

Crear un Ducky Script en Bash Bunny

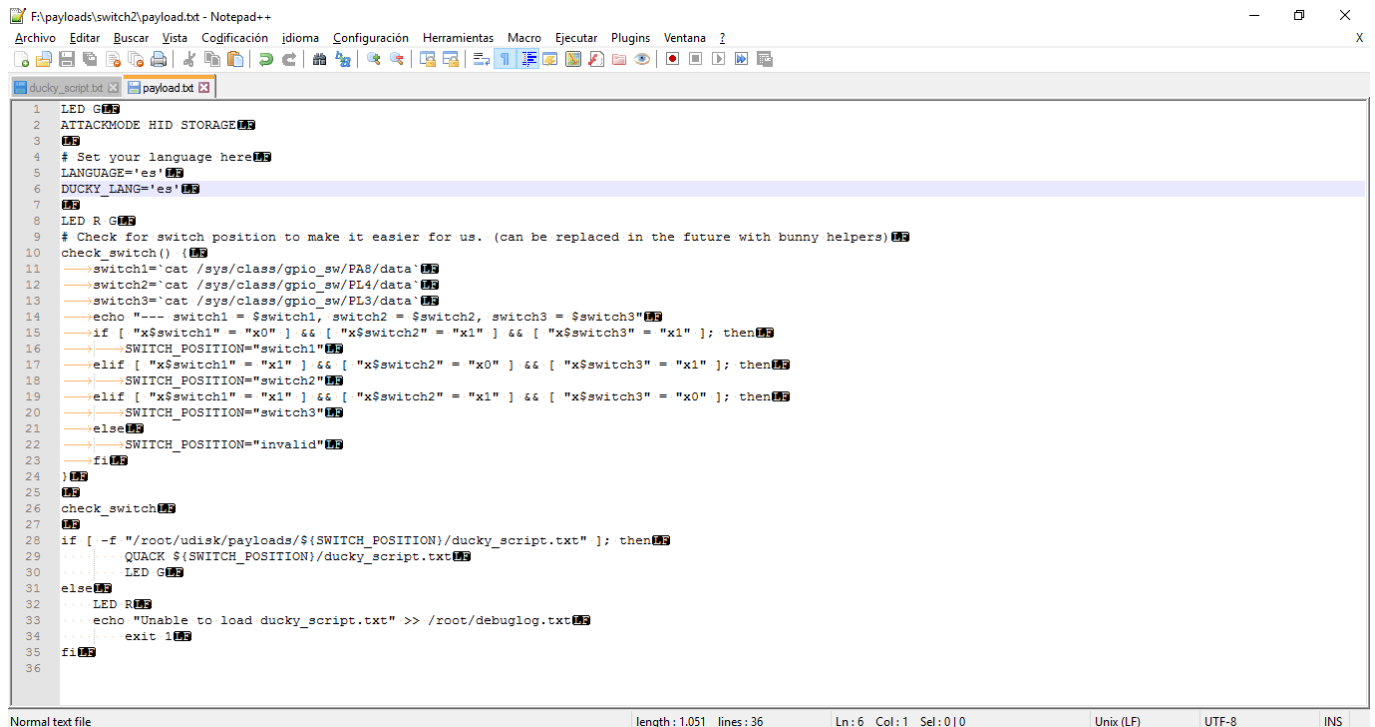
Crear y guardar el fichero ducky_script.txt dentro de la carpeta switch1 o switch2, además hay que incorporar el fichero payload.txt

El contenido del fichero ducky_script.txt consiste en abrir Notepad y escribir el texto «Hola»

[crayon-6a9d4ef39faf5558291986/]

El contenido del fichero payload.txt

[crayon-6a9d4ef39fafc561351916/]



```
1 LED G
2 ATTACKMODE HID STORAGE
3
4 # Set your language here
5 LANGUAGE='es'
6 DUCKY_LANG='es'
7
8 LED R
9
10 # Check for switch position to make it easier for us. (can be replaced in the future with bunny helpers)
11 check_switch() {
12     switch1=`cat /sys/class/gpio_sw/PA8/data`
13     switch2=`cat /sys/class/gpio_sw/PL4/data`
14     switch3=`cat /sys/class/gpio_sw/PL3/data`
15     echo "---- switch1 = $switch1, switch2 = $switch2, switch3 = $switch3"
16     if [ "$switch1" = "x0" ] && [ "$switch2" = "x1" ] && [ "$switch3" = "x1" ]; then
17         SWITCH_POSITION="switch1"
18     elif [ "$switch1" = "x1" ] && [ "$switch2" = "x0" ] && [ "$switch3" = "x1" ]; then
19         SWITCH_POSITION="switch2"
20     elif [ "$switch1" = "x1" ] && [ "$switch2" = "x1" ] && [ "$switch3" = "x0" ]; then
21         SWITCH_POSITION="switch3"
22     else
23         SWITCH_POSITION="invalid"
24     fi
25 }
26
27 check_switch
28
29 if [ -f "/root/udisk/payloads/${SWITCH_POSITION}/ducky_script.txt" ]; then
30     QUACK ${SWITCH_POSITION}/ducky_script.txt
31     LED G
32 else
33     LED R
34     echo "Unable to load ducky_script.txt" >> /root/debuglog.txt
35     exit 1
36 fi
```

Normal text file length: 1,051 lines: 36 Ln: 6 Col: 1 Sel: 0|0 Unix (LF) UTF-8 INS

