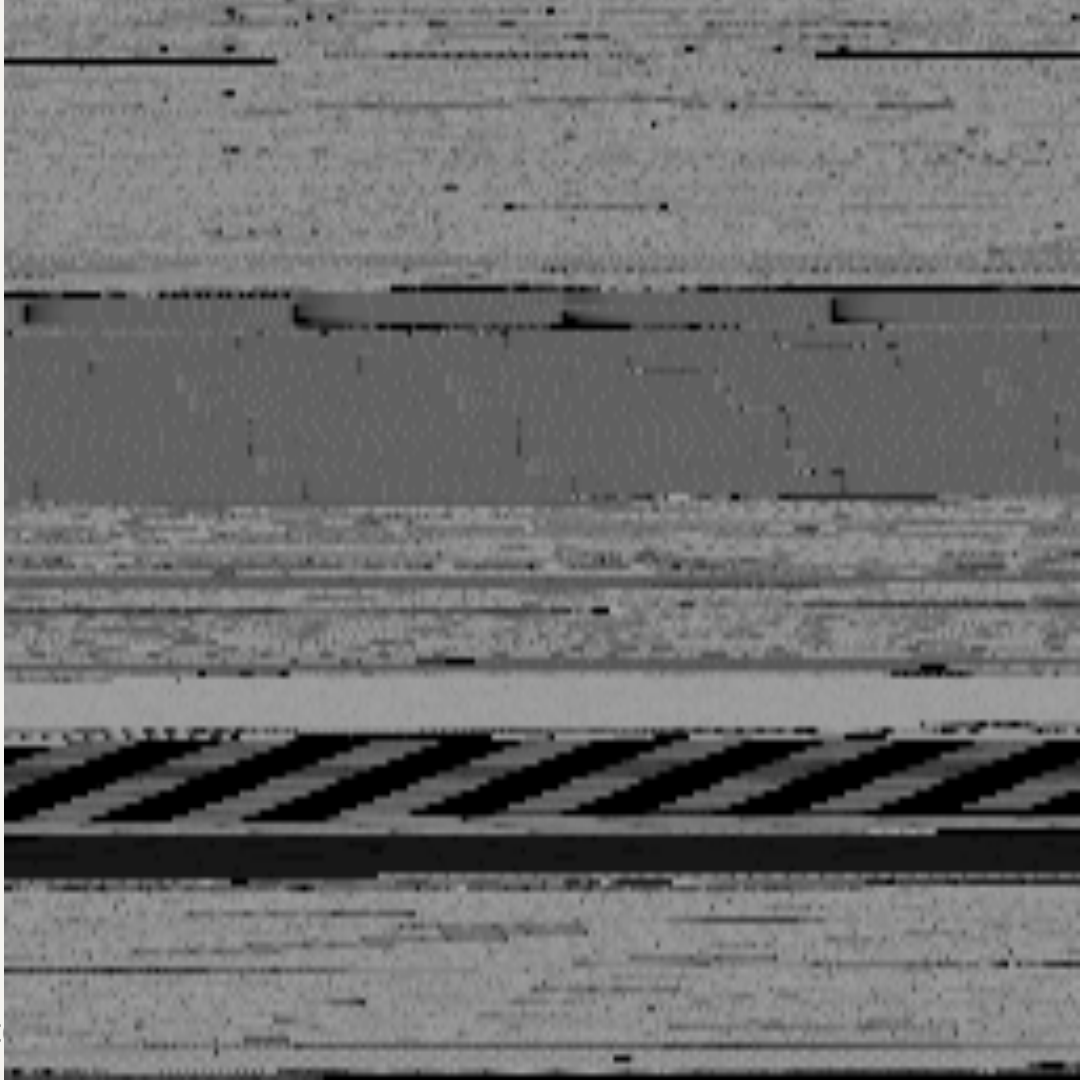
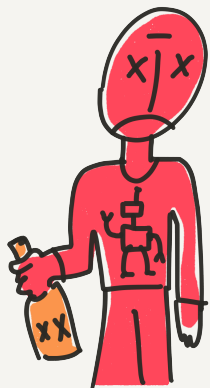
code



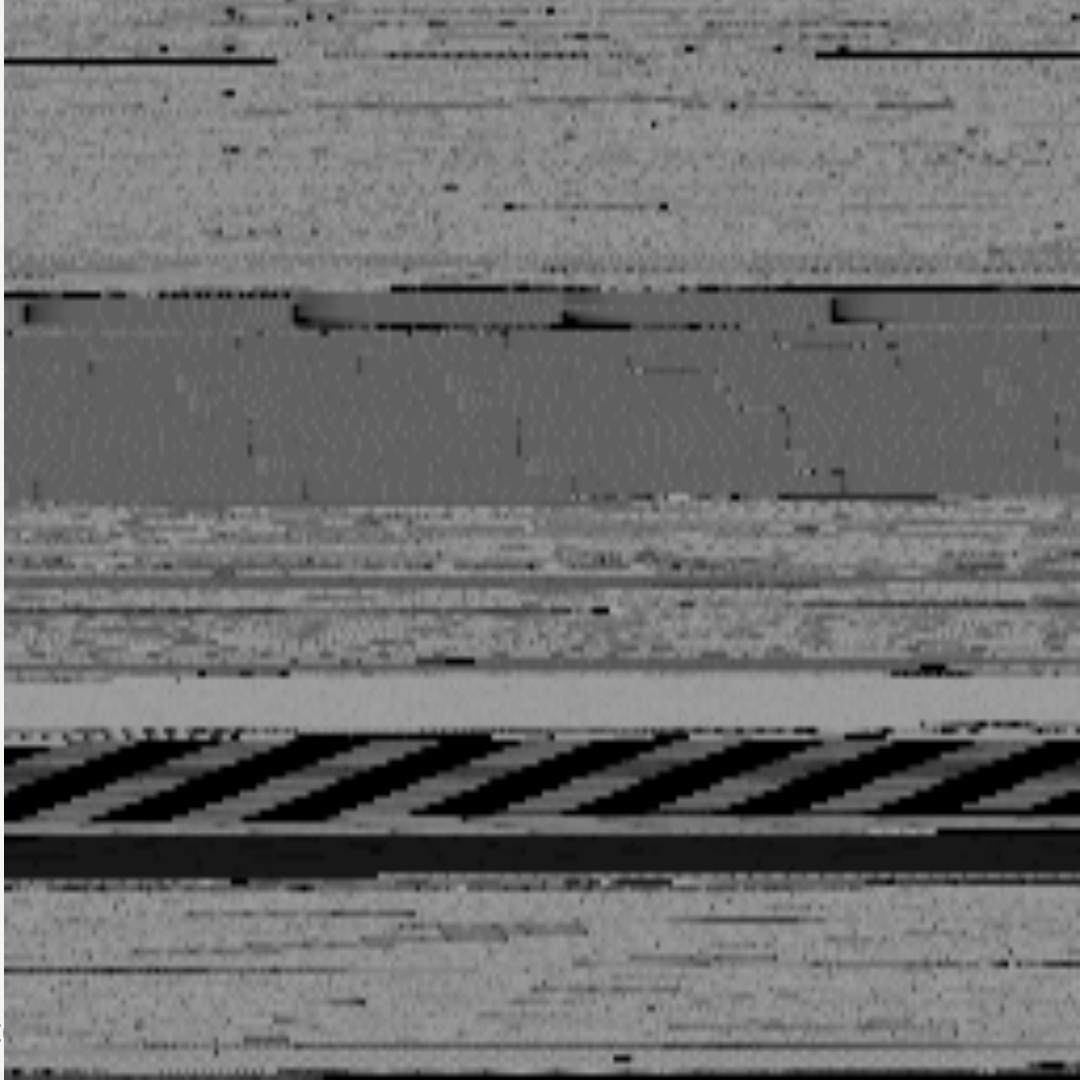
8/5/16

DEFC

Data? \rightarrow {



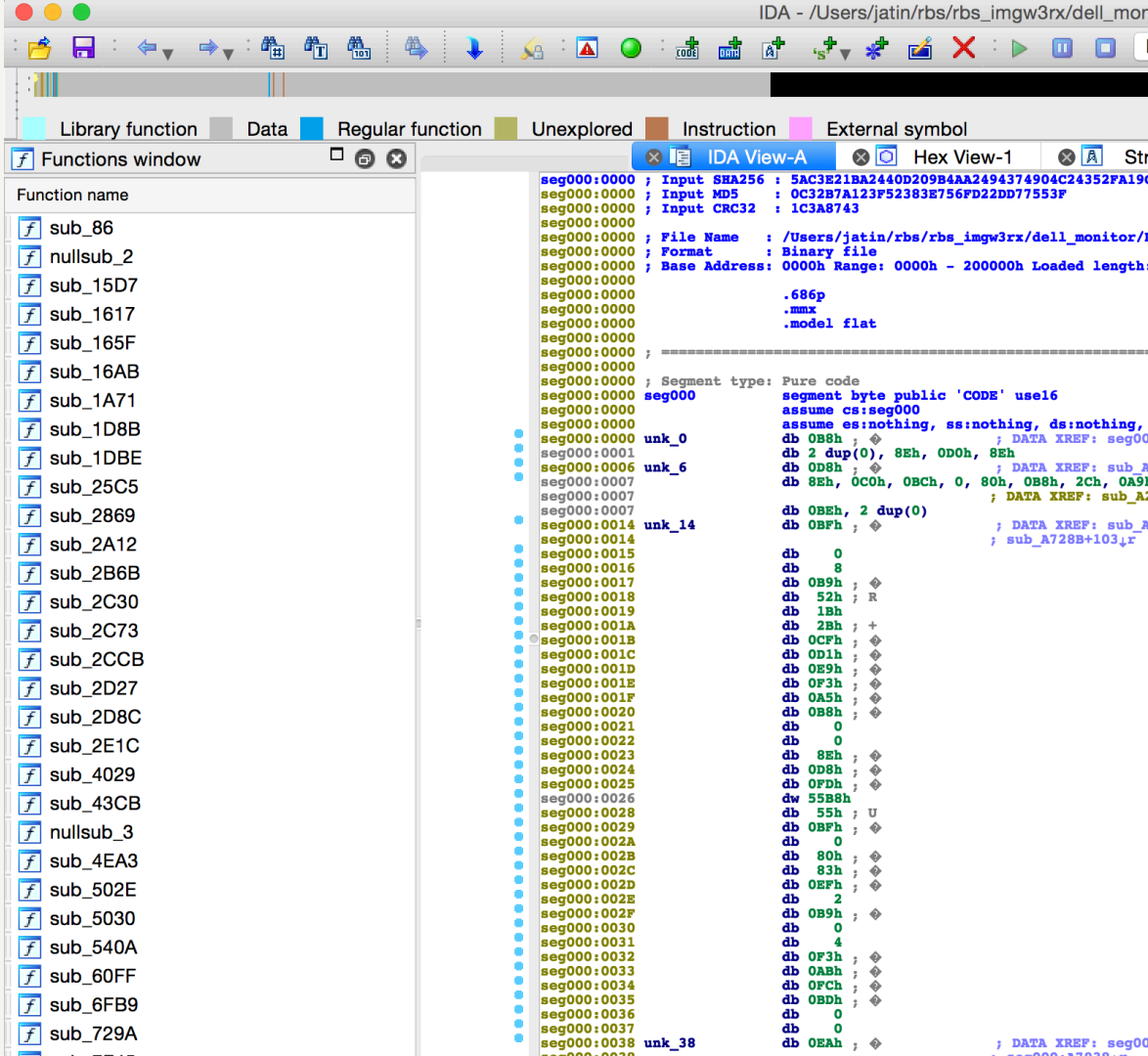
Compressed Data?



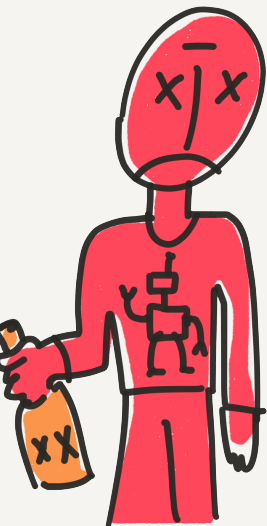


Let's





Did someone
work on this
in 2008?



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blackgreen

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Forums >> IDA Pro >> Embedded Code Reversing

Topic created on: March 29, 2008 18:46 CDT by [memo5](#)

Hello All

I'm working on reversing an embedded system, its my first attempt and need some advice, first of all the program file is in Intel-Hex format, so the code address is obtained by IDA, the target platform is x86 compatible, I'm facing some difficulties in setting the segments addresses and values cs,ds,es segments values.
I appreciate any help.

[Igorak](#)

March 31, 2008 07:54:27 CDT

What's the CPU? Is the code 16-bit or 32-bit? Is it the initial code (bootloader, BIOS) or is it something that's more high level? Are there datasheets available? Is the binary available for download somewhere or can you upload it?
In short, list as much info as you can and try to describe the actual problem you're having in more details. "Some difficulties" is not much to work with.
See also [this](#).

[memo5](#)

April 11, 2008 21:10:13 CDT

Ok Igorak thank you for your advice.
And hope that this information will help.

The CPU is Turbo186 the code is 16 bit.
The CPU run in extended mode using 24bit addressing capability.
-The paragraph is not 16 byte its 256 byte so the CPU address space is 16MB-
and the EA calculated as: EA = (segment << 8) + offset.

The code is not just a Bootloader or BIOS it's the full firmware of a multimedia related control board.
Unfortunately I can't upload the binary file, and it's not published anyware.
The firmware mapped to address 0x600000, and the size of the firmware is 2MB

When I load the binary into IDA and disassemble the code I got code like this:

```
seg000:6005CD push bp
seg000:6005CE mov bp, sp
seg000:6005D0 push si
seg000:6005D1 mov si, [bp+6]
seg000:6005D4 push si
seg000:6005D5 call far ptr 6019h:0B1Fh    -> Call 601900:0B1F
seg000:6005DA pop cx
seg000:6005DB cmp ax, 1
seg000:6005DE jnz short near ptr 5E4h
seg000:6005E0 xor ax, ax
seg000:6005E2 jmp short near ptr 5EBh
seg000:6005E4
seg000:6005E4 push si
seg000:6005E5 call far ptr 6306h:1Ch    -> Call 630600:1C
seg000:6005EA pop cx
seg000:6005EB pop si
seg000:6005EC pop bp
seg000:6005ED retf
```

You can notice that IDA could not recognize calls or jumps to near or far addresses.

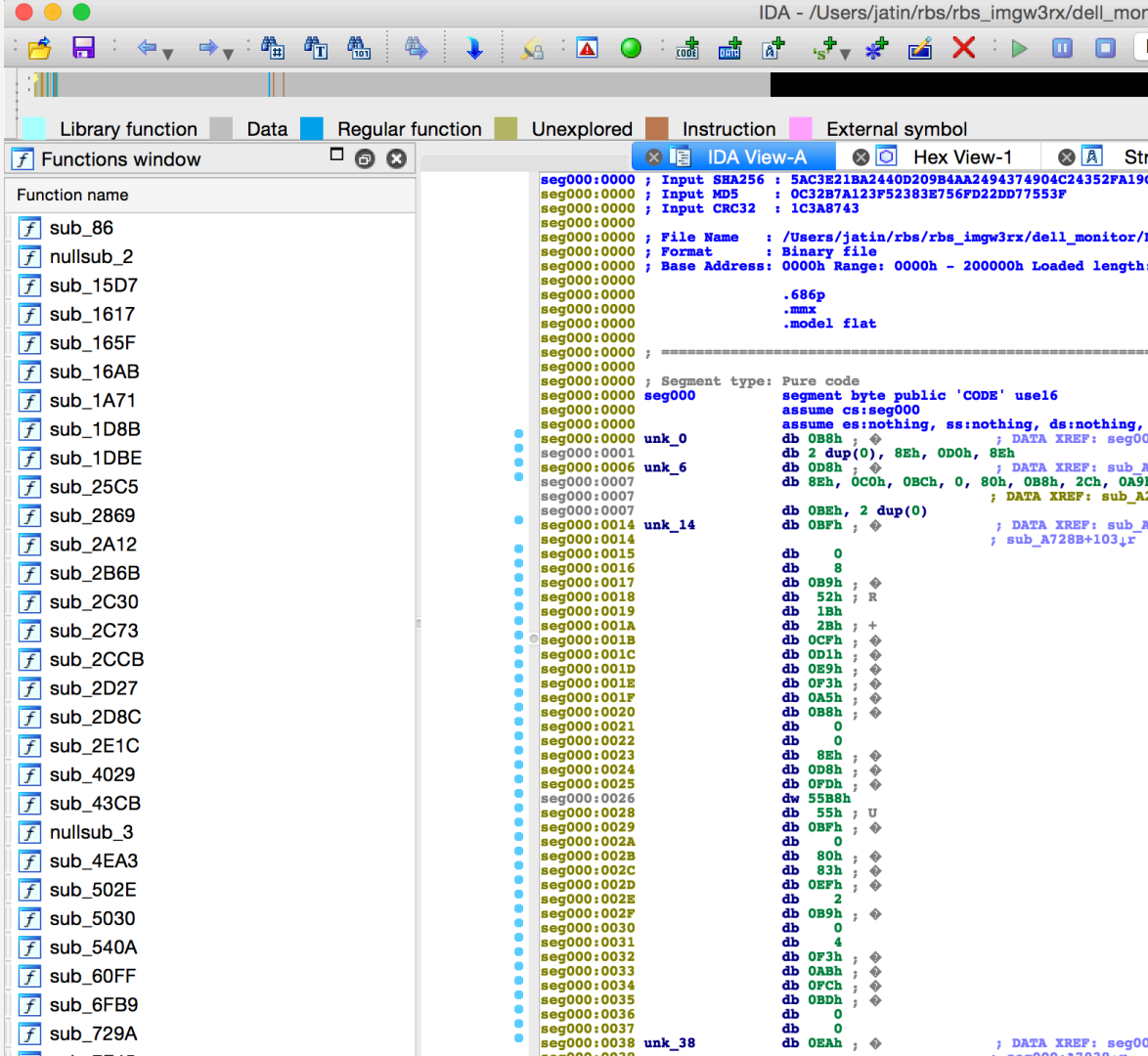
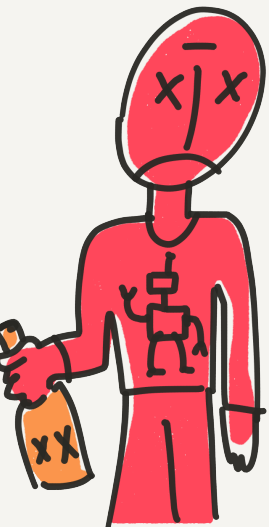
To be specific how can I make IDA recognize the (24Bit) addressing mode, and correctly identify calls and jumps to other addresses?

[Igorak](#)

April 12, 2008 20:58:17 CDT

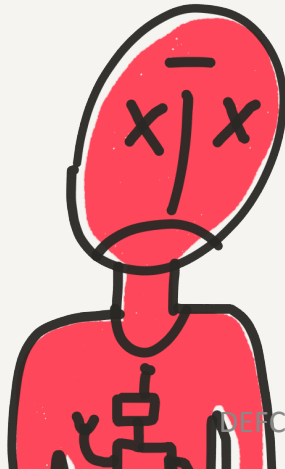
I'm afraid it's not possible with current IDA version. The PC processor module is hardcoded to the standard x86 segmentation (ea = segment<<4 + offset). The best you can do is report this issue to ilfak. This will probably need a new configuration flag in the processor module.
In the meantime you could probably write a plugin or an IDC script which would walk through all the call instructions and fix the cross references.

#!*#!# x86
This game sucks...



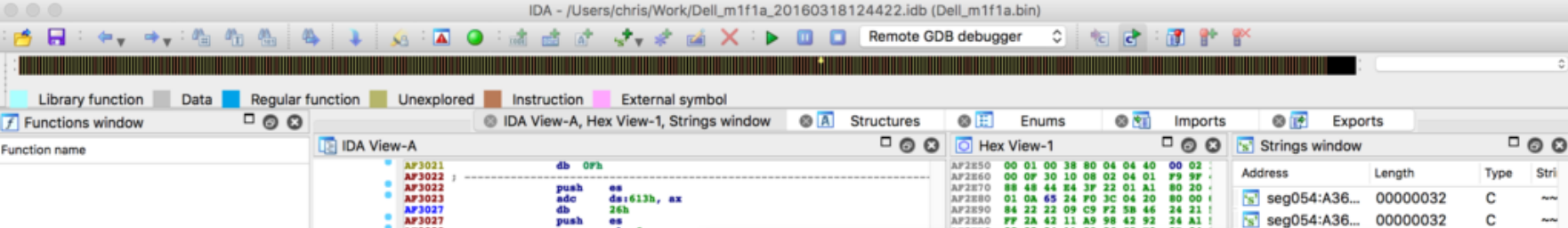
Computers are hard.

Let's ask **ILfak**





long insightful
Explanation of
IDA + Turbo 186
and here is
mars.hex.idb



Segment City
& fail u



Snippet list

Name



ResetAnalysis



Default snippet

Please enter script body

```
import idaapi
def xjump():
    ea = ScreenEA()
    da_call = GetOpnd(ea, 0).sp
    for c in da_call:
        if ":" in c:
            op = c
    op = op.split(':')
    seg = int(op[0][: -1], 16)
    off = int(op[1][: -1], 16)
    new_ea = (seg * 0x100) +
    Jump(new_ea)
```

```
idaapi.CompileLine('static p
RunPythonStatement("xjump()')
```

```
AddHotkey('Ctrl+Space', 'py_xj
```



RegRead

Request			
Name	Length	Value	Comment
Length	1	Length of message + 1	
Command	1	0x06	
Register Address	2		
Response			
Length	1	Length of message + 1	
Command	1	0x06	
Register Address	2		
Register Value	2		

RunCode

Request			
Name	Length	Value	Comment
Length	1	Length of message + 1	
Command	1	0x1D	
Address	2		
Response			
ACK/NACK			

RAM WRITE

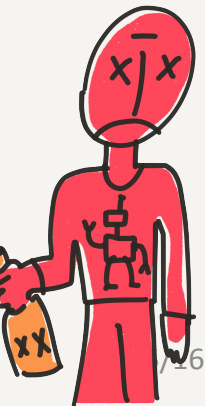
Request

NAME	LEN	VALUE
Length	1	Message LEN 1
CMD	1	0 x 13
REG Address	2	

Response

Length	1	Message LEN 1
CMD	1	0 x 13
REG Address	2	
REG VAL	2	

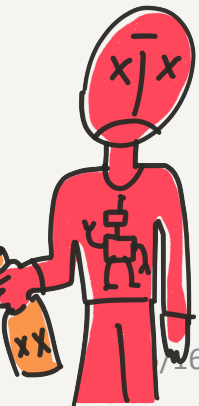
hijack AppTest....
(our first helloworld)



```
d gm_SdramRead_HA failed:  
d RD_SDRAM_CONTROL error2  
d Pattern doesn', 27h, 't m  
2:%d, j*i/2-k2:%d', 0  
OsdFillRectangle failed:  
_SDRAM_CONTROL error2: 0x  
=====  
M/DMA WRITE/READ TEST has  
M/DMA WRITE/READ TEST has  
=====
```

hijack AppTest...
(our first helloworld)

0xA3CC00



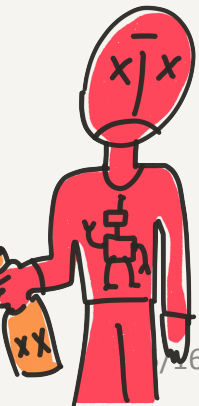
EPILEPTIC
CODE

```
d gm_SdramRead_HA failed:  
d RD_SDRAM_CONTROL error2  
d Pattern doesn',27h,'t m  
2:%d, j*i/2-k2:%d',0  
OsdFillRectangle failed:  
_SDRAM_CONTROL error2: 0x  
=====  
M/DMA WRITE/READ TEST has  
M/DMA WRITE/READ TEST has  
=====
```

Gprobe *RAM Write!*



0xA3CC00

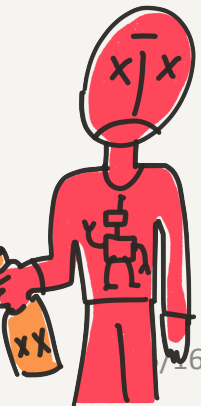


```
d gm_SdramRead_HA failed:  
d RD_SDRAM_CONTROL error2  
d Pattern doesn',27h,'t m  
2:%d, j*i/2-k2:%d',0  
OsdFillRectangle failed:  
_SDRAM_CONTROL error2: 0x  
=====  
M/DMA WRITE/READ TEST has  
M/DMA WRITE/READ TEST has  
=====
```

Gprobe *RAM Write!*



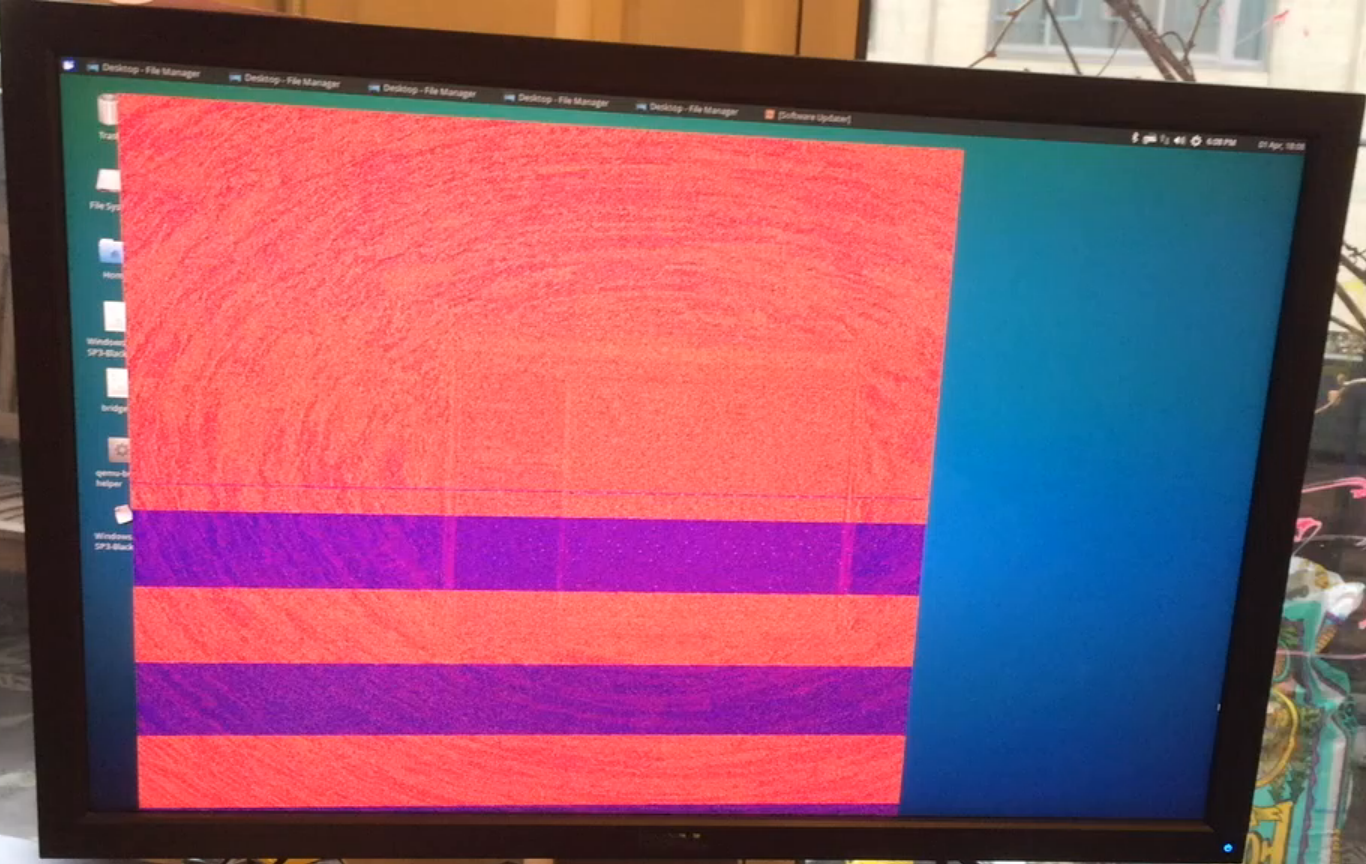
0xA3CC00



Oh

gross!

EPILEPTIC
CODE



Monitor Memory world

"OSD Firmware"

0xA0000000 ————— 0xB0000000

```
:A7FD33      xor     ax, ax
:A7FD35      push    ax
:A7FD36      push    cs
:A7FD37      mov     ax, 91h ; '?'
:A7FD3A      push    ax
:A7FD3B      call    far ptr 0F000h:252h ; print function!
:A7FD40      add     sp, 6
:A7FD43      xor     ax, ax
:A7FD45      push    ax
:A7FD46      push    cs
:A7FD47      mov     ax, 0A3h ; '?'
:A7FD4A      push    ax
:A7FD4B      call    far ptr 0F000h:252h
:A7FD50      add     sp, 6
:A7FD53      xor     ax, ax
:A7FD55      push    ax
```

Monitor Memory world

"OSD Firmware"

???.???

0xA0000000 ————— 0xB0000000

0xF0000000

```
A7FD33      xor     ax, ax
A7FD35      push    ax
A7FD36      push    cs
A7FD37      mov     ax, 91h ; '?'
A7FD3A      push    ax
A7FD3B      call    far ptr 0F000h:252h ; print function!
A7FD40      add     sp, 6
A7FD43      xor     ax, ax
A7FD45      push    ax
A7FD46      push    cs
A7FD47      mov     ax, 0A3h ; '?'
A7FD4A      push    ax
A7FD4B      call    far ptr 0F000h:252h
A7FD50      add     sp, 6
A7FD53      xor     ax, ax
A7FD55      push    ax
```

Monitor Memory world

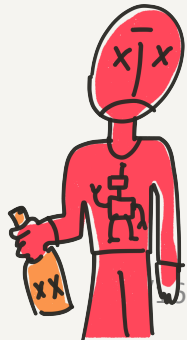
"OSD Firmware"

???.???

0xA0000000 ————— 0xB0000000

0xF0000000

Let's dump!



Monitor Memory world

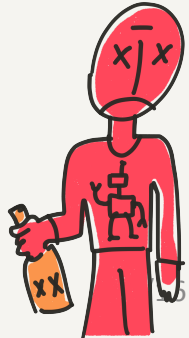
"OSD Firmware"

??????

0xA0000000 ————— 0xB0000000

0xF0000000

m/kay USB dump



Monitor Memory world

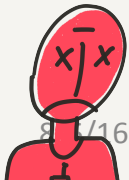
"OSD Firmware"

??????

0xA0000000 ————— 0xB0000000

0xF0000000

Dump...



8/16

DEFCON24 A Monitor Darkly



Monitor Memory world

"OSD Firmware"

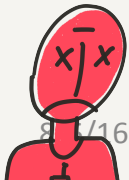
??????

0xA0000000 ————— 0xB0000000

0xF0000000

Dump...

Dump...



8/16

DEFCON24 A Monitor Darkly



Monitor Memory world

"OSD Firmware"

??????

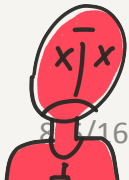
0xA0000000 ————— 0xB0000000

0xF0000000

Dump...

Dump...

Dump...



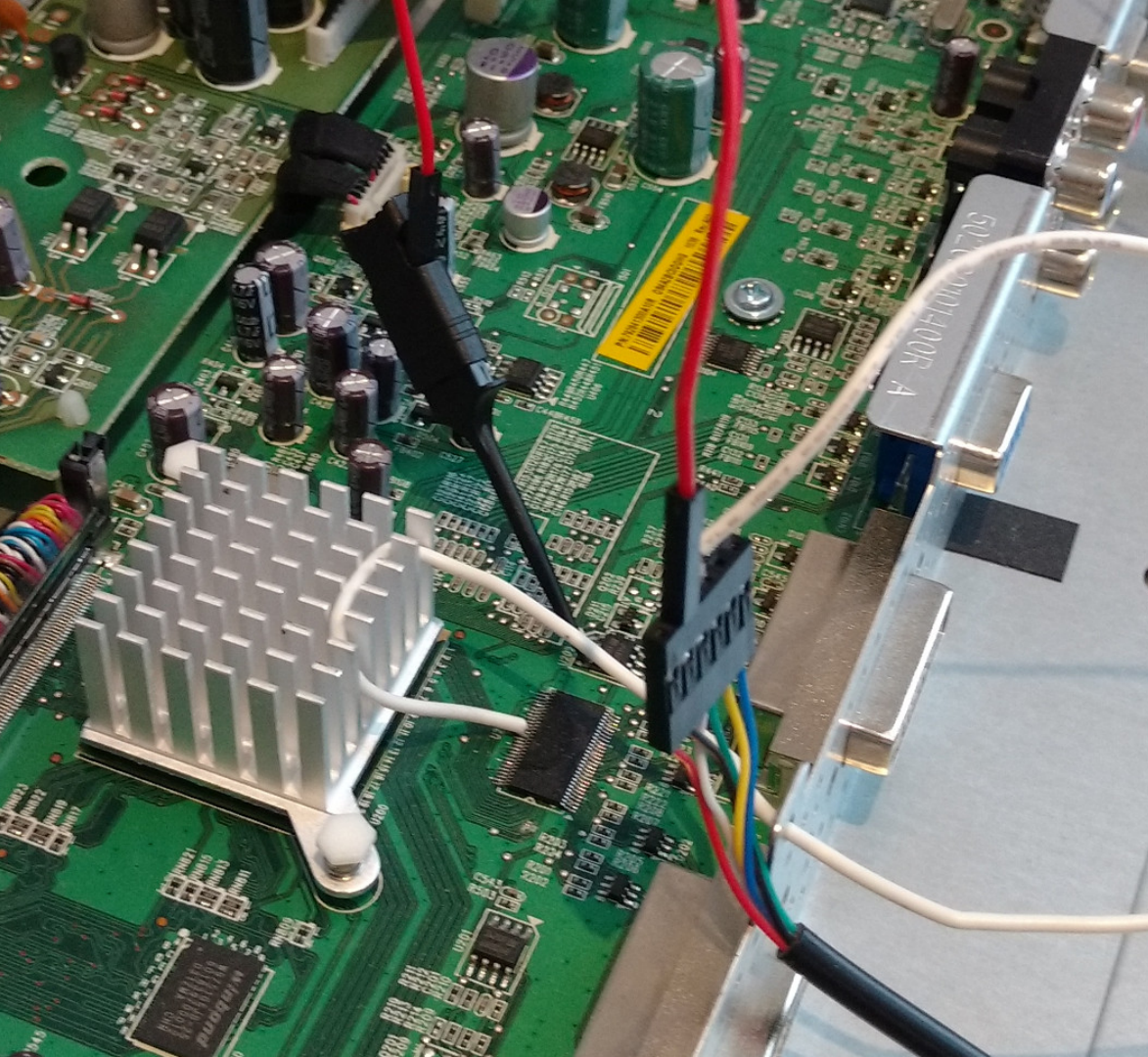
8/16

DEFCON24 A Monitor Darkly



you Dump Too slowwwww!!





Welcome to minicom 2.7

OPTIONS: I18n

Compiled on Sep 6 2015, 19:49:19.

Port /dev/ttyUSB0, 17:29:46

Press CTRL-A Z for help on special keys

~~~~Exit MesInvState(Fly)~~~~

~~~~Enter MesInvState(Fly)~~~~

~~~~Exit MesInvState(Fly)~~~~

~~~~Enter DefaultState~~~~

~~~~Exit DefaultState~~~~

~~~~Enter MesInvState(Fly)~~~~

~~~~Exit MesInvState(Fly)~~~~

~~~~Enter MesInvState(Fly)~~~~

~~~~Exit MesInvState(Fly)~~~~

~~~~Enter ValidMode\_StateState~~~~

~~~~Exit ValidMode\_StateState~~~~

~~~~Enter MesInvState(Fly)~~~~



Monitor Memory world

"OSD Firmware"

??????

0xA0000000

0xB0000000

0xF0000000



OCM Executable
(on-chip microcontroller)

IROM
SoC Driver



Like a million years of googling....
(and clicking on all the links)

VMware Fusion File Edit View Virtual Machine Window Help

Google Chrome

STDP8028-AB_Regis x

www.doc88.com/p-2973089571270.html

下载 收藏 20 / 705

STDP8028-AB REGISTER LISTING

| | | |
|-------|----------|--|
| 15:10 | Reserved | 1 = TNR3 processing is disabled on left half of display output image. Normal TNR3 operation on right side of display. (Done by forcing motion value to max motion tn coefficients)
Reserved |
|-------|----------|--|

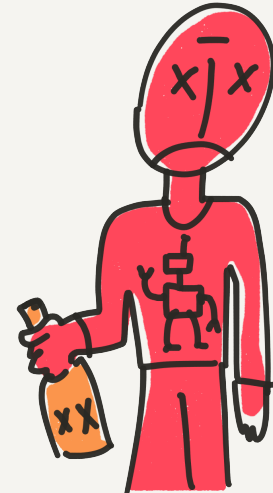
Reserved Register: 0xC818

| 0xC81A | DP_RCAL_RESULT | RO |
|---------------------------------|------------------|------------------------------|
| POD: 0x0000 | | |
| Display Port calibration Result | | |
| BIT | BIT NAME | FUNCTION |
| 3:0 | DPRX_RCAL_RESULT | DPRX Link Calibration Result |
| 7:4 | Reserved | Reserved |
| 15:8 | Reserved | Reserved |

3.3.3 DISPLAY SIGNAL ADJUSTMENT FOR TTL PANEL SIGNALS AND OUTPUT CLOCKS

| 0xC81C | TIMING_CONFIG | RW |
|--|---------------|--|
| POD: 0x0000 | | |
| Timing Configuration for Display and Audio Outputs | | |
| BIT | BIT NAME | FUNCTION |
| 0 | DCLK_INV | Invert DCLK pin |
| 1 | DCLK_DIS | Disable DCLK output pin |
| 2 | DCLK_RATE_INV | The transmitted display clock frequency at the oDCLK pad is 1x the internal pixel rate for single wide TTL output, 1/2x the internal pixel rate for double wide TTL output, and 1/2x the |

OPEN IN A VM →



Let's Display Picture!



①

where to transfer image

①

where to transfer image

②

how to display transfered image

①

where to transfer image

②

how to display transfered image

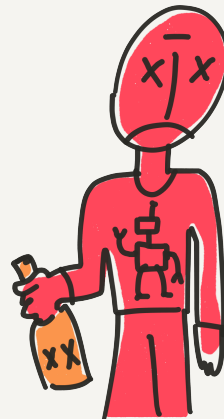
③

... what is a color

DELL

www.dell.com

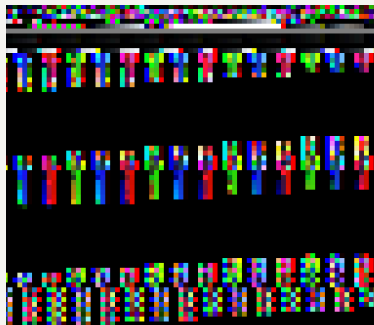
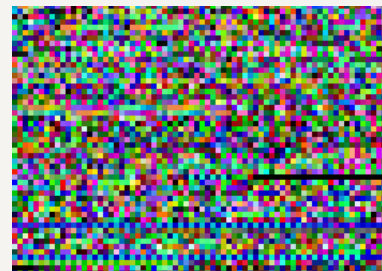
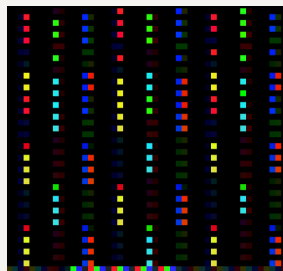
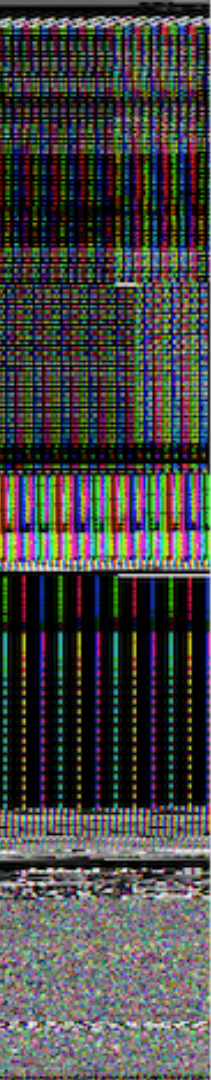
must be *In The* Firmware



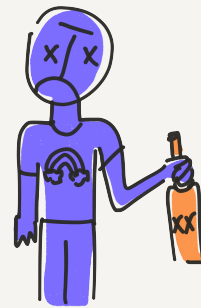
Drunken

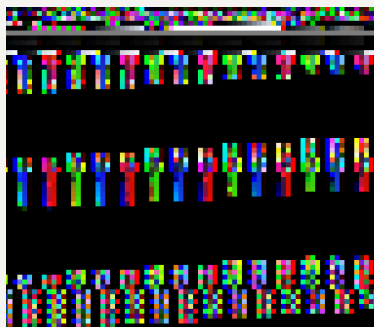
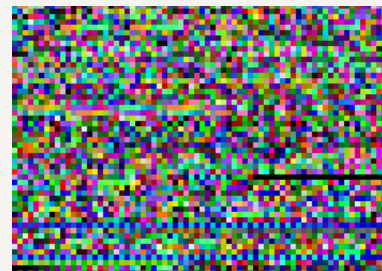
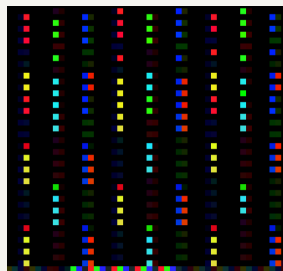
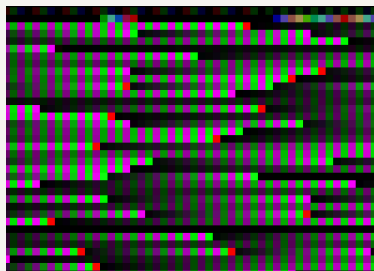
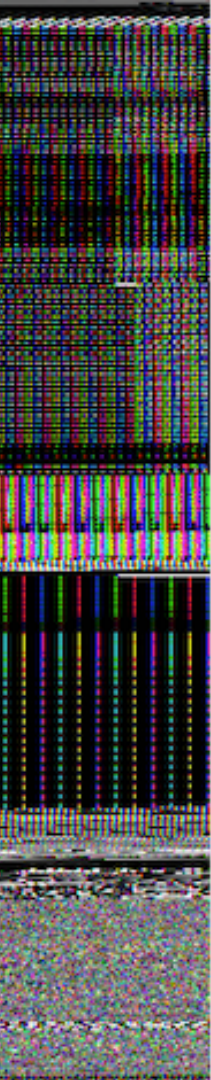
"Discussion"



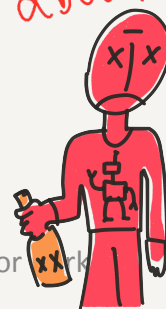


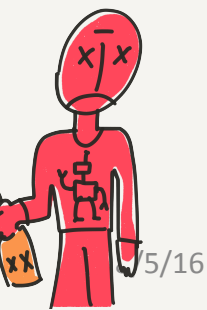
Not the Dell Logo!



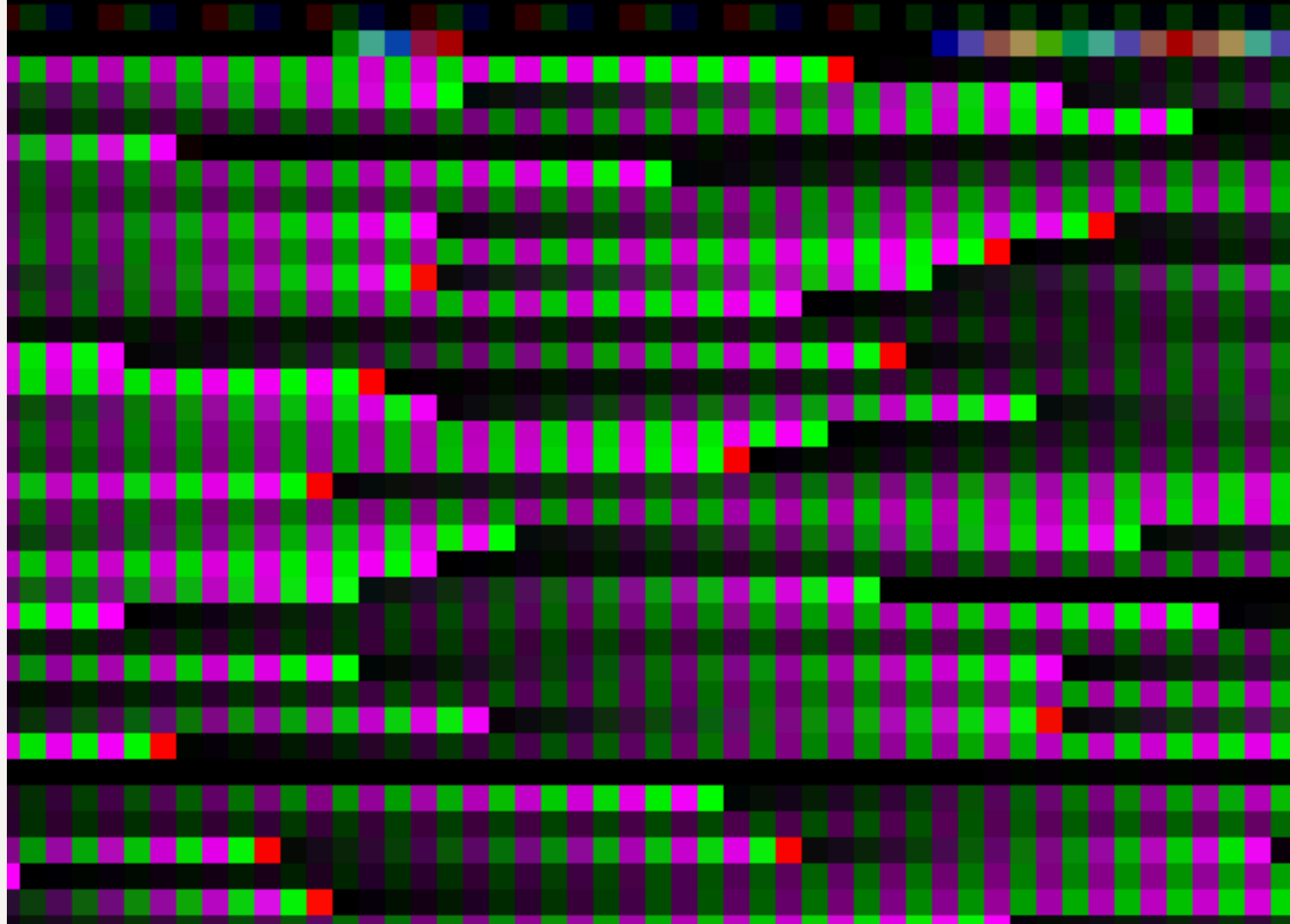


But what about this?





5/16



Dump Dump Dump





```

00 8F 2E C1 5D F7 11 5B 28 1C F7 CD B1 D8 E5 96 0F 35 AE A9 D5 B0 50 DD FD 96 F3 68 00 7C 6F C0 FF 92 ED 2A 7C 76 FF 43 87 47 83
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 01 AB 03 16 00 18 00 00 00 E8 00 CB 03 1A 00 00 00 00 00 00 00 00 00
1A 00 BE 47 77 95 00 06 2F B4 33 4D 64 95 B4 11 3D 99 7F 36 C8 8D BD 8A A9 DD D8 7C BD 38 3F B2 FE E3 11 79 A8 69 D5 D9 88 59 A5
8F EB CB B5 1D D1 29 69 E0 1A 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 04 04 1D 03 78 00 78 00 58 03 40 01 72 03 1B 00 49 15 FB A8 0F 86 09 DB 41 F5 E4 4B 1A 2D 32 21 69 68 A5 EB E6 98 6F 75 55
9B 1A 12 97 54 C7 D4 32 8C 8F 62 B1 EC 99 FF CD 87 91 EF B8 40 1A E6 F1 00 1A EC 30 A0 E7 58 D4 69 56 EA E3 F8 98 7B 84 13 4E 7A
AF E7 D7 79 60 B6 65 EF AC FA 90 9F F6 A0 37 AC 5D EE 86 A4 B5 02 4D 7B AC 24 3F D2 71 A9 EB 95 80 FF 00 00 00 00 00 00 00 00 00 00
03 00 84 D2 5D 6D 70 C2 83 E7 48 8A 5B B2 D5 05 27 61 90 73 D8 92 BE 5D 95 78 E1 03 EE 62 63 8A E6 32 BF 6D 84 68 CD E5 C0 92 00
00 00 DA 21 00 00 00 00 08 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
F9 D3 13 B0 7C 37 B5 04 44 FB 5A 9B 07 80 97 A8 C6 DA 8C 58 9E 05 3F 34 6C 9F 6B 4D F6 EA 73 4B D2 A6 24 65 50 B1 AE D7 53 1F DE
00 00 00 00 00 00 00 00 00 00 00 00 00 00 01 AB 03 16 00 18 00 00 00 E8 00 CB 03 1A 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
A6 AB 63 8D 30 C2 85 EF 4D E6 42 06 A0 74 C9 CB DC 2C C6 C3 4D 17 80 8D BF 20 B3 DE E0 51 00 FC D8 C7 A6 9A 20 9D CA 0B 12 FF E4
A8 CB 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
78 00 58 03 40 01 72 03 1B 00 99 3E C2 91 48 C7 23 45 F9 52 C5 3C 58 7D AC FC F6 64 F6 3B 24 A0 D9 6A E4 1A B0 E7 4E 97 30 1C 4C
A8 EA E8 B1 67 B7 BA 0F 17 1D 68 1D 8C CB 4E 86 30 3A F0 85 17 1A 71 32 2B BD A0 74 97 8B AE B0 9A 5A E5 14 77 4E 19 56 01 38 58
65 DC 33 18 49 43 E7 A4 0A FC 49 78 00 35 DC 29 1D B8 03 09 A2 D1 66 85 00 44 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
86 6E 2F 14 E7 EB E9 C3 97 03 EE 28 98 5F 06 95 40 51 1B 28 25 0A E6 44 43 4D 80 1B 0D A2 6F 4F C0 82 00 00 00 00 00 00 00 00 00 00
08 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
7D F0 28 70 21 00 7C FD 7D F0 28 70 21 40 3C FD 75 F0 28 70 61 00 3C FC 7D F8 28 40 21 40 7C FC 7D F0 28 40 61 00 7C FC 7D F0 28
7D F0 28 40 21 40 7C FD 7D F0 28 70 21 00 7C FD 7D F8 28 70 21 00 7C FD 7D F0 28 60 21 00 7C FC 75 F0 28 70 21 00 7C 7D 7D F0 28
7D F4 28 70 21 00 3C 7D 7D F0 28 70 61 00 7C 7D 75 F0 28 70 21 00 3C FC 7D F0 28 70 61 40 7C FD 7D F0 28 60 21 40 3C FC 7D F0 28
7D F8 28 70 21 00 7C 7D 75 F8 28 60 61 00 3E FC 7D F0 28 70 21 00 7C FC 75 F0 28 70 21 00 3E FD 75 F0 28 70 61 00 7C FD 7D F8 28
7D F0 28 70 21 00 7C FC 7D F8 28 70 21 40 7C FD 7D F0 28 60 21 00 7C FD 7D F0 28 60 61 00 3C FD FD F0 28 60 21 00 7C FC 7D F8 28
7D F0 28 50 61 40 7C FC FD F8 28 60 21 00 3C 7D 7D F0 28 70 21 40 7C FD 7D F8 28 60 21 00 7C FD 7D F0 28 40 21 00 7C FD 7D F0 28
7D F0 28 60 21 00 3C FD 7D F0 2C 40 21 00 7D FD 7D F0 28 70 21 00 7C FC 7D F0 28 70 61 00 7C FC 7D F0 28 60 21 00 7C 7C 7D F0 28
7D F0 28 40 25 00 7C FD 75 F0 28 60 21 00 7C FD 7D F0 28 40 21 00 7C FD 75 F0 28 40 21 00 3E FC 7D F0 28 50 21 00 7C 7D F5 F0 28
7D F0 28 60 21 00 3E FC 7D F8 28 60 21 00 7C FC 7D F4 28 70 21 00 7C FD 7D F8 28 70 21 10 7C FD 7D F0 28 60 21 00 3C FC 7D F0 2C
7D F0 28 40 21 00 7C FD 7D F0 28 70 21 00 3C FC 75 F0 28 40 21 10 7C FD 75 F0 28 60 21 00 7C FD 7D F0 2C 70 21 00 7C FD 7D F0 28
75 F4 28 68 21 00 3C FC 7D F0 2C 50 21 00 3C FD 7D F0 0E 00 00 7D

```

That's obviously the cond packet!



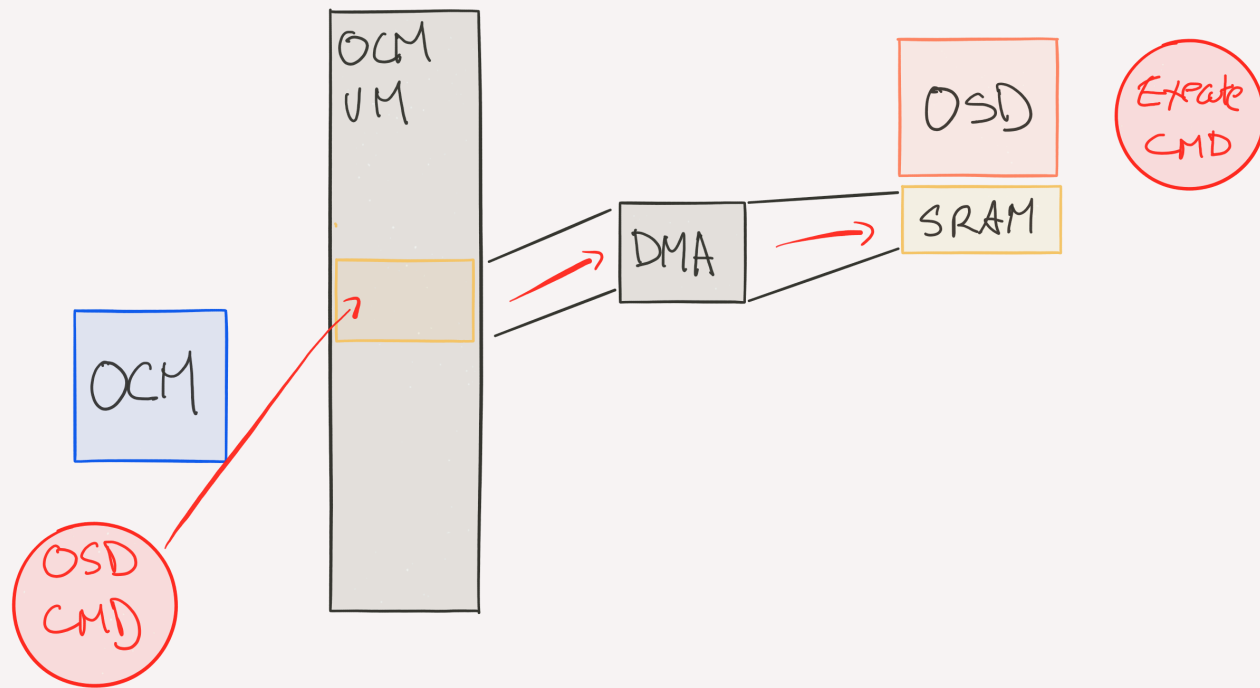
OSD COMMAND CONTROL STRUCTURE

40 bytes
in total

| | |
|-----------------------------------|----|
| Patterns and Hue ??? | 38 |
| Transparency & bit per pixel mode | 37 |
| Y Coordinate | 36 |
| Y Size | 34 |
| Pointer in SDRAM | 32 |
| Data Expansion | 30 |
| X Size | 28 |
| X Coordinate | 26 |
| Color | 24 |
| \x00...\x00 | 0 |



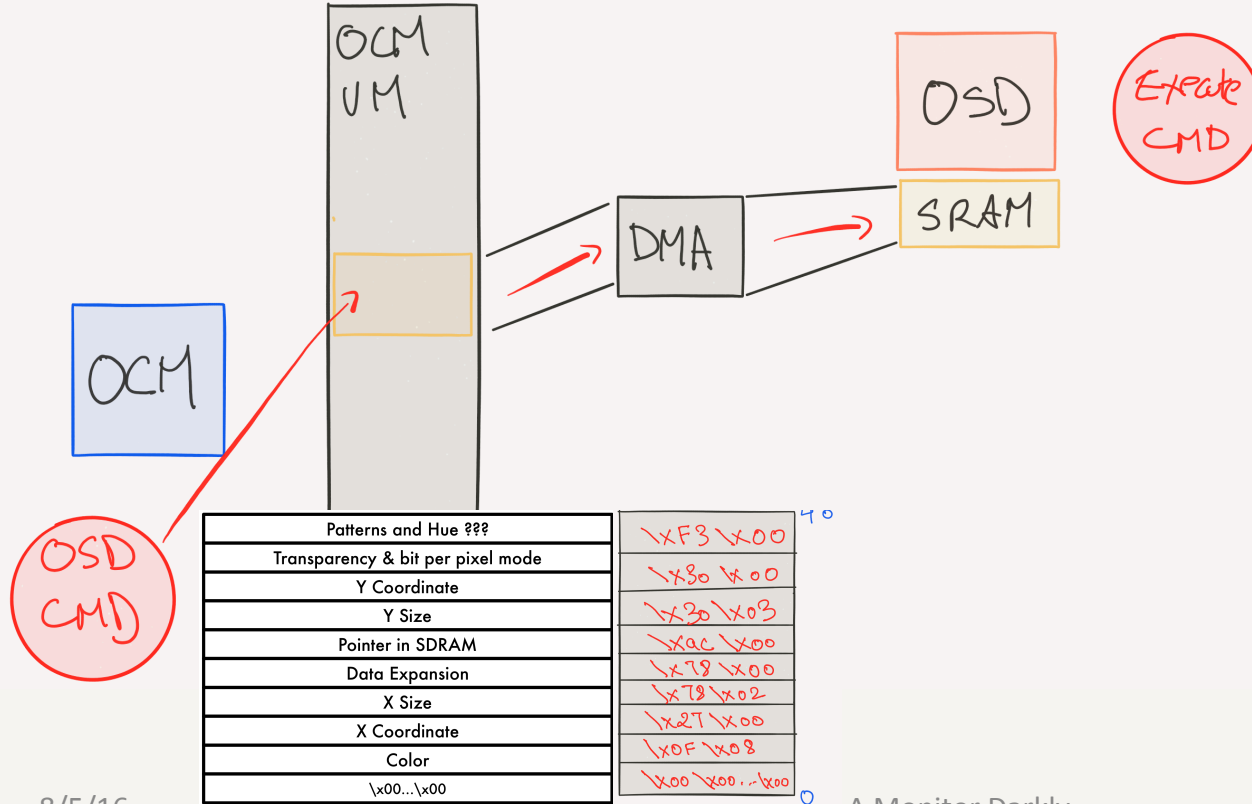
① ② Transfer & Display Image



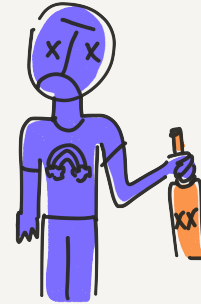
Answered Question 1 & 2



1 2 Transfer & Display Image



Answered Question 1 & 2



```

segF000:7A12 sdram_read_variable_offset proc far      ; CODE XREF: segF000:00E11j
segF000:7A12                                     ; sdram_read_0_rd_offset+1B1p
segF000:7A12
segF000:7A12 arg_0          = word ptr 6
segF000:7A12 arg_2          = word ptr 8
segF000:7A12 arg_4          = word ptr 0Ah
segF000:7A12 arg_6          = word ptr 0Ch
segF000:7A12 arg_8          = word ptr 0Eh
segF000:7A12 arg_A          = word ptr 10h
segF000:7A12 arg_C          = word ptr 12h
segF000:7A12 arg_E          = word ptr 14h
segF000:7A12
segF000:7A12 push bp
segF000:7A12 mov bp, sp
segF000:7A13 push si
segF000:7A15 push di
segF000:7A16 push ds
segF000:7A17 mov ax, 0
segF000:7A18 mov ds, ax
segF000:7A1D mov si, [bp+arg_C] ; 415e
segF000:7A20 cmp [bp+arg_4], 0
segF000:7A24 jz short loc_7A39
segF000:7A26 cmp [bp+arg_6], 0
segF000:7A2A jz short loc_7A39
segF000:7A2C cmp [bp+arg_8], 0
segF000:7A30 jz short loc_7A39
segF000:7A32 test [bp+arg_6], 1
segF000:7A37 jz short loc_7A3F
segF000:7A39 loc_7A39:                                     ; CODE XREF: sdram_read_variable_offset+
segF000:7A39                                     ; sdram_read_variable_offset+181j ...
segF000:7A39 mov ax, 4
segF000:7A3C jmp loc_7B2D
segF000:7A3F ; -----
segF000:7A3F loc_7A3F:                                     ; CODE XREF: sdram_read_variable_offset+
segF000:7A3F mov ax, [bp+arg_6]
segF000:7A42 shr ax, 1
segF000:7A44 imul [bp+arg_8]
segF000:7A47 mov di, ax ; 0x20
segF000:7A49 push cs
segF000:7A4A call near ptr sub_7627
segF000:7A4D push [bp+arg_A]
segF000:7A50 push [bp+arg_8]
segF000:7A53 push [bp+arg_6]
segF000:7A56 push [bp+arg_4]
segF000:7A59 push [bp+arg_2]
segF000:7A5C push [bp+arg_0]
segF000:7A5F call dword ptr ds:loc_22E+2 ; 76c1
segF000:7A63 add sp, 0Ch
segF000:7A66 or byte ptr ds:loc_D3E1+1, 1 ; start sdram read
segF000:7A6B mov es, [bp+arg_E] ; 415e
segF000:7A6E jmp short loc_7AB3

```

Transfers the image



```

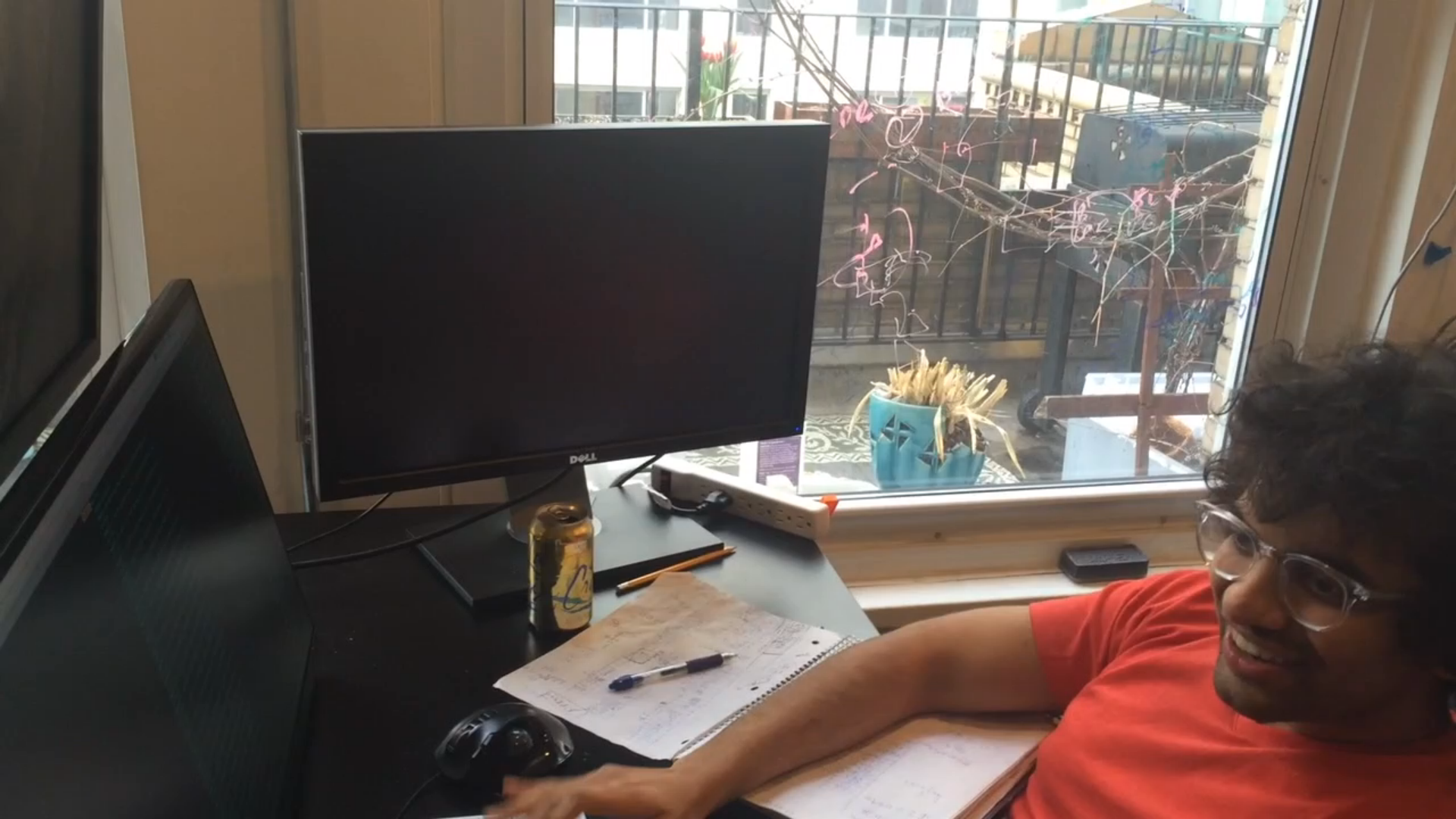
segF000:77F0 sdram_write_variable_offset proc far ; CODE XREF: segF000:loc_DE1j
segF000:77F0
segF000:77F0 arg_0 = word ptr 6
segF000:77F0 arg_2 = word ptr 8
segF000:77F0 arg_4 = word ptr 0Ah
segF000:77F0 arg_6 = word ptr 0Ch
segF000:77F0 arg_8 = word ptr 0Eh
segF000:77F0 arg_A = word ptr 10h
segF000:77F0 arg_C = word ptr 12h
segF000:77F0 arg_E = word ptr 14h
segF000:77F0 arg_10 = word ptr 16h
segF000:77F0 arg_12 = word ptr 18h
segF000:77F0 arg_14 = byte ptr 1Ah
segF000:77F0 arg_16 = word ptr 1Ch
segF000:77F0
segF000:77F0 push bp
segF000:77F1 mov bp, sp
segF000:77F3 push si
segF000:77F4 push di
segF000:77F5 push ds
segF000:77F6 mov ax, 0
segF000:77F9 ds, ax
segF000:77FB mov si, [bp+arg_C] ; buffer
segF000:77FE cmp [bp+arg_4], 0
segF000:7802 jz short loc_783A
segF000:7804 cmp [bp+arg_6], 0
segF000:7808 jz short loc_783A
segF000:780A cmp [bp+arg_8], 0
segF000:780E jz short loc_783A
segF000:7810 cmp [bp+arg_16], 0
segF000:7814 jz short loc_783A
segF000:7816 mov ax, [bp+arg_10]
segF000:7819 or ax, [bp+arg_12]
segF000:781C jz short loc_7840
segF000:781E mov al, [bp+arg_14]
segF000:7821 chw
segF000:7822 and ax, 78h
segF000:7825 cmp ax, 60h ; ...
segF000:7828 jl short loc_7840
segF000:782A push [bp+arg_12]
segF000:782D push [bp+arg_10]
segF000:7830 call sub_775B ; checking bounds with 0x7FFF
segF000:7833 add sp, 4
segF000:7836 or ax, ax
segF000:7838 jnz short loc_7840
segF000:783A
segF000:783A loc_783A: ; CODE XREF: sdram_write_variable_offset+121j
segF000:783A ; sdram_write_variable_offset+181j ...
segF000:783A mov ax, 4
segF000:783D jmp loc_79DD
; -----
segF000:7840
segF000:7840 loc_7840: ; CODE XREF: sdram_write_variable_offset+2C1j
segF000:7840 ; sdram_write_variable_offset+381j ...
segF000:7840 push cs
segF000:7841 call near ptr sub_75E2
segF000:7844 push [bp+arg_A]
segF000:7847 push [bp+arg_8]
segF000:784A push [bp+arg_6]
segF000:784D push [bp+arg_4]
segF000:7850 push [bp+arg_2]
segF000:7853 push [bp+arg_0]
segF000:7856 call dword ptr ds:loc_22B+1 ; 7686
segF000:785A add sp, 0Ch
segF000:785D mov ax, [bp+arg_10]
segF000:7860 or ax, [bp+arg_12]
segF000:7863 jnz short loc_78DC
segF000:7865 mov ax, [bp+arg_16]
segF000:7868 mul [bp+arg_8]

```

Transfers the image



A Monitor Darkly



③

... what is a color





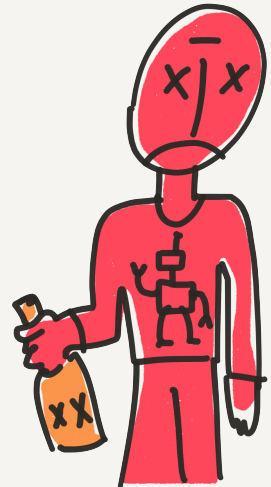
Box with

Color 0

Color 1

Color 2

Color 3

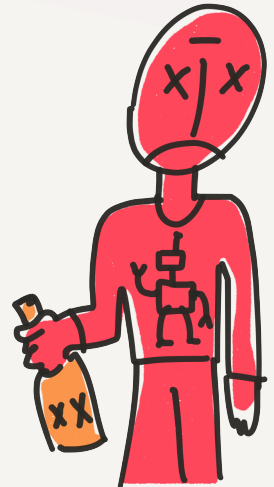


Science Time!

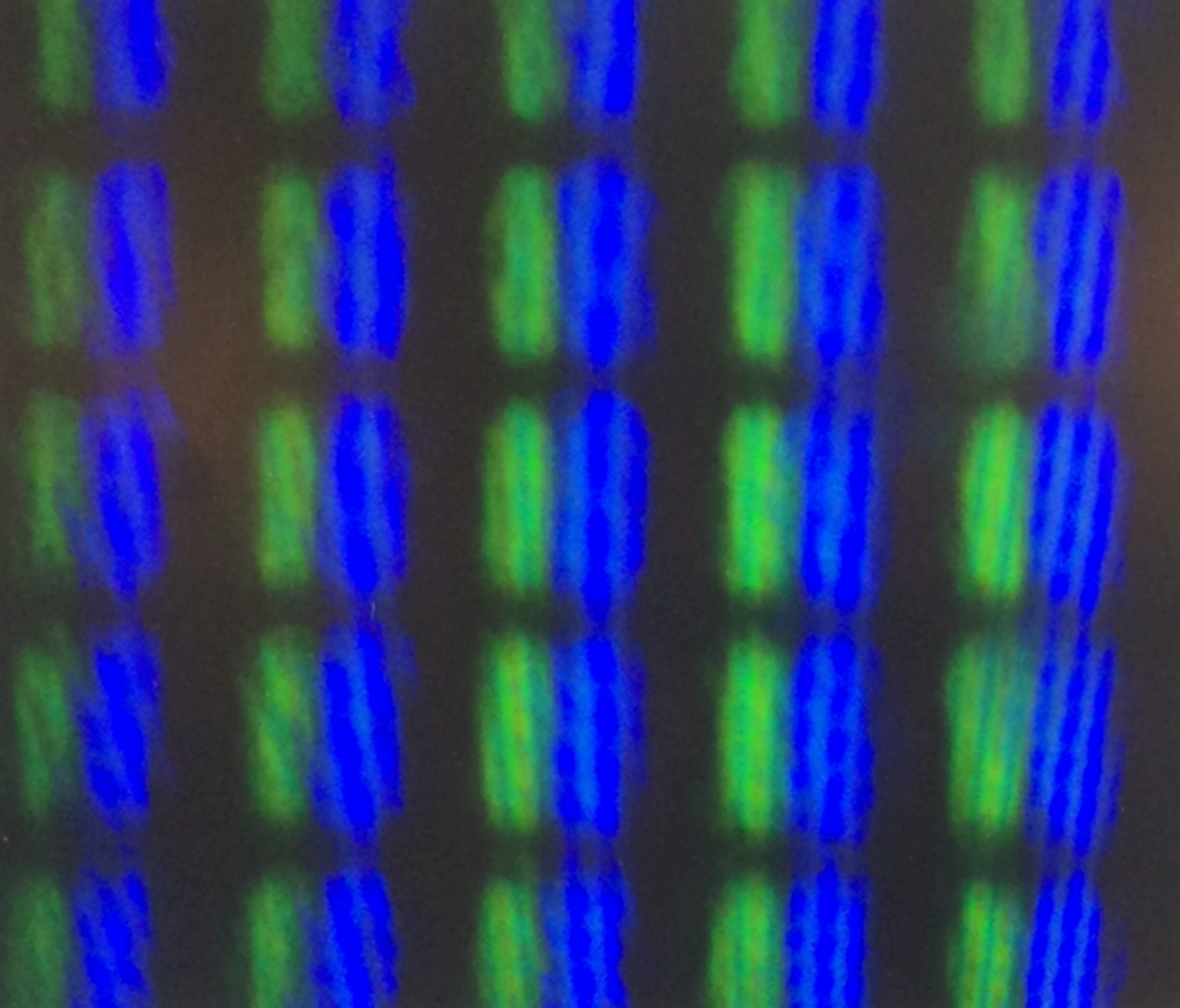




Science Time!



Monitor Darkly



X133 x133 x133 x133 X133 x133 x133
x133 x133 x133 x133 x133 x133 x133
X133 x133 x133 x133 X133 x133 x133
x133 x133 x133 x133 x133 x133 x133
X133 x133 x133 x133 X133 x133 x133
x133 x133 x133 x133 x133 x133 x133
X133 x133 x133 x133 X133 x133 x133
x133 x133 x133 x133 x133 x133 x133





$x \setminus 33 \times \setminus 00 \times \setminus 33 \times \setminus 00$





$$x133 \times 100 \times 133 \times 100$$

How Many Bits Per Pixel?



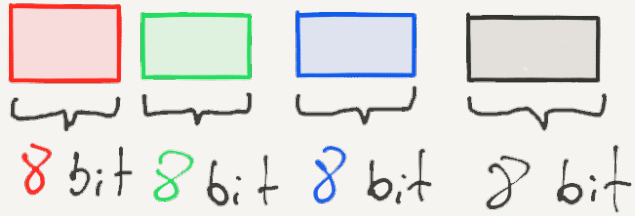
4 bits per pixel?!



4 bits per pixel?!

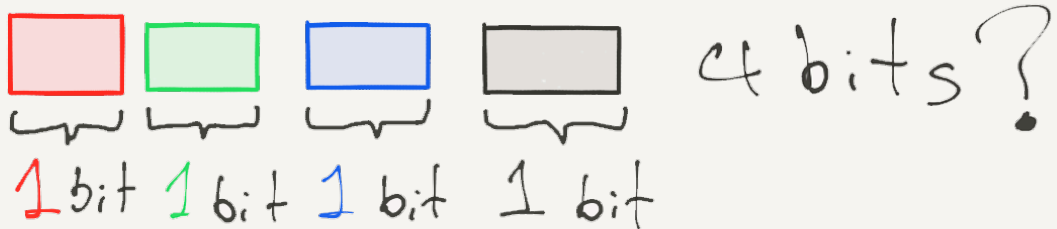
How do you encode a
COLOR with 4 bits?





32 bits





C olor

L ook

U p

T able!










C color

L ook

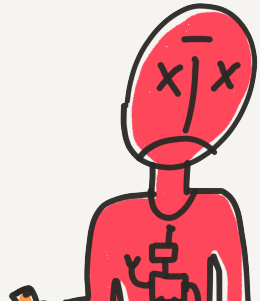
U p

T able!

| Index | Color (32-bit) |
|-------|--|
| 0 |  |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |
| 6 |  |
| ... | |



Where is the CLVT?



Dump



Domp



Drink



Drink



Dump Dump

Drink

Drink



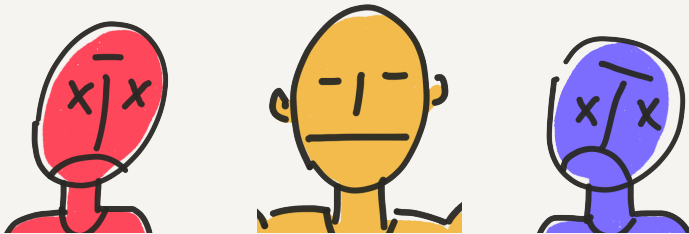
Drink Drink

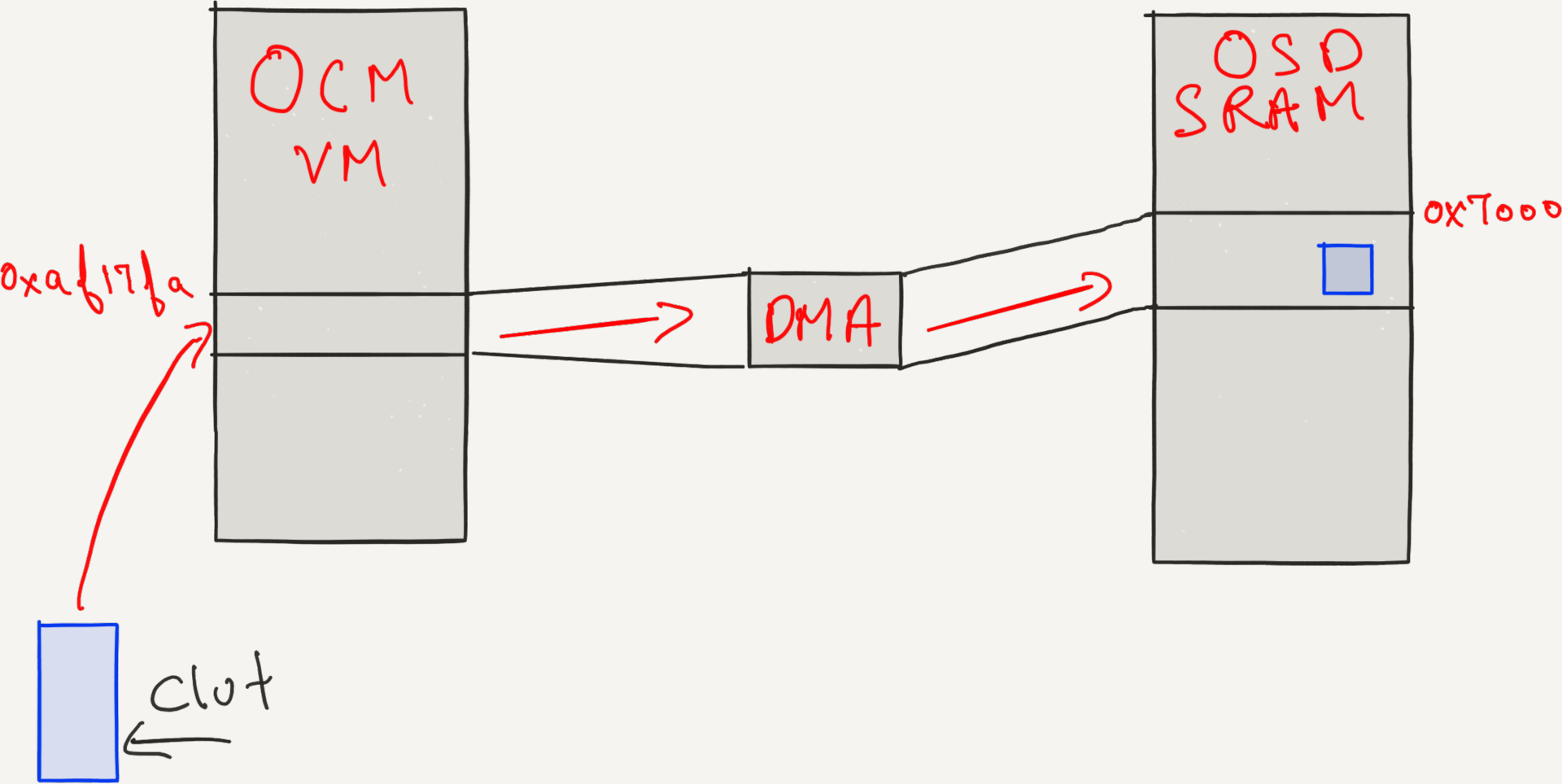


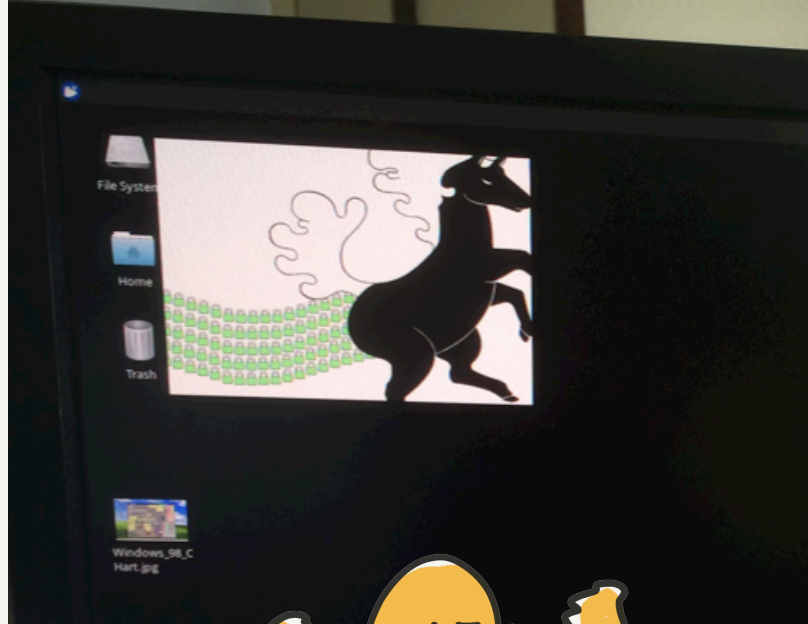
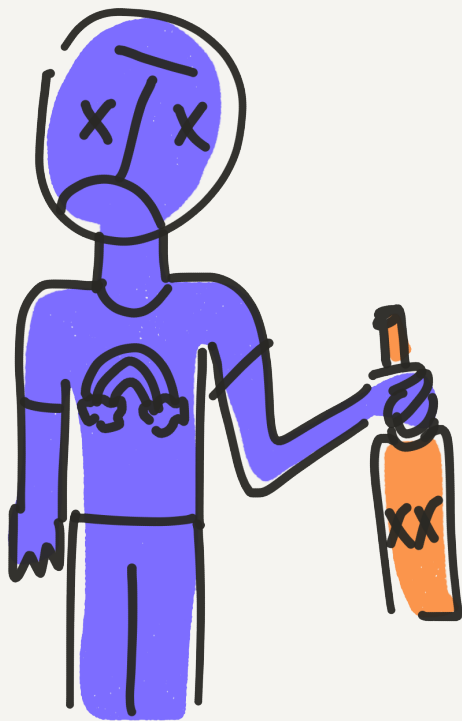


like 2 days later...

oh look at that!







not working
↓



We need more
Colors!

#!#? huh?



4.16 OSD

The gm1601 has a fully programmable, true color bitmapped OSD controller capable of displaying up to 12 “tiles” or bitmap windows on the display. The individual tiles are programmable for location, size, and bits per pixel, and have a precedence determining which tiles appear when overlapping occurs on the display. Tile data is stored in the external framestore memory by the system controller in either: 1, 2, 4, or 8 bit per pixel format. On-chip table registers point to the start of tiles in external memory. Two programmable on-chip 256 x 24-bit color lookup tables are provided to map the OSD pixels onto a true 24 bit color space using the first table for one mapping, and the second table for an alternate mapping.



VMware Fusion File Edit View Virtual Machine Window Help

Google Chrome

STDP8028-AB_Regis x

www.doc88.com/p-2973089571270.html

3.25 OCM BREAKPOINTS AND CODE-PATCH

These are 4 sets of registers for use in debug and patching of OCM mask-rom code. The OCM address for any memory access (code read, or data r/w) is compared, with a selectable mask of the low bits, to a "breakpoint" address. When the OCM address matches, either an BP_IRQ may be generated or the OCM address will be substituted with a new address to "redirect" the OCM to a different part of the RAM or ROM (and patch over code bugs, or change ROM data tables). The BP_IRQ is available as an interrupt source to OCM_IRQ0 of the on chip microprocessor.

Breakpoint vectoring is only possible for remapping an IROM to an ISRAM address.

| 0xD7C0 | BP0_CTRL | RW |
|-------------------------------|----------|--|
| POD: 0x0000 | | |
| Firmware Breakpoint 0 Control | | |
| BIT | BIT NAME | FUNCTION |
| 2:0 | BP0_MASK | Selects the number of LSBs of OCM address to mask for the Breakpoint compare, and also the LSBs of the OCM address to keep when using the address substitution. Defines a range of addresses of 2n for "redirecting" the OCM. (n = 0 to 5) |
| 4:3 | BP0_EN | Defines the operation of this Break-Point register set when the OCM address matches the Break-Point address:
00 = Disabled
01 = Substitute OCM address (over BP range) with the SUB_ADDR (and OCM LSBs)
10 = Set status and maskable IRQ on OCM writes to breakpoint address(es)
11 = Set status and maskable IRQ on OCM reads from breakpoint address(es) |
| 15:5 | Reserved | Reserved |

| 0xD7C2 | BP0_OCM_ADDR_hi | RW |
|-------------------------------|-----------------|--|
| POD: 0x0000 | | |
| Firmware Breakpoint 0 Address | | |
| BIT | BIT NAME | FUNCTION |
| 7:0 | BP0_OCM_ADDR | 23:16 bits of 20 bit breakpoint starting address range |
| 15:8 | Reserved | |

BP

FTW!



Interns! BP everything!



Dumped stack
heap

load clut, etc

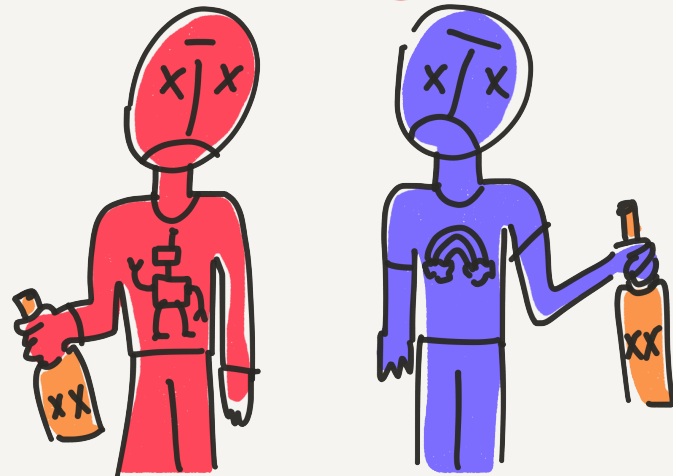
API exposed in PoC (on github)

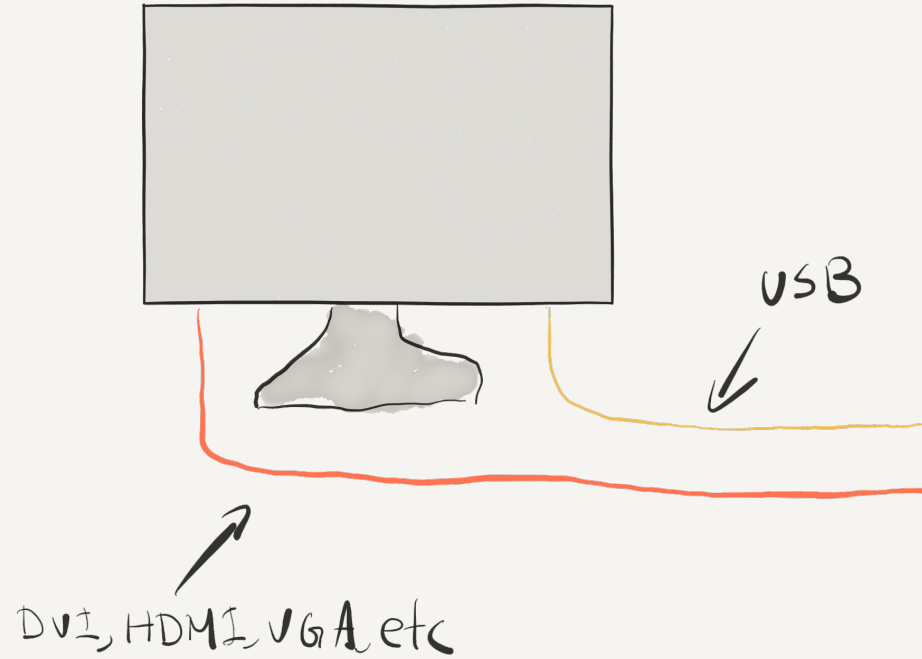


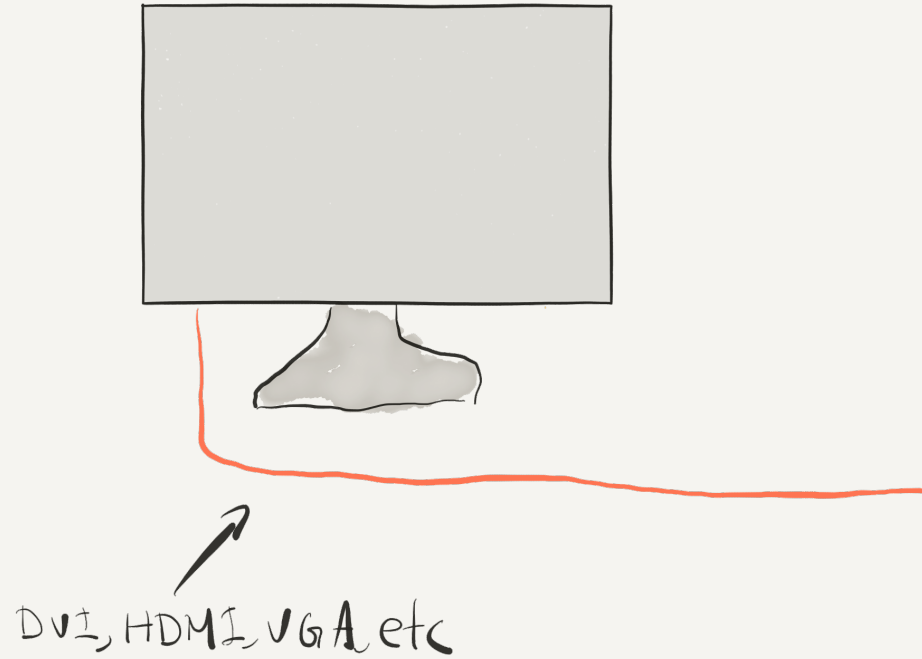
```
00A7FA14
00A7FA14
00A7FA14 ; Attributes: bp-based frame
00A7FA14
00A7FA14 grab_pixel proc far
00A7FA14
00A7FA14 arg_0= word ptr 6
00A7FA14 arg_2= word ptr 8
00A7FA14 arg_4= word ptr 0Ah
00A7FA14
00A7FA14 push    bp
00A7FA15 mov     bp, sp
00A7FA17 push    si
00A7FA18 mov     si, [bp+arg_4] ; memory address
00A7FA1B or     byte ptr ds:0D6D8h, 1
00A7FA20 mov     ax, [bp+arg_0]
00A7FA23 mov     ds:0D6DAh, ax
00A7FA26 mov     ax, [bp+arg_2]
00A7FA29 mov     ds:0D6DCh, ax
00A7FA2C push    2
00A7FA2E call   far ptr 0A51Ah:0F1h
00A7FA33 pop     cx
00A7FA34 mov     ax, ds:0D6DEh
00A7FA37 mov     [si], ax
00A7FA39 mov     ax, ds:0D6E0h
00A7FA3C mov     [si+2], ax
00A7FA3F mov     ax, ds:0D6E2h
00A7FA42 mov     [si+4], ax
00A7FA45 pop     si
00A7FA46 pop     bp
00A7FA47 retf
00A7FA47 grab_pixel endp
00A7FA47
```

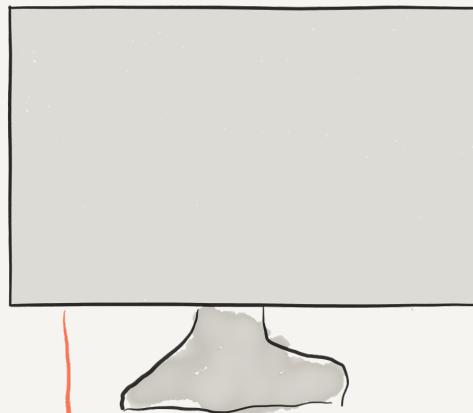
We find treasure!

no way!





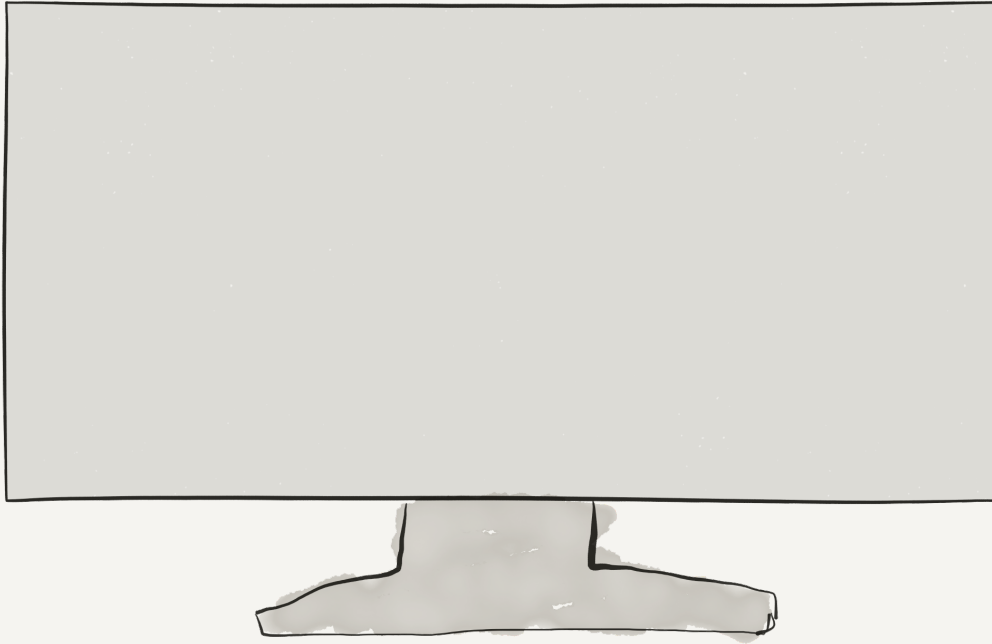




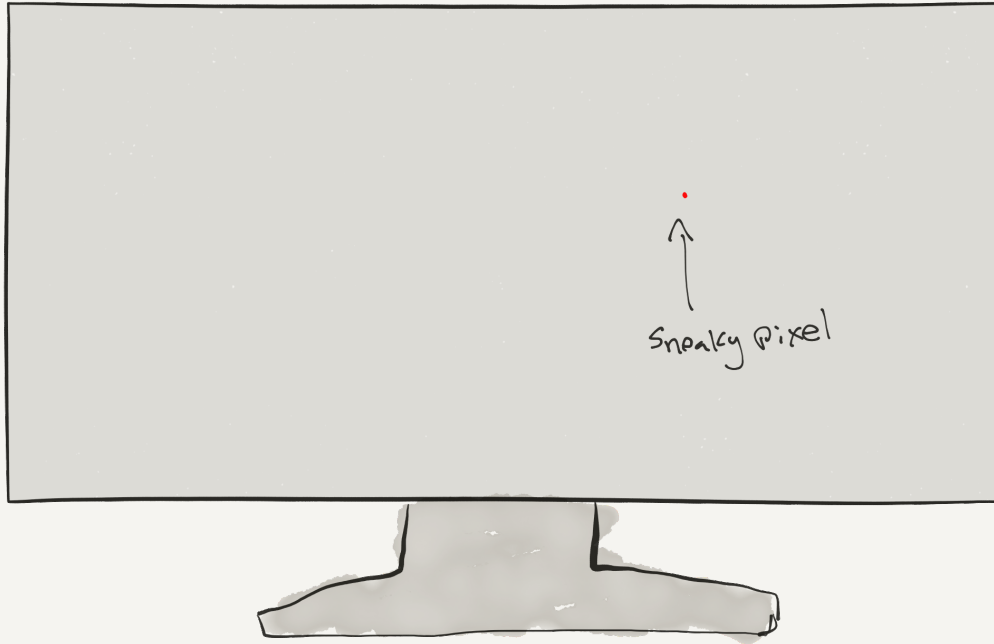
DVI, HDMI, VGA etc

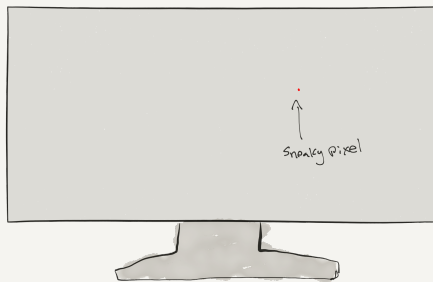
code already on github!!

Monitor Implant!



Monitor Implant!



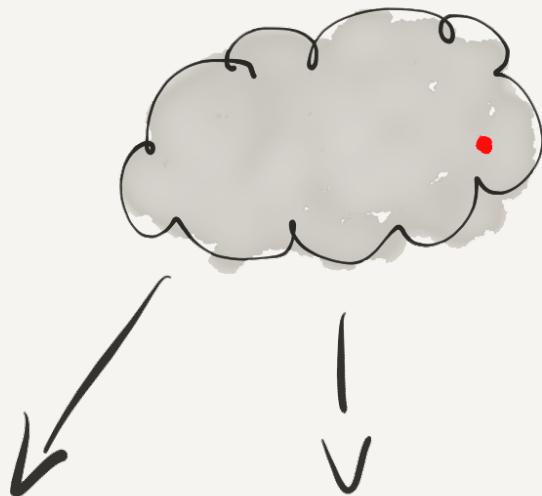


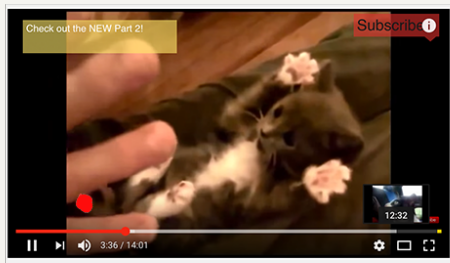
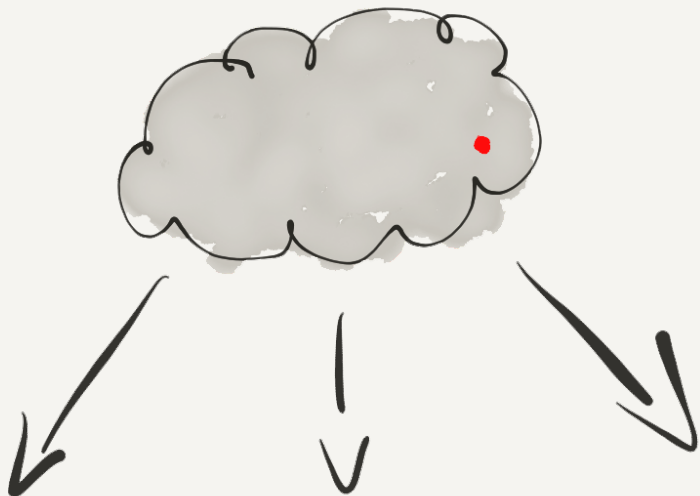
Cmd_type Data Data Data

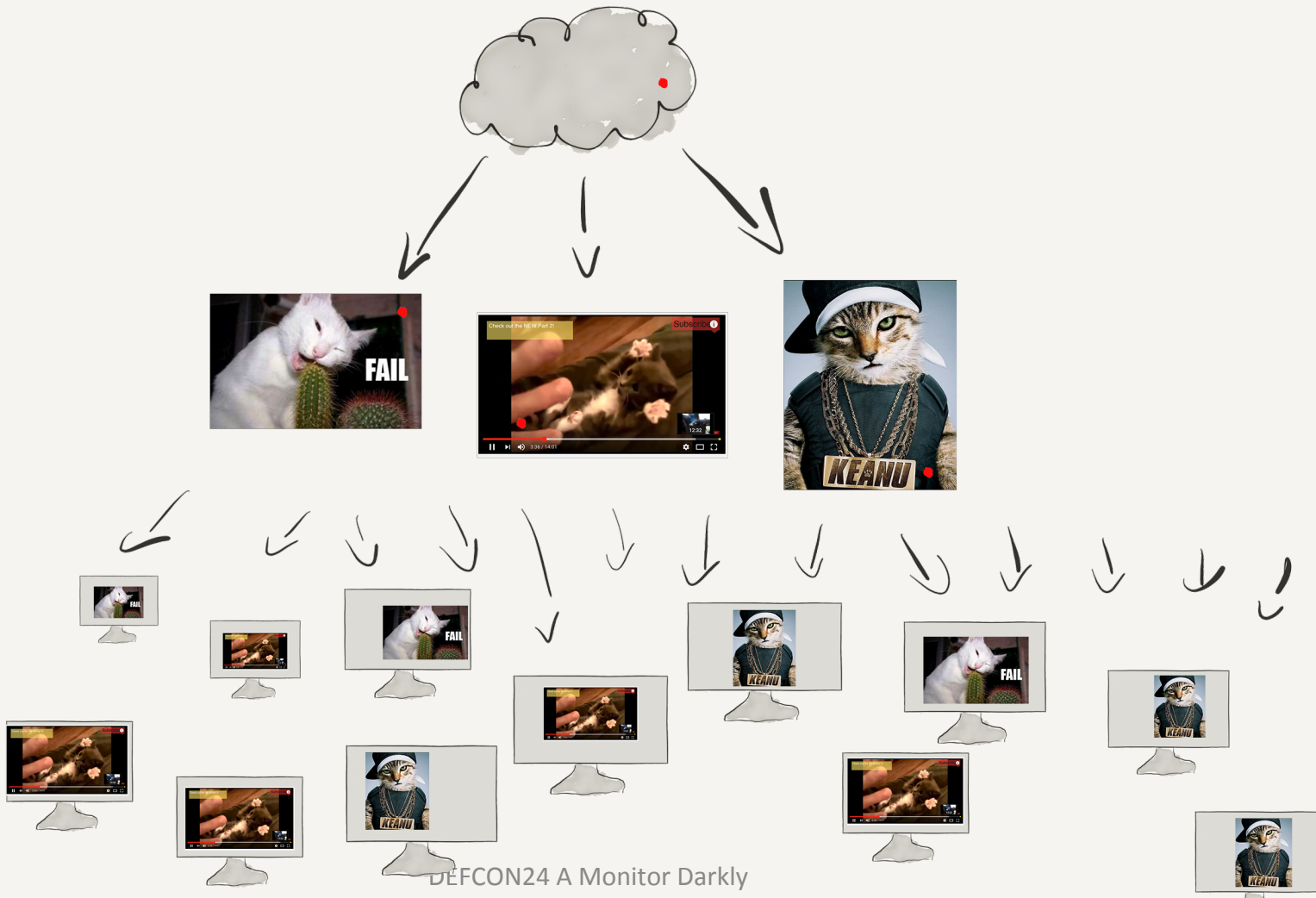
8 bits 8 bits 8 bits



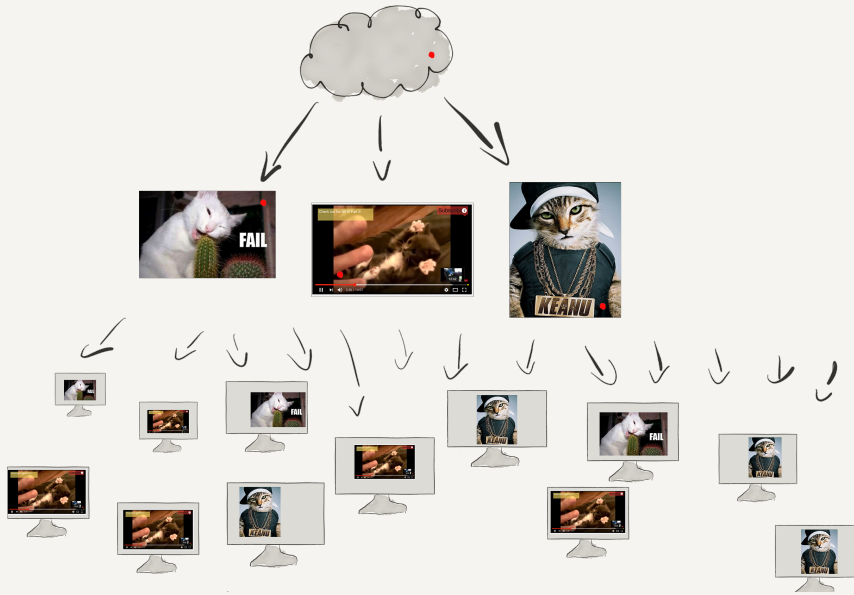






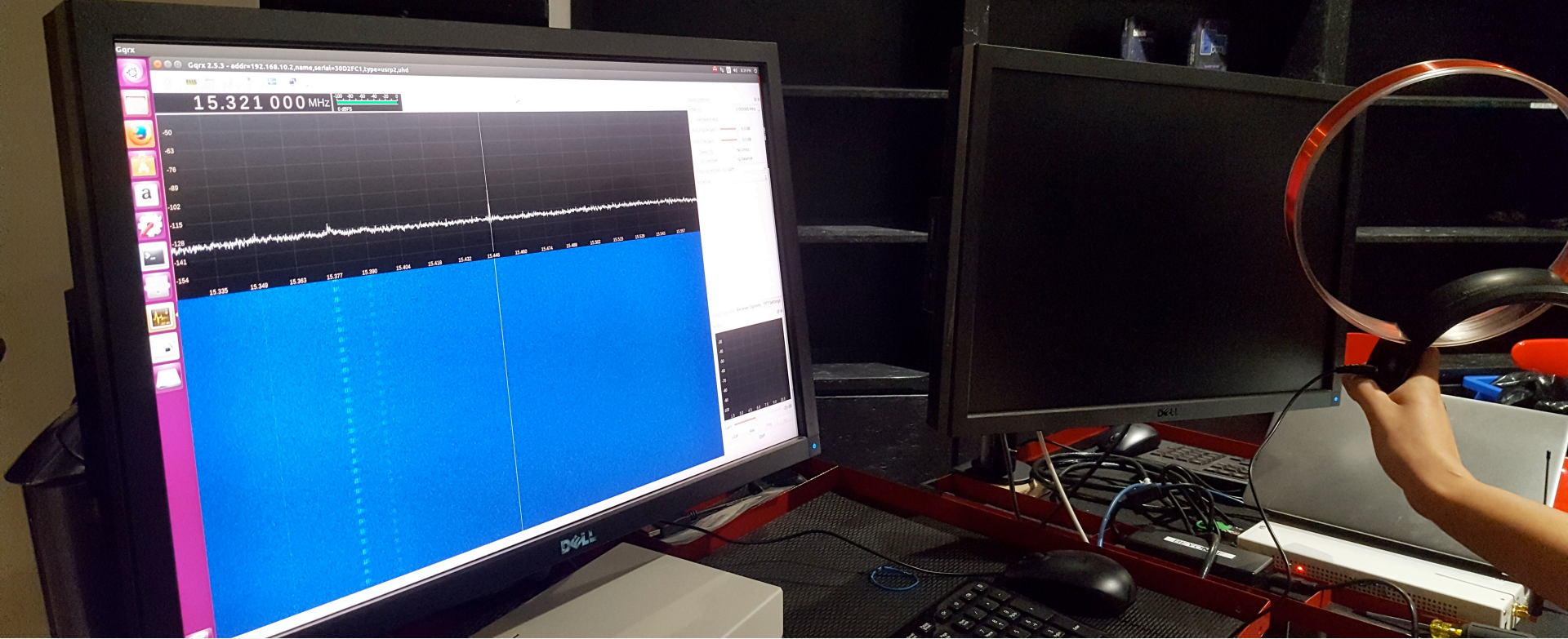


Cat-Based World Domination plan #7

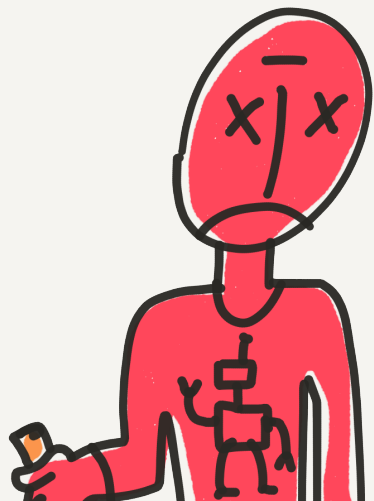


In the end

- ① change any Pixel? ✓
- ② see every Pixel? ✓
- ③ Funtena? ✓



Live Demos!



8/5/16

DEFC or Darkly

Implications

Implications

How **Big** is the Problem?

Implications

How **Big** is the Problem?



Samsung SE310

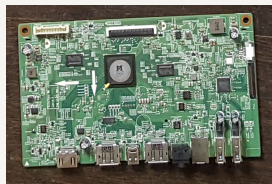
Dell 2417U

Acer G246HL

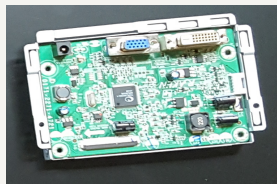
HP 23xw

Implications

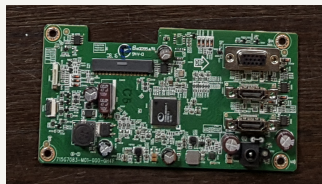
How **Big** is the Problem?



SE1279RL-MST



MST9122H1



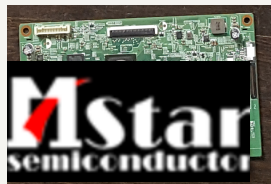
TSUML58YHC2-1



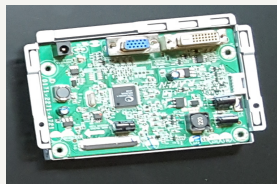
TSUMOL88CDC5-1

Implications

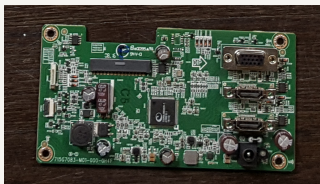
How **Big** is the Problem?



SE1279RL-MST



MST9122H1



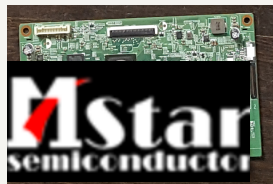
TSUML58YHC2-1



TSUMOL88CDC5-1

Implications

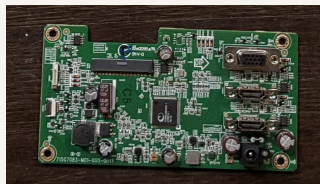
How **Big** is the Problem?



SE1279RL-MST



MST9122H1



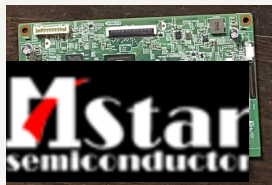
TSUML58YHC2-1



TSUMOL88CDC5-1

Implications

How **Big** is the Problem?



SE1279RL-MST



MST9122H1



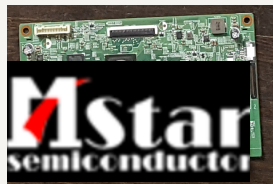
TSUML58YHC2-1



TSUMOL88CDC5-1

Implications

How **Big** is the Problem?



SE1279RL-MST



MST9122H1



TSUML58YHC2-1



TSUMOL88CDC5-1

Implications

How **Big** is the Problem?

Flashing a BenQ Z-series for free(dom)

2014-04-28, 00:18 [Tech and Hacks](#)

DISCLAIMER: If you attempt to reflash your screen's firmware that you end up with a very expensive brick. As always, I ca

[http://boeglin.org/blog/index.php?entry=Flashing-a-BenQ-Z-series-for-free\(dom\)](http://boeglin.org/blog/index.php?entry=Flashing-a-BenQ-Z-series-for-free(dom))

Alexandre Boeglin

Implications

How **Big** is the Problem?

How **Practical** is this attack vector?

Implications

How **Big** is the Problem?

How **Practical** is this attack vector?

How **Realistic** is the fix?

[HTTPS://GITHUB.COM/REDBALLOONSHENANIGANS/MONITORDARKLY](https://github.com/REDBALLOONSHENANIGANS/MONITORDARKLY)

please Contribute!

Let's try to ~~fix~~
the Problem

Conclusion

Work with Cool Kids

Build Embedded Security Tech

Protect All The Things

Jobs @ redballoonsecurity.com

Big Thanks!

Artist
↓



Bob Lumsden

Amazing Interns!
↓



Connor Abbot



Brian Hong



DELL DOES
NOT YET HAVE
A SECURITY FIX
AGAINST
SHAK ATTACK



Participants Troubleshooting LCD Monitor

MANY MONITORS
WERE HARMED
IN THE MAKING
OF THIS
PRESENTATION



CHRIS LIVES
HAPPILY WITH
HIS
SEMI-
UNMODIFIED
34" MONITOR