



Deconstructing Kony Android Applications

Kony Apps Past, Present, and Future





Agenda

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- Introduction
- Examining and Exploring Kony Apps
- Static vs. Dynamic Analysis
- Conclusions and Takeaways





About Me...

- Security Consultant for NCC Group North America
- I do pentesting, pentest all the things!!
- Free time, what's that? I surf, take photos, play guitar, design and build random stuff, other stuff you don't care about
- I have a serious gadget problem... serious(feel free to send me free stuff!!)



About You...

- You are an App Dev and/or Security person
- You are interested in how enterprise application deployments work
- You had nothing better to do before lunch
- You work at Kony Studios :-P



About this talk...

- Originally, a memory dumping technique was used in conjunction with a Jolla phone.
- This worked pretty well to recover source code.
- Was it efficient? No, not even close. Did it work. Barely, but yes
- Is that what I'm going to show you today? Definitely not, we have new hotness to work on and worry about





More about this talk...

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 The previous method mentioned was discussed at Ekoparty in October 2014. I hadn't looked at a Kony Application since. Upon acceptance to Black Hat, I began updating my research as the example applications I was using were a year or two old.





More about this talk...

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- And the only reason I had even bothered to look at Kony was because of Jason Ross's blog post from way back. I.E. – the part 2 that never came
- Turns out, everything had changed. The Apps were no longer the Kony I knew(panic sets in).





Even more on this talk...

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- After getting over the initial wave (and a couple subsequent waves of panic) I contemplated declining the speaker slot.
- The outline I proposed was no longer valid, and I wasn't even sure if I could find the time between full time consulting to redo the research given the new framework.





Even more on this talk... Even more on this talk...

- Clearly, I ended up accepting the speaker slot.
 However, the contents of the talk have radically changed.
- The following talk contains the trials and tribulations of my efforts...

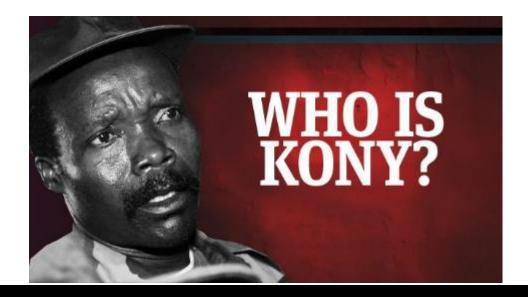






WTF is Kony?

Not This Guy









ckhat WTF is Kony? (cont. 2)

Write once deploy many Application IDE

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hat WTF is Kony? (cont. 3) June 16 - 18, 201

- Write you application in HTML5 and/or JavaScript
- Because native code development is so 2012
- Also because "JavaScript is the language of the future" OH someone, someplace, sometime







hat But where do I find Kony?

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- Large companies(Kony ain't cheap)
 - Capital One
 - SunTrust Bank
 - Southwest Airlines
 - Scottrade
 - HSBC
- Take to Google ,Google Play Store, or 3rd Party App Stores
- Build Your Own Apps
 - They recently started offering a trial preview of their Studio IDE







khat Why you should care? LONDON LONDON LONDON

- Developers(at least good/decent ones) are expensive
 - Hiring a Dev, or a Dev Team for each platform can be prohibitively expensive
 - Additional overhead from managing multiple teams
 - More and more companies are starting to use multideployment framework models(Worklight/Cordova, Kony, Unity, Adobe AIR) – see Black Hat Asia talk by Grassi and Guerrero







ckhat Why you should care? LUNE 15 - 18, 2

 While the individual steps for analyzing each framework will differ, the overall thought process will be similar.





Examining Kony Apps

- JUNE 16 18, 2015 excel London | London, uk www.slackhat.com
- Analysis of Kony Apps using the "Standard Approach"
 - Extract APK file from device
 - Use Apktool to unzip
 - Dex2jar or baksmali the classes.dex file
 - Get absolutely nowhere... literally nowhere. WTF!?!?







ack hat Examining Kony Apps - 18, 2015

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classes-dex2jar.jar 🗷		
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KonyMapsActivity NonyMapsV2Activity		
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Examining Kony Apps

- JUNE 16 18, 2015 excel London | London, uk www.slackhat.com
- Analysis of Kony Apps using the "Standard Approach"
 - All paths in the App more or less call KonyMain
 - However this class is perpetually blank... What is going on here?
- Well, most of the application is a wrapper, this wrapper does the following:







- Older Kony (version < 6.0)
- APK loads
- Establish Dalvik Hooks
- Search for Lua Bytecode VM
- Run Bytecode VM







- The Bytecode VM *is* the App(There are a few serialized data ".kds" files lying around that are parsed, but the core code is the Bytecode)
- How do I know if I have "old Kony"? Look for "konyappluabytecode.o.mp3"





Examining Kony Apps :::

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- New Kony (version > 6.0)
 - APK loads
 - Establish Dalvik Hooks
 - Search for libkonyJSVM.so library file
 - Runs the library file
 - Library file searches for startup.js and common-jslibs.kfm





Examining Kony

- Library unpacks the files in application memory space
- These files contain the application source code and necessary JS libraries
- How do I know if I have "new Kony"? Look for "libkonyJSVM.so, startup.js, and common-jslibs.kfm" in your APK file



blackfistandard Approach" Failures 18, 2015

- Seems legit... Y U no Work!?
 - As previously state, the source code is contained in either bytecode format, or being run in the Android shared object library.
 - Can't simply "jd-gui" your way to victory
 - This makes static and dynamic analysis a pain





black #Standard Approach" Failures 15, 2015

- Using static decompilers or other OSS tools that just didn't quite work(errors, crashes, stack traces 4 dayzzzz)
- Previous attempts to bypass this involved, hooking calls into the "Main" class, monitoring the inputs and monitoring the outputs



black 15 tandard Approach" Failures 18, 2015

- Massive device memory dumping, fixing up, and reassembling images to get source code in memory.
- Previously OSS decompilers namely unluac.jar didn't quite work right, it has been updated and now works splendidly.
 - Still do love playing with my Jolla Phone though
- Other tomfoolery and shenanigans that just didn't work well





bexpartding the "Standard Approach"

- The "Standard Approach" still works-ish... However we need to add to it
 - Extract APK file from device
 - Use Apktool to unzip
 - Dex2jar or baksmali the classes.dex file
 - Choose your own adventure:





bexpartding the "Standard Approach"

- Memory Dump your way to source code ← Why would you do this now? I mean other than to play with a shiny Jolla device?
- If Kony version < 6.0, then: unluac.jar and go home, you're done now. ← Quick and easy
- If Kony version >= 6.0 then: see the rest of this talk



- What exactly has changed?
- Previous versions of the Kony Studio IDE used the compiled Lua bytecode.
 - My guess is that this was expensive to maintain and/or crashed often with newer android versions.





- Lua bytecode support was *deprecated* starting with version 6.0 released December 14, 2014
 - I use that word loosely, looking through the IDE, there still seems to be plenty of legacy support.
- Lua Bytecode = old and busted: libkonyjsvm.so = new hotness





- Within the libkonyjsvm.so category there are two camps:
 - Present: Applications you'll probably find in the Play store now.
 - Future: Applications that will probably be in the Play store soon





- So what's the difference?
- Sometime after version 6.0 they updated the framework and the Android shared object file to encrypt the source code.
- I'm not sure when they did this, changelogs on the site seem to be sparse or I can't find them



- The version I'm currently working with is Kony Studio version 6.3
- So how does this change our analysis?



- Again, it's a choose your own adventure.
 - Extract APK file from device
 - Use Apktool to unzip
 - Dex2jar or baksmali the classes.dex file
 - Choose your own adventure:
 - If startup.js = zip then: unzip all the things, you are done, go home
 - If startup.js = data then: see the rest of this talk





Kony Present

 Yes, that's right, with the early version of the JSVM, they actually made things easier for us.

```
root@kali: ~/Southwest-apktool/assets/js

File Edit View Search Terminal Help

root@kali:~/Southwest-apktool/assets/js# file *
startup.js: Zip archive data, at least v1.0 to extract
root@kali:~/Southwest-apktool/assets/js#
```



Kony Present

- That was easy, why can't they all be that easy?
- Plug the source into whatever text reader you choose and find bugs galore
- Debugging the App is slightly more complicated debugging solely using ADB will not really cut it.



Kony Present

- IDA and/or GDB up!!
 - Start app in "Wait for debugger mode"
 - Attach gdb or IDA to the process ← so you can analyze the shared object library
 - Attach ADB to the application ← so you can debug the actual application.
 - Profit? IDK WTF



 However, if they use the newer library with encryption... well then we have ourselves a process...

```
root@kali: ~/luavmandroid-apktool/assets/js

File Edit View Search Terminal Help

root@kali:~/luavmandroid-apktool/assets/js# file startup.js
startup.js: data
root@kali:~/luavmandroid-apktool/assets/js# file common-jslibs.kfm
common-jslibs.kfm: data
root@kali:~/luavmandroid-apktool/assets/js#
```





- WTF is data means?
 - Strings, hexdumping, etc... pretty useless if figuring out what this file was
 - Analysis of the files determined that they were not compressed data or serialized data(/dev/tty0 blog post on the subject was great, link at bottom)



- Tried debugging/dynamic analysis, that didn't really seem to help(in gaining source code access)
- What is one to do?
 - Time to put my "Dev" hat on and download the IDE
- Started with the Application Build process and worked my way backward(BTW, I have never "HelloWorld'd" so hard in my life, must have built this app 200+ times)





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```
☐ Console 
☐ Progress 
☐ Auto Preview Console

Kony Studio Console
    [mkdir] Created dir: C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\minification
    [mkdir] Created dir: C:\Users\Chris\KonvSampleApps\temp\HelloWorld\build\luaandroid\minification\nongenerated
    [mkdir] Created dir: C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\minification\generated
    [mkdir] Created dir: C:\Users\Chris\KonvSampleApps\temp\HelloWorld\build\luaandroid\minification\startup
     [copy] Copying 4 files to C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\minification\generated
     [copy] Copying 5 files to C:\Users\Chris\KonvSampleApps\temp\HelloWorld\build\luaandroid\minification\nongenerated
     [copy] Copying 1 file to C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\minification\startup
    [mkdir] Created dir: C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\dist\HelloWorld\assets\js
  [taskdef] Could not load definitions from resource net/sf/antcontrib/antlib.xml. It could not be found.
zip-common-jslibs
      rzior Burrurng zip: C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\dist\HelloWorld\assets\js\common-jslibs.kfm
  [taskdef] Could not load definitions from resource net/sf/antcontrib/antlib.xml. It could not be found.
zip-workerthreads:
  [taskdef] Could not load definitions from resource net/sf/antcontrib/antlib.xml. It could not be found.
gen-zip-files:
  [taskdef] Could not load definitions from resource net/sf/antcontrib/antlib.xml. It could not be found.
gen-js-zip-files:
      zip: <u>surgung</u> zip: C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\dist\HelloWorld\assets\js\startup.js
  [taskdef] Could not load definitions from resource net/sf/antcontrib/antlib.xml. It could not be found.
encrypt-zip-files:
     [echo] Encrypting C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroid\dist\HelloWorld\assets\js\common-jslibs.kfm ..
```





- However, if they use the newer library with encryption... well then we have ourselves a process...
 - Start with the build process...
 - We need to break it down and analyze what's being done on the simplest Apps, so we can move on to more complex Apps



- Build Process Breakdown
 - Copy build process script and configuration details to project folders
 - Escape JavaScript source code
 - If enabled, "encode" JavaScript source
 - Generate zip files of JavaScript source



- Build Process Breakdown(cont.)
 - Encrypt zip files
 - Apply Proguard if enabled(I didn't enable this, but that should not affect the JavaScript source code at all)
 - Package contents up and generate an APK file





- Analysis of Kony Apps using the "Standard Approach"
 - Start by hacking apart the build process.
 - Definitely turn on debugging output at the build console
 - Saw that they were using the file "build-jssource.xml" for the source code operations(escape, encode, zip, etc.)



- This file is basically an ANT configuration script
- So I added to the file

contr_DasS_recources

```
■ Console 

Progress 

Auto Preview Console
Kony Studio Console
      [zip] Building zip: C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaanc
  [taskdef] Could not load definitions from resource net/sf/antcontrib/antlib.xml. ]
encrypt-zip-files:
     [echo] Encrypting C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroi
     [echo] WEEDON was here
     [copy] Copying 1 file to C:\Users\Chris\testing
     [echo] WEEDON-DEBUG C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandr
     [move] Moving 1 file to C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\lua
     [echo] Encrypting C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandroi
     [echo] WEEDON was here
     [copy] Copying 1 file to C:\Users\Chris\testing
     [echo] WEEDON-DEBUG C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\luaandr
     [move] Moving 1 file to C:\Users\Chris\KonySampleApps\temp\HelloWorld\build\lua
     [echo] WEEDON-DEBUG: Print Variables App-dir: C:\Users\Chris\KonySampleApps\tem
  [taskdef] Could not load definitions from resource net/sf/antcontrib/antlib.xml. ]
```





- The mysterious case of kony_loadfile.exe
 - I went through almost every file in the build process, some things stuck out... such as "yuicompressor.jar" or pictured below "EncodeScriptTask.jar"





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)	Java Decompiler - EncodeScriptTask.class		
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KonyLuaVM.jar codegen.jar EncodeScriptTask.jar x			
#####################################	<pre> EncodeScriptTaskclass x </pre>		





- The mysterious case of kony_loadfile.exe
 - However, DES encryption with a silly, simple key aside, kony_loadfile.exe stuck out the most, as it was kony_loadfile being called during the encrypt build process.







 What is one to do? To the IDA of course. Why to locate silly things like this:

```
| Second part |
```



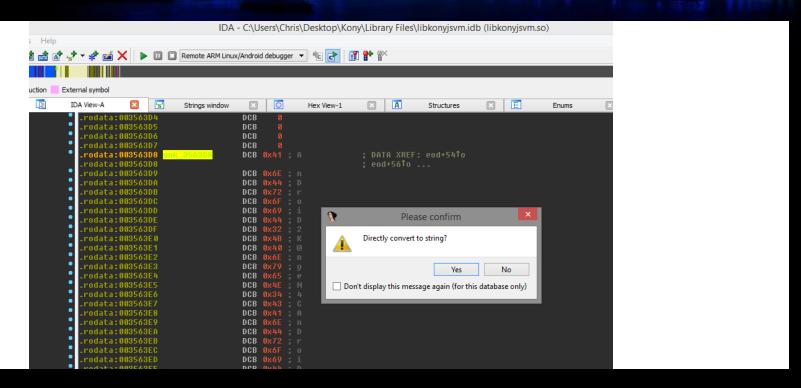


- Okay, so we know that this thing is encrypting the files, we know that the key that's hardcoded into the binary.
 - But do we really? ... really...?
 - So we search for a decryption process in the Android APK
 - After exhaustively searching the decompiled APK code, the only thing left to search was the shared object library.
 BINGO!!





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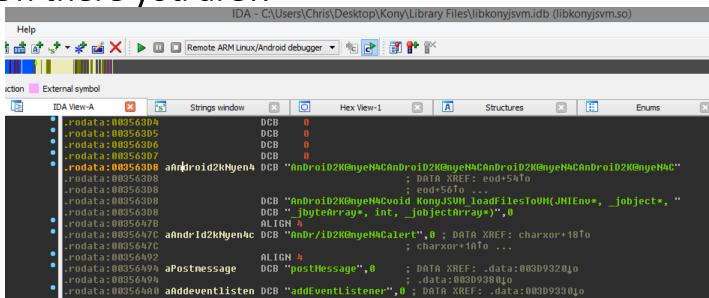






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Oh there you are!!





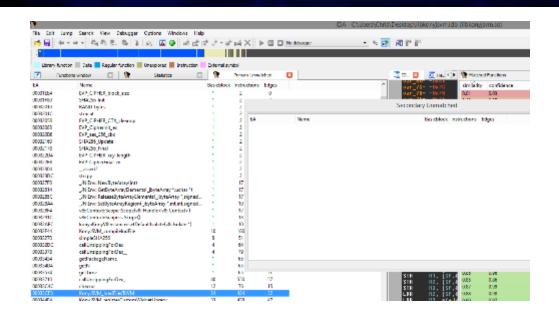


- So we should look at the new library file vs the old library file for good measure.
- Pull an older Kony App from the Play store and reverse.
- Use my good friend BinDiff or whatever binary differential tool or your choosing to get the same task done.









BinDiff of newer libkonyjsvm.so file vs. older libkonyjsvm.so file





- Okay, so no secondary unmatched functions.
- Everything in the old library stayed the same, they just added to it.
- Looking through what they added, primary unmatched functions look to be only the new crypto functionality.
 This is good, streamlines what we need to look at.



- So we DEFINITELY know we have the key!
 - Start your python... many lines of failure later
 - Wait WTF? Why isn't this working?
- Seems as though someone at Kony knows hardcoding keys is a bad idea



- So the hardcoded key seems to go through some "magic"
- After some really long nights, copious amounts of coffee, and some help from friends(Thanks to Dominic Wang and Jay Smith!!) We isolated the "magic"





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Kony Key Magic





- And because that's probably impossible to see...
 breakdown below:
 - Take the command line arguments from the kony_loadfile.exe call and do some charxor voodoo
 - Take the output of the charxor voodoo and the hardcoded key and feed the into SHA256
 - Take the output of SHA256 and the IV and feed into AES-256-CBC



- So I asked myself "Self, how am I to divine such command line parameters without the IDE and building the App myself?"
 - This is AES, they must be passing these values to the Android application some how.
 - Not Immediately clear to me, so I turn to the build process



- Add more debugging output to your build process. And echo the parameters back to yourself in the build console. The Parameters are:
 - App ID = HelloWorld ← easy to get
 - Package Name = com.kony.HelloWorld ← also easy
 - Timestamp of the App build = 20150530095920 ← where is this located?



- Everything you need is right before you
 - Turns out, the timestamp is written into the APK in a file called application.properties located at \$yourapkname/assets
 - So in the APK, we have all the VARs we need.
 - To the python!!





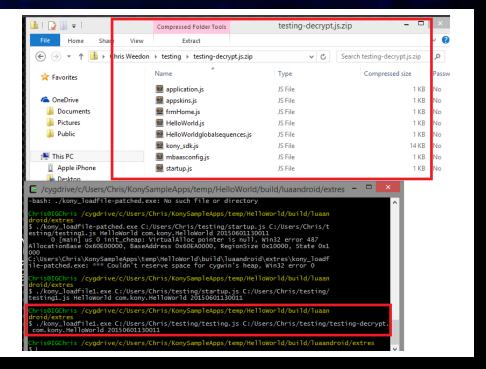
- Eh... no time. They already gave us a binary, we already spent the time to reverse most of it.
 - Binary Patching FTW
 - Note: when calling EVP_AES256, one of the parameters you pass in is "1" for encrypt, or "0" for decrypt.
- So by patching one byte in this binary, we turn their encrypter into a decrypter!!





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Using the patched binary







- Boom goes the dynamite, source code!!
- But... What if you really, really want to debug this new hotness?
- Why would you want to do that? Honestly if you're asking yourself "How do I debug these apps?" You already know why ;-)





Kony Future Beyond

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- Various way to debug, previously describe method of ADB + GDB and/or IDA still works... but wait, there's more!
- Back to the IDE we go...





- Included in the IDE are two versions of libkonyjsvm.so
 - libkonyjsvm_release.so
 - libkonyjsvm_debug.so

	armeabi		
KonySampleApps → temp → HelloWorl	d → build → luaandroid	I → extlibs →	armeabi
Name	Date modified	Туре	Size
libKLChartWidgetNeXt.so	6/1/2015 4:40 PM	SO File	1,390 KB
libkonyjsvm_debug.so libkonyjsvm_release.so	6/1/2015 4:40 PM 6/1/2015 4:40 PM	SO File SO File	3,959 KB 3,943 KB







Kony Future Beyond



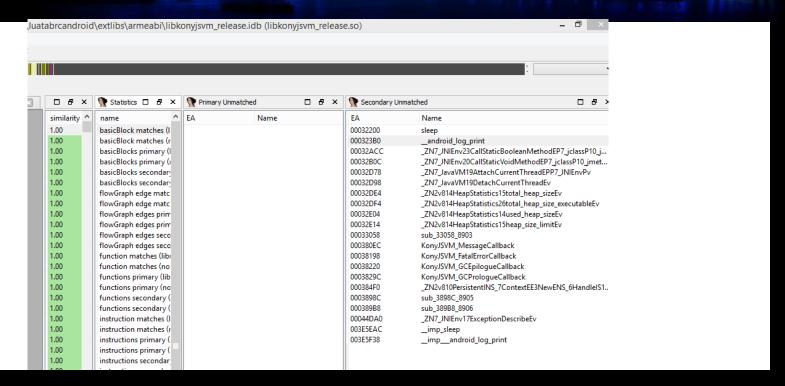
- They GAVE us a debug version!!
 - But really what are the differences between these two?
 - File size is, negligibly different...
 - We can't really just plug and play can we?
 - Let's look at the files using BinDiff... next slide







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- Seems pretty legit. Differences seem to only apply to the debug functionality that's added. For printing out log info etc.
- Possible to rename and replace the debug shared object library with the release one. Repackage, resign, re-run, and debug.







Kony Future Beyond

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- Winning debug setup combination. Allows debugging of native functions, ADB + JNI/JDWP + GDB and/or IDA + highly verbose ADB logcat
- Combine this with a user-debug build of Android for your particular device





Kony Future Beyond

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- If you stuck with me, or even if you didn't and you grabbed the slides and ran. At this point you should know:
 - Differences between 3 major revisions of the Kony Application Framework



black hat Takeaways, Conclusion 5. 15 - 18, 2015

- How to analyze, decompile, and debug:
 - Kony Lua Bytecode VMs
 - Kony applications using Android Shared library file without encryption
 - Kony applications using Android Shared library file with encryption





black hat Takeaways, Conclusion 5. 2015

- Misc. things you now know:
 - Kony is pretty regularly updating their framework
 - These methods and techniques can change overnight with a new framework update ?
 - You'll have to keep track of their library files by pulling them from Apps yourself if you don't grab the IDE





black hat Takeaways, Conclusion 5. 18, 2015

- Other Notes and Misc.:
- If not already done, will be working on a python script to decrypt files statically in place.
- Will try to keep this research updated as framework updates occur.
- Look for a step by step blog post coming in the near future.





black hat Takeaways, Conclusion 5. 2015

 Notes on process: There are options for additionally protecting with Proguard, JavaScript source "encoding", and FIPS encryption. The methods and techniques were not investigated. Maybe next time... or a future blog post coming, who knows.



Sources

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Sources and links:

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Thanks

- Thanks to my company, managers for paying me to hack stuff
- To Black Hat for having me speak
- Jason Ross for starting me down this dark path with his killer blog post
- Friends and coworkers for giving me a hand or a kick when I needed it
- To you all for listening!! Hope this stuff is helpful.



Thanks

- Reach out, We're hiring!
- Also, if you have questions, comments, hate mail feel free to send those too.
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- Twitter: crweedon









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