

Reverse Engineering

Making ASUS laptops work better in Linux
And no I did not finish these slides
Yes I worked right up until I left home

Who am I?

- **Work for JASIC Technology Europe on welding machines**
 - Embedded Linux, QT based HMI, mobile application in Flutter
- **Official maintainer of most ASUS platform stuff in kernel**
 - Slowly shifting things to be standardised
- **Wrote helper suite for laptops**
- **Rewrote the entire Doom engine in Rust because why not?**



**What is reverse
engineering?**

Reverse engineering is..

- Not just reading assembly
- The art of figuring out how that black-box works
- Analysis of data streams
 - Pattern recognition (we're good at this)
 - Cause and effect
- A lot of searching and piecing together information

What I'll cover (try to)

- USB HID data and structure
- Searching for clues in binaries
- Analysing DLL in Cutter or Ghidra after finding clues
- Microsoft WMI (like it or not, can't avoid it)
 - Probably next year
- What goes in to the kernel

5 years of progress

- Started with a barely functioning GX502
- Wireshark captures of USB data
 - Cause and effect, look for patterns
- **USB HID structure**
 - Report ID
 - Endpoints
 - Packets: |5a|d1|02|0n|2c|01|03|00|00|00|00|00|00|00|00|

5 years of progress

- **Reverse engineered DLL**
 - Found many debug strings intact
 - Cross referenced logs
 - Find where those strings were used and summon ancient gods
- **Initially added willy-nilly to asus-wmi**
- **Now written a new driver, asus-armoury**
 - Using `firmware_attributes` class

Firmware Attributes

```
> sudo fwupdmgr get-bios-setting --json
{
  "BiosSettings" : [
    {
      "Name" : "ppt_fppt",
      "Description" : "Set the CPU slow package limit",
      "Filename" : "/sys/class/firmware-attributes/asus-armoury/attributes/ppt_fppt",
      "BiosSettingId" : "com.asus-armoury.ppt_fppt",
      "BiosSettingCurrentValue" : "80",
      "BiosSettingReadOnly" : "false",
      "BiosSettingType" : 2,
      "BiosSettingLowerBound" : 5,
      "BiosSettingUpperBound" : 150,
      "BiosSettingScalarIncrement" : 1
    },
  ],
}
```

HID Packet Structure

Don't nuke Windows on new hardware

- **Windows is your baseline**
 - Fastboot can be a pain in the arse
- **The applications will provide many things:**
 - Action outputs to sniff
 - Libraries to slice and dice
- **Worst case: toggle something in windows and see if you can find the effect in Linux**

HID (Human Interface Descriptor)

```
Interface Descriptor:
  bLength          9
  bDescriptorType  4
  bInterfaceNumber 5
  bAlternateSetting 0
  bNumEndpoints    1
  bInterfaceClass  3 Human Interface Device
  bInterfaceSubClass 1 Boot Interface Subclass
  bInterfaceProtocol 1 Keyboard
  iInterface       1 ASUSTeK Computer Inc.
  HID Device Descriptor:
    bLength          9
    bDescriptorType  33
    bcdHID           1.10
    bCountryCode     0 Not supported
    bNumDescriptors  1
    bDescriptorType  34 Report
    wDescriptorLength 240
    Report Descriptor: (length is 240)
      Item(Global): Usage Page, data= [ 0x01 ] 1
                      Generic Desktop Controls
      Item(Local ): Usage, data= [ 0x05 ] 5
                      Gamepad
      Item(Main ): Collection, data= [ 0x01 ] 1
                      Application
-- Continued over there -->
```

This is the ROG Ally, it uses the same ITE MCU as laptops.

Output report, helpful for hid-asus-ally driver (gamepad part)

```
Item(Global): Report ID, data= [ 0x0b ] 11
Item(Main ): Collection, data= [ 0x00 ] 0
    Physical
    Item(Local ): Usage, data= [ 0x30 ] 48
        Direction-X
    Item(Local ): Usage, data= [ 0x31 ] 49
        Direction-Y
    Item(Global): Logical Minimum, data= [ 0x00 ] 0
    Item(Global): Logical Maximum, data= [ 0xff 0xff ] 65535
    Item(Global): Physical Minimum, data= [ 0x00 ] 0
    Item(Global): Physical Maximum, data= [ 0xff 0xff ] 65535
    Item(Global): Report Count, data= [ 0x02 ] 2 (X AND Y)
    Item(Global): Report Size, data= [ 0x10 ] 16 (2x bytes)
    Item(Main ): Input, data= [ 0x02 ] 2
        Data Variable Absolute No_Wrap Linear
Item(Main ): End Collection, data=none
```

The HID packet (ASUS ROG Azoth)

No.	Source	Destination	Length	Data Fragment	HID Data
19	host	1.3.0	36		
20	1.3.0	host	46		
21	host	1.3.0	36		
22	1.3.0	host	228		
23	host	1.3.0	36		
24	1.3.0	host	28		
25	host	1.5.2	91		512c0000ff3200ffffff000000000000
26	1.5.2	host	27		

▶ Frame 25: 91 bytes on wire (728 b)

▶ USB URB

HID Data: 512c0000ff3200ffffff000

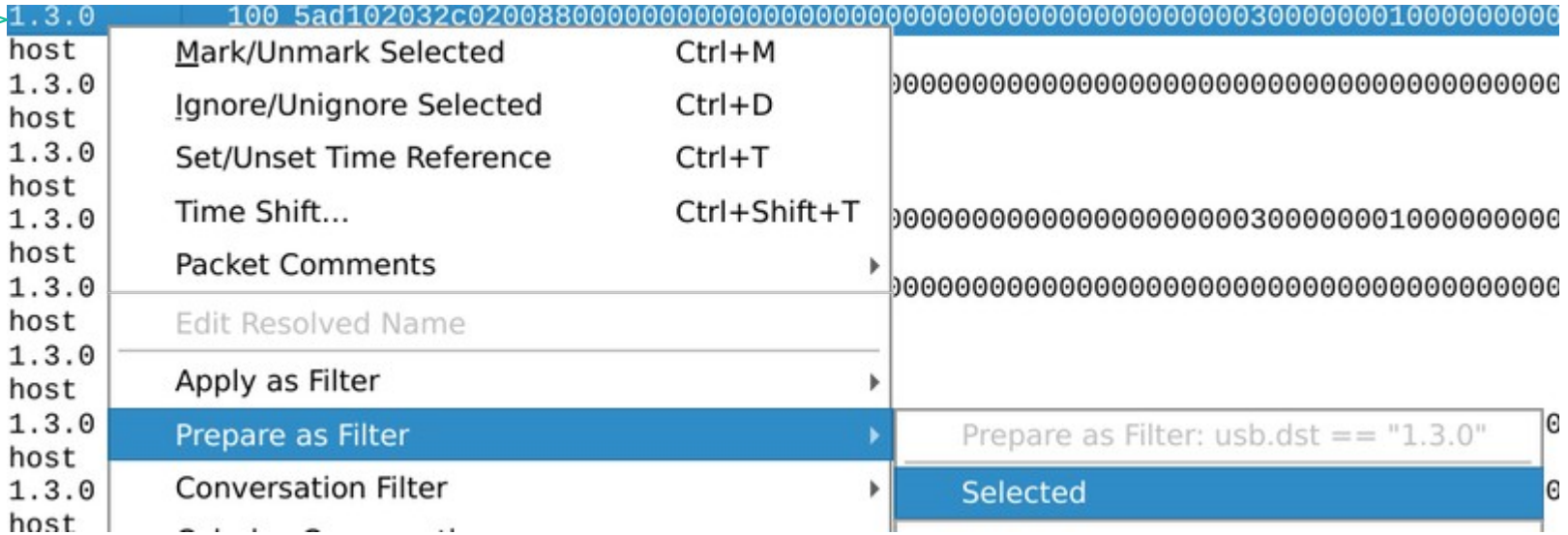
0000	1b 00 a0 e9 ad e2 06 e4 ff ff 00 00 00 00 09 00
0010	00 01 00 05 00 02 01 40 00 00 00 51 2c 00 00 ff
0020	32 00 ff ff ff 00 00 00 00 00 00 00 00 00 00
0030	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0040	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0050	00 00 00 00 00 00 00 00 00 00 00 00

Pattern Recognition (ASUS ROG Ally X)

[illegible]

Filtering interesting things (ASUS ROG Ally 1 or X)

Right-click



```
(usb.dst == "1.3.0") && (usb.data_fragment contains 5a:d1:02:)
```

[illegible]

Data Collection (ASUS ROG Ally, remapping)

The screenshot displays the Wireshark network protocol analyzer interface. The top pane shows a list of network packets, including a USB URB packet (Frame 75) which is selected. The middle pane shows the details of the selected packet, specifically the 'Setup Data' field. The bottom pane shows the raw data of the packet as a hex dump. A context menu is open over the packet list, showing options for filtering, copying, and exporting data. The 'Copy' option is highlighted, and a sub-menu is visible showing various copy options like 'All Visible Items', 'All Visible Selected Tree Items', 'Description', 'Field Name', 'Value', 'As Filter', 'Copy Bytes as Hex + ASCII Dump', etc.

No.	Time	Source	Destination	Protocol	Length	Info
215	host	1.3.0		Conversation Filter		
99	host	1.3.0		Colorize with Filter		
217	host	1.3.0		Follow		
95	host	1.3.0				
213	host	1.3.0				
40	host	1.3.0				
47	host	1.3.0				
53	host	1.3.0				
59	host	1.3.0				

Frame 75: 100 bytes on wire (800 bits) captured on interface eth0
 USB URB
 Setup Data
 bmRequestType: 0x21
 bRequest: SET_REPORT (0x09)
 wValue: 0x035a
 wIndex: 2
 wLength: 64

Data Fragment: 5ad102062c02009706...

Context Menu Options:

- Copy
- Show Packet Bytes... Ctrl+Shift+O
- Export Packet Bytes... Ctrl+Shift+X
- Wiki Protocol Page
- Filter Field Reference
- Protocol Preferences
- Decode As... Ctrl+Shift+U
- Go to Linked Packet
- Show Linked Packet in New Window

Sub-menu for Copy:

- All Visible Items
- All Visible Selected Tree Items
- Description
- Field Name
- Value
- As Filter
- Copy Bytes as Hex + ASCII Dump
- ...as Hex Dump
- ...as Printable Text
- ...as a Hex Stream

5ad102062c020097000000000000000040000000002824d0000000200960000000000
000000500001e000

Data Collection (effects of actions)

5ad102062c02009700000000000000000040000000002824d0000000200960000000000
000000500001e000

G = key group, up to two keys only. One number per pair of buttons on the device
L = data length
D = keymap group (device type), this corresponds to the HID descriptor used to output data
Blocks of 22 bytes, 10 bytes = group + key code

[illegible]

Ask Cthulhu for help



Commands are:

- 01 = SetGamepadMode
- 02 = SetMapping
- 03 = SetGamepadJoystickMapping
- 04 = SetGamepadJoystickDZOT
- 05 = SetGamepadTriggerRange
- 06 = SetGamePadVibrationIntensity
- 08 = Led control (see kernel patch)
- 09 = New for Ally X ??????????????
- 0A = CheckReadyForMapping
- 0B = SetXboxControllerEnabled
- 0C = CheckSupportFlag(XboxControllerStatus)
- 0D = Load/CommitUserCalData X: (stable = %5hu, min = %5hu, max = %5hu), Y: (st
- 0E = CheckSupportFlag(UserCal)
- 0F = SetGamePadTurboParams
- 10 = CheckSupportFlag(Turbo)
- 12 = CheckSupportFlag(JoystickRespCurve)
- 13 = SetGamePadJoystickRespCurveParamsForSide
- 14 = CheckSupportFlag(JoystickDirToXboxBtn)

```
|5a| HID page
| |d1| Code page?
| | |0n| Command
| | | |1e| Length
| | |02|0n|2c| Command 02 is special, 0n is a group, 2c is length
```

Set gamepad mode:

```
|5a|d1|01|01|0n|
```

- 01 = gamepad
- 02 = wasd
- 03 = mouse/desktop?



**Great my soul is gone, now
what?**

Kernel work, or userspace HID raw

- **Why not both?**
 - Userspace requires root. **asusd** is a daemon exposing **safe** dbus interfaces for these things.
 - Kernel patches move things out of userspace
 - Progressive move to kernel
- **Pet peeve: interpreted languages do not belong in ring-0**
 - Don't slow my systems down with bloat

What's in a kernel patch?

```
+static int rog_nkey_led_init(struct hid_device *hdev)
+{
+    u8 buf_init_start[] = { FEATURE_KBD_LED_REPORT_ID1, 0xB9 };
+    u8 buf_init2[] = { FEATURE_KBD_LED_REPORT_ID1, 0x41, 0x53, 0x55, 0x53, 0x20,
+                      0x54, 0x65, 0x63, 0x68, 0x2e, 0x49, 0x6e, 0x63, 0x2e, 0x00 };
+    u8 buf_init3[] = { FEATURE_KBD_LED_REPORT_ID1,
+                      0x05, 0x20, 0x31, 0x00, 0x08 };
+
+    int ret;
+
+    hid_info(hdev, "Asus initialise N-KEY Device");
+    /* The first message is an init start */
+    ret = asus_kbd_set_report(hdev, buf_init_start, sizeof(buf_init_start));
+    if (ret < 0) {
+        hid_warn(hdev, "Asus failed to send init start command: %d\n", ret);
+        return ret;
+    }
+    /* Followed by a string */
+    ret = asus_kbd_set_report(hdev, buf_init2, sizeof(buf_init2));
+    if (ret < 0) {
+        hid_warn(hdev, "Asus failed to send init command 1.0: %d\n", ret);
+        return ret;
+    }
+}
```

The Ally handheld driver

- Nearly 3000 lines
- All features supported
 - Gamepad
 - RGB
 - Configuration (remap, calibrate, deadzones etc)
- Standalone, but requires nothing else to grab the HID endpoints

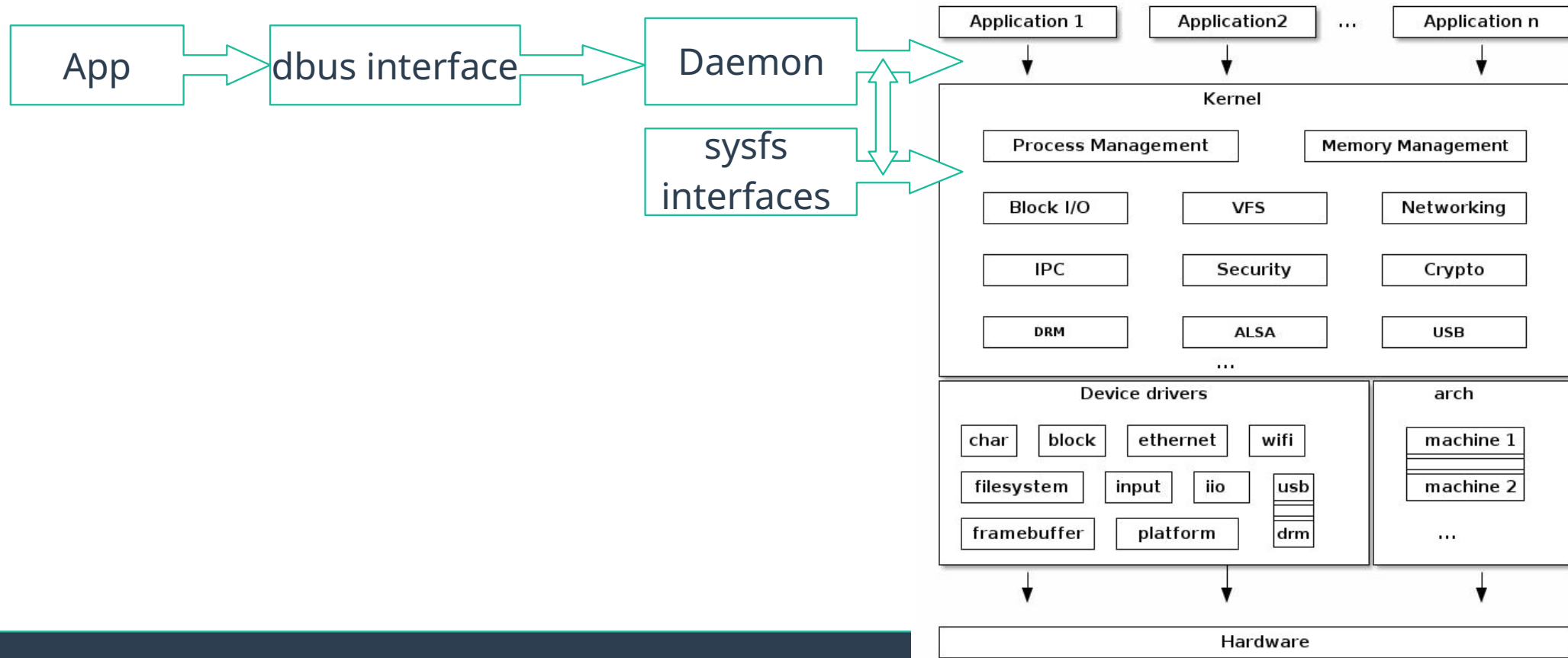
The hid-asus driver

- Generic, it supports almost every keyboard
- Lots of quirks
- ASUS is surprisingly good at keeping things standardised
- Almost all keyboards use an ITE device for MCU
 - USB and I2C
 - TUF laptops use WMI to control RGB

So far?

- **Find the device and watch I/O**
 - Find patterns, cause and effect mapping
 - Write small test apps to verify
- **Write the kernel drivers**
- **Write userspace apps to use these safely**
 - Daemons exposing safe dbus interface + user apps

What to aim for



Sometimes you just need secrets whispered to you

Many many hours of ruthless testing and prayers to the great old ones had led

Hi Luke, me to this conclusion earlier but the data was still spears thrown in the dark.

Please check the following update. Thanks

After a few days of analysis, we've made a breakthrough. The root cause on the MCU side, which led to the device losing connection, has been analyzed. However, we still need Luke to investigate the system layer and determine the best way to resolve this issue.

The following timeline outlines the expected power off and power on sequence. The MCU **must wait for the USB SOF (Start-of-Frame) signal to stop** before unplugging the USB device.(recommended by MCU vendor)

