

ABYSSSEC RESEARCH

1) Advisory information

Title : Movie Maker Remote Code Execution (MS10-016)

Version : moviemk.exe 2.1 (XP SP3)
Analysis : http://www.abysssec.com
Vendor : http://www.microsoft.com

Impact : Ciritical

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Twitter : @abysssec CVE : CVE-2010-0265

2) Vulnerable version

Windows XP SP2,SP3

Windows Movie Maker 2.1

Windows Vista SP1,SP2 and x64 versions

Windows Movie Maker 2.6 Windows Movie Maker 6.0 Windows Movie Maker 6.1

3) Vulnerability information

Class

1- Heap overflow

Impact

Successfully exploiting this issue allows remote attackers to cause denial-ofservice conditions or execute arbitrary code.

Remotely Exploitable

Yes

Locally Exploitable

Yes

4) Vulnerabilities detail

The vulnerable part starts at IsValidWMToolsStream function. In this function new is used to times for allocating space. In both cases, values of Size needed for allocating memory is read from .mswmm file.

In first case after calling 'new' function, ExtractData function of CDocManager is read to fill the content of allocated space. Content of this space is read from .mswmm file.

ExtractData function of CdocMnager class takes three arguments. First argument specifies a string that is to be called. Second argument is a pointer to a space that known string from the first arguments is copied to it. And third argument specifies length of data that should be read.

```
.text:011814C4
                      push [ebp+bstrString]; unsigned int
.text:011814C7
                      call ??2@YAPAXI@Z ; operator new(uint)
.text:011814CC
                            ebx, eax
                      mov
.text:011814CE
                      pop
                            ecx
.text:011814CF
                            [ebp+psz], ebx
                      mov
.text:011814D2
                            [ebp+var 3C], ebx
                      mov
                      mov byte ptr [ebp+var_4], 1
.text:011814D5
.text:011814D9
                      push [ebp+bstrString]
.text:011814DC
                            ecx, esi
                      mov
.text:011814DE
                      push ebx
.text:011814DF
                      push [ebp+var_30]
                      call ?ExtractData@CDocManager@@QAEJPBGPAXJ@Z;
.text:011814E2
CDocManager::ExtractData(ushort const *,void *,long)
.text:011814E7
                      mov
                           edi, eax
.text:011814E9
                      test edi, edi
.text:011814EB
                           short loc_1181503
                      jge
```

Then in next steps 'new' function is used for the second time for allocating new space which then ExtractData function is called for copying "WmtoolsValid" value to the allocated space.

```
.text:01181540
                      push [ebp+bstrString]; unsigned int
.text:01181543
                      call ??2@YAPAXI@Z ; operator new(uint)
.text:01181548
                      pop
.text:01181549
                      mov [ebp+var_14], eax; ebp-14h = pBuffer
.text:0118154C
                            [ebp+var 40], eax
                      mov
.text:0118154F
                            byte ptr [ebp+var_4], 2
                      mov
.text:01181553
                      push [ebp+bstrString]
.text:01181556
                      mov
                            ecx, esi
.text:01181558
                      push ebx
.text:01181559
                      push edi
.text:0118155A
                      call ?ExtractData@CDocManager@@QAEJPBGPAXJ@Z; ExtractData(ushort const
*,void *,long)
.text:0118155F
                      mov
                            esi, eax
.text:01181561
                      test esi, esi
.text:01181563
                           short loc_118158A
                      jge
```

If look at the above code carefully, you will notice second parameter of ExtractData function, is the pointer to the space that allocated by first call to 'new' function and here is the vulnerable point. Because the allocated space to

the second call is not used and instead the same space which is allocated by first call is used. As there is no bound checking on length of data that should be read from the file (third argument of ExtractData function), it is possible to copy longer data than size of the allocated space of first 'new' call by manipulating this value in file which cause an overflow.

This vulnerability can show itself in the first call after CDocManager::CSmartStream::Read function within the ExtractData function.

```
.text:01180C07
                            esi, [ebp+arg_8]
                     mov
.text:01180C0A
                      mov
                            ecx, [eax]
.text:01180C0C
                      push edi
.text:01180C0D
                          edx, [ebp+var_14]
                      lea
.text:01180C10
                     push edx
.text:01180C11
                     push esi
.text:01180C12
                     push [ebp+arg_4]
.text:01180C15
                     push eax
                        call dword ptr [ecx+0Ch]
                                                       ; CDocManager::CSmartStream::Read
.text:01180C16
.text:01180C19
                     mov
                           edi, eax
.text:01180C1B
                     test edi, edi
.text:01180C1D
                          short loc 1180C34
                     jge
                          [ebp+var_4], OFFFFFFFh
.text:01180C1F
                     or
.text:01180C23
                     mov eax, [ebp+var_10]
.text:01180C26
                     test eax, eax
                          short loc_1180C30
.text:01180C28
.text:01180C2A
                      mov
                           ecx, [eax]
.text:01180C2C
                      push eax
.text:01180C2D
                        call dword ptr [ecx+8] ; Crash Point
```

Exploit:

Note: Our vulnerability is a Heap Overflow class and Movie Maker 2.1 software doesn't have DEP protection. As we mentioned earlier, this vulnerability can show his face in the first call (call [ecx+8]) after CDocManager::CSmartStream::Read function within ExtractData function. because this call instruction, calls one of the inputs of vtable and because our overflowed data can overwrite values of this vtable, so the program crashes.

By these backgrounds in mind, the only thing to execute shellcode is to manipulate values of vtable properly to execute our arbitrary address by calling [ecx+8].