IO Ninja

Introduction

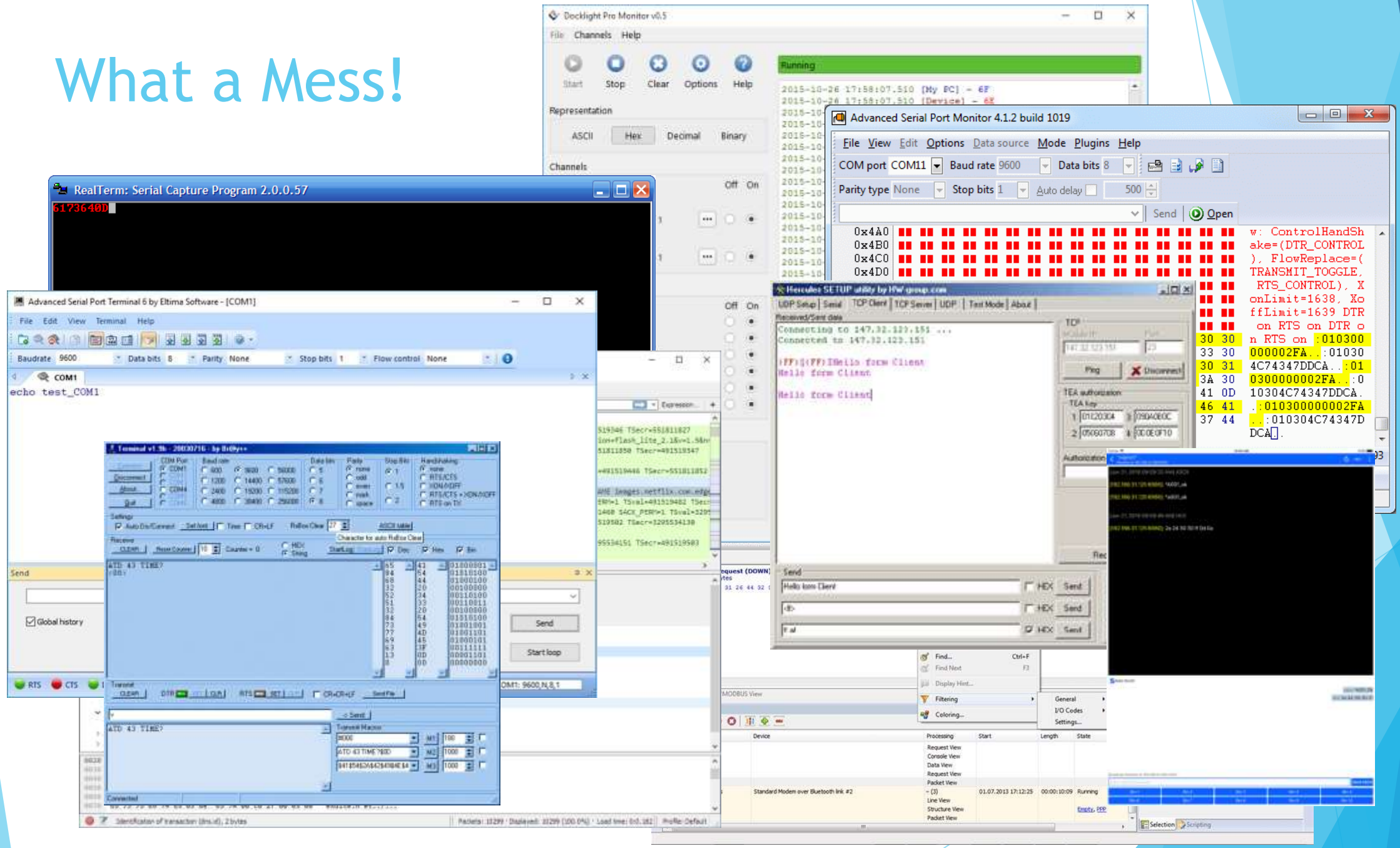
Motivation

Why did we create IO Ninja?

Debugging Tools for Serial-over-IP Devices

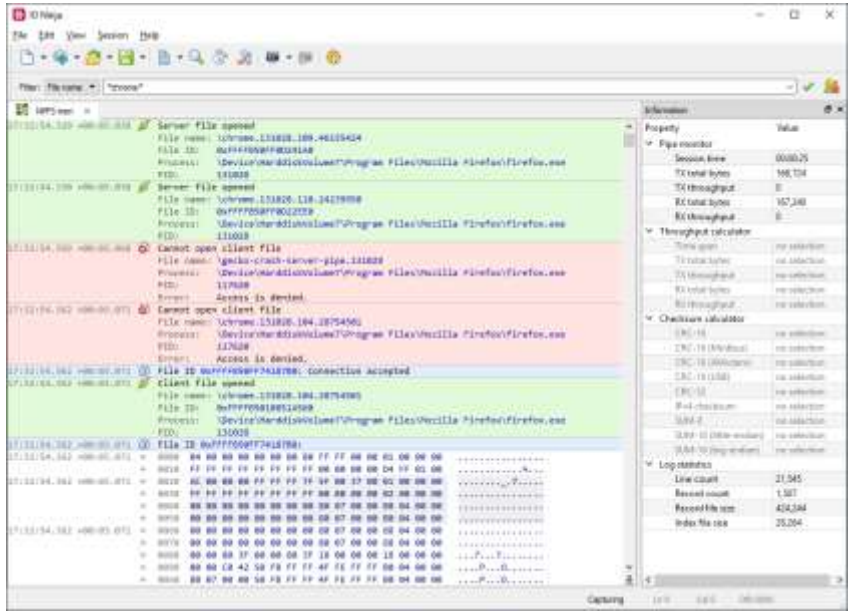
- Terminals
  - Serial terminal
  - TCP terminal
    - TCP client
    - TCP server
  - UDP terminal
    - UDP broadcasts required!
  - Binary data handling
- Sniffers
  - Serial
  - TCP
  - UDP

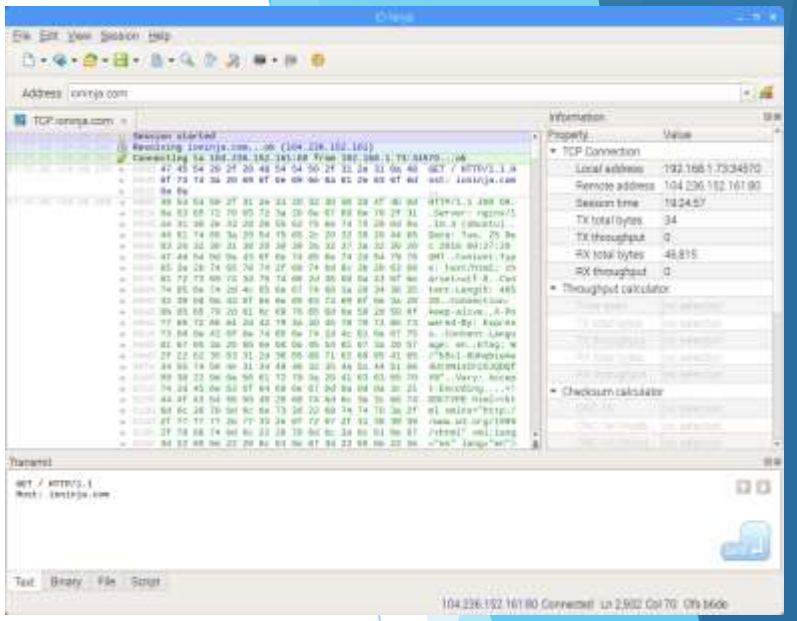
What a Mess!

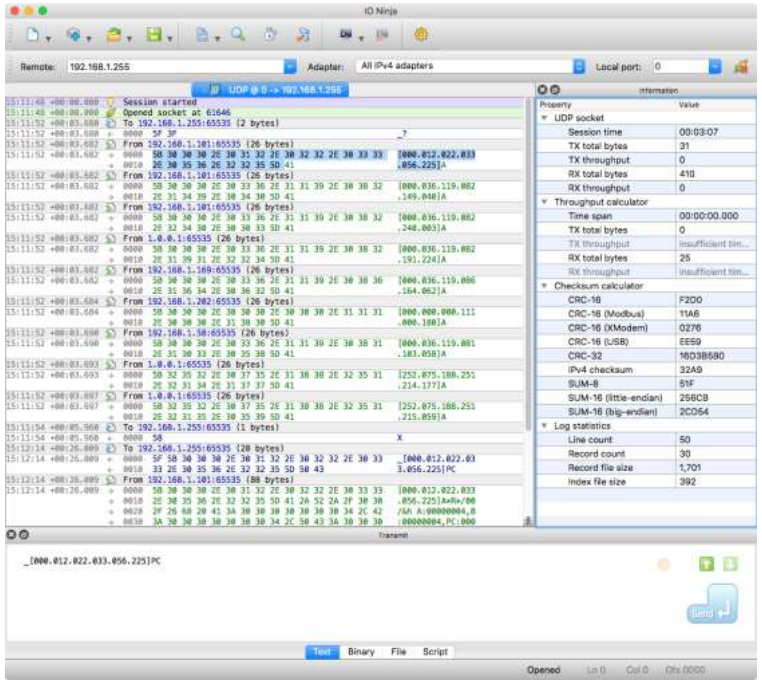

Docklight Pro Monitor v0.5
File Channels Help
Start Stop Clear Options Help
Running
Representation
ASCII Hex Decimal Binary
Channels
RealTerm: Serial Capture Program 2.0.0.57
6173640D
Advanced Serial Port Monitor 4.1.2 build 1019
File View Edit Options Data source Mode Plugins Help
COM port COM11 Baud rate 9600 Data bits 8
Parity type None Stop bits 1 Auto delay 500
Send Open
0x4A0
0x4B0
0x4C0
0x4D0
Advanced Serial Port Terminal 6 by Eltima Software - [COM1]
File Edit View Terminal Help
Baudrate 9600 Data bits 8 Parity None Stop bits 1 Flow control None
COM1
echo test_COM1
Hercules SETUP utility by HW-group.com
Connecting to 147.32.123.151 ...
Connected to 147.32.123.151
Hello form Client
Send
Start loop
Global history
RTS CTS

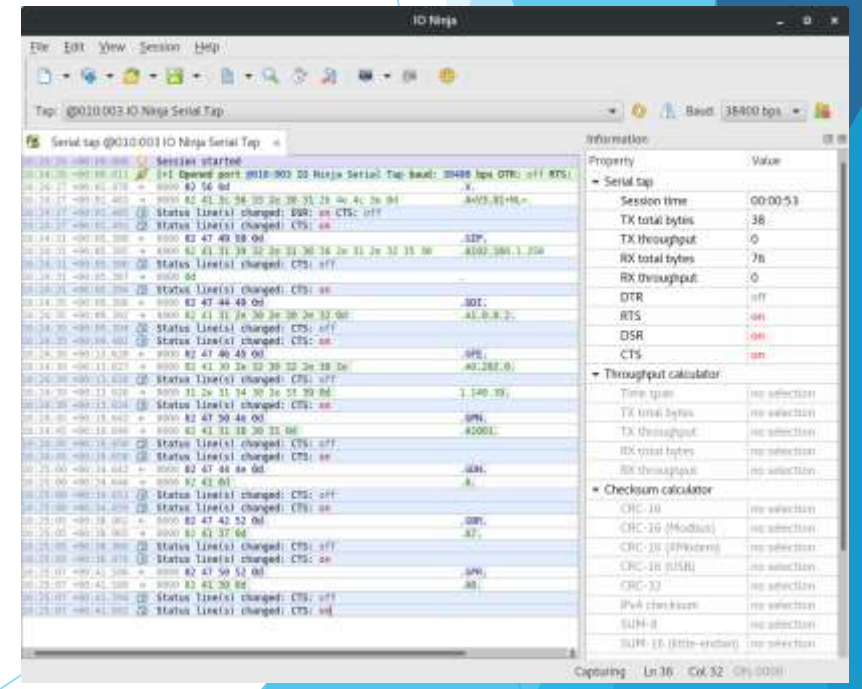
Design Goals

- **All-in-one IO debugger**
  - **Consistent interface**
  - **Cross-platform**
- Advanced logging engine
- Advanced transmitting engine
- Highly modularized
- Scriptable









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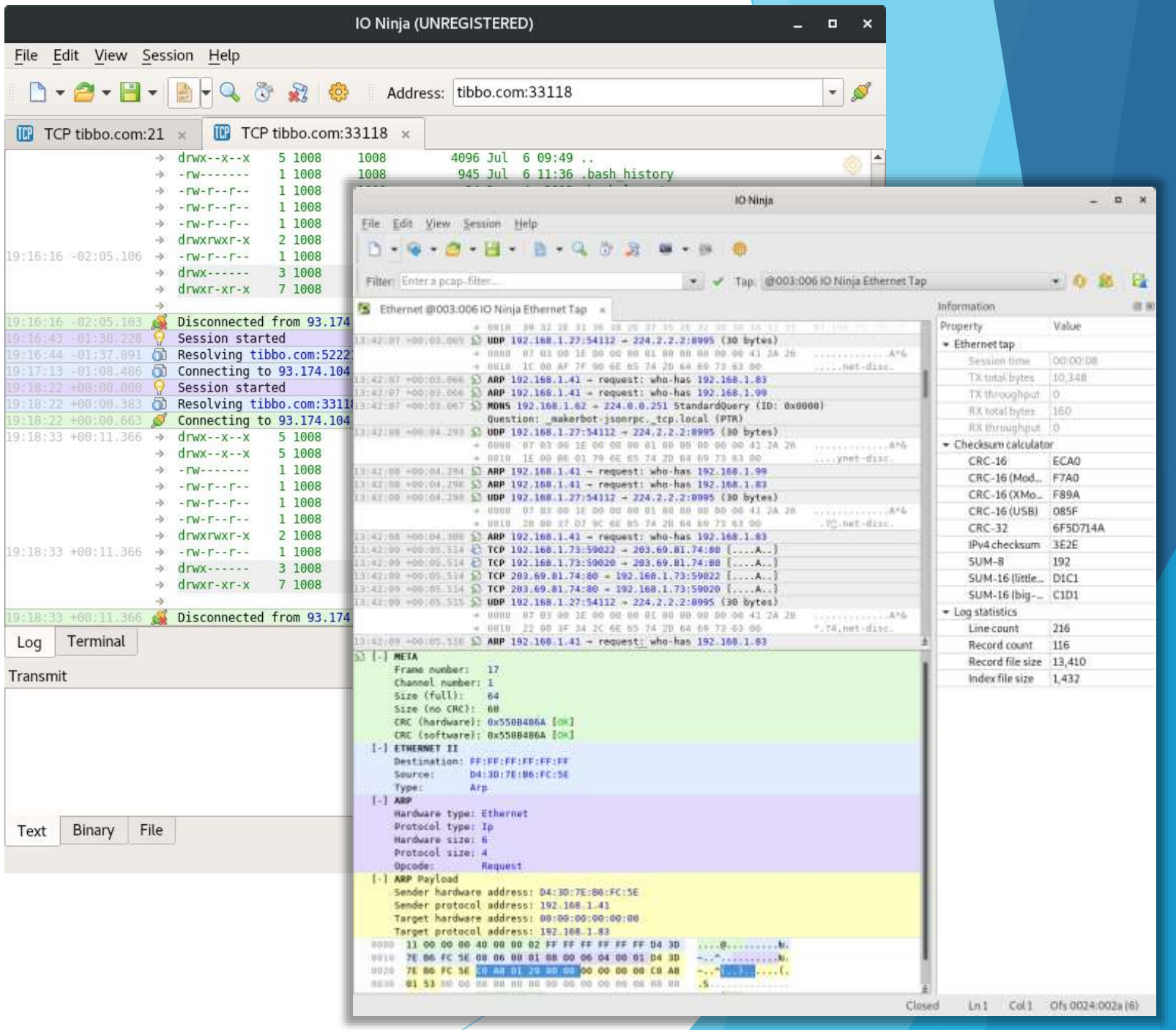

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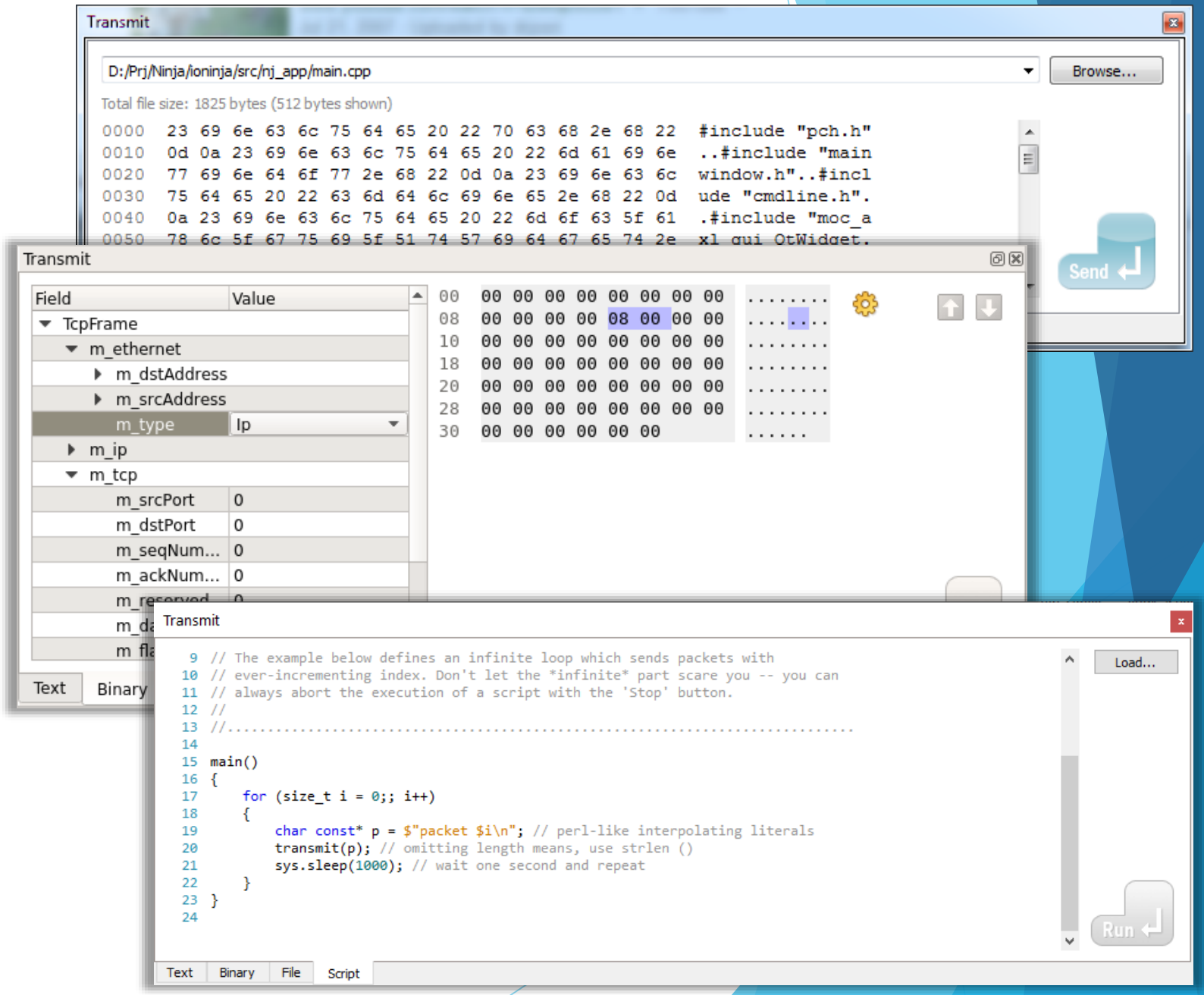

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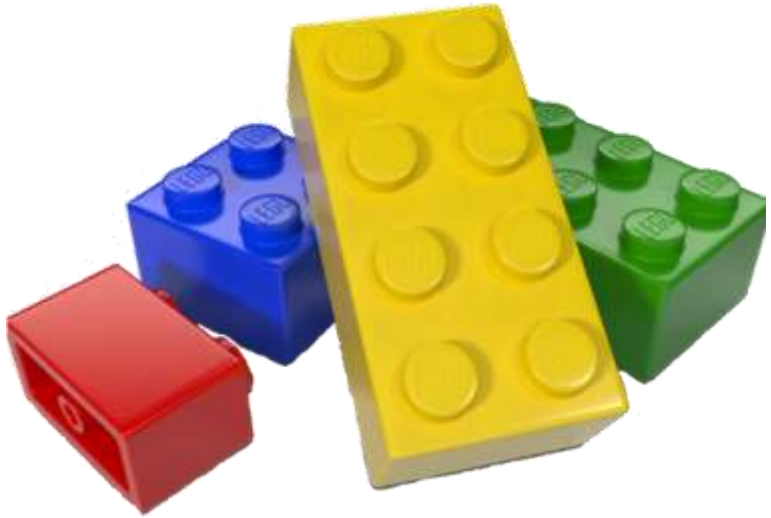

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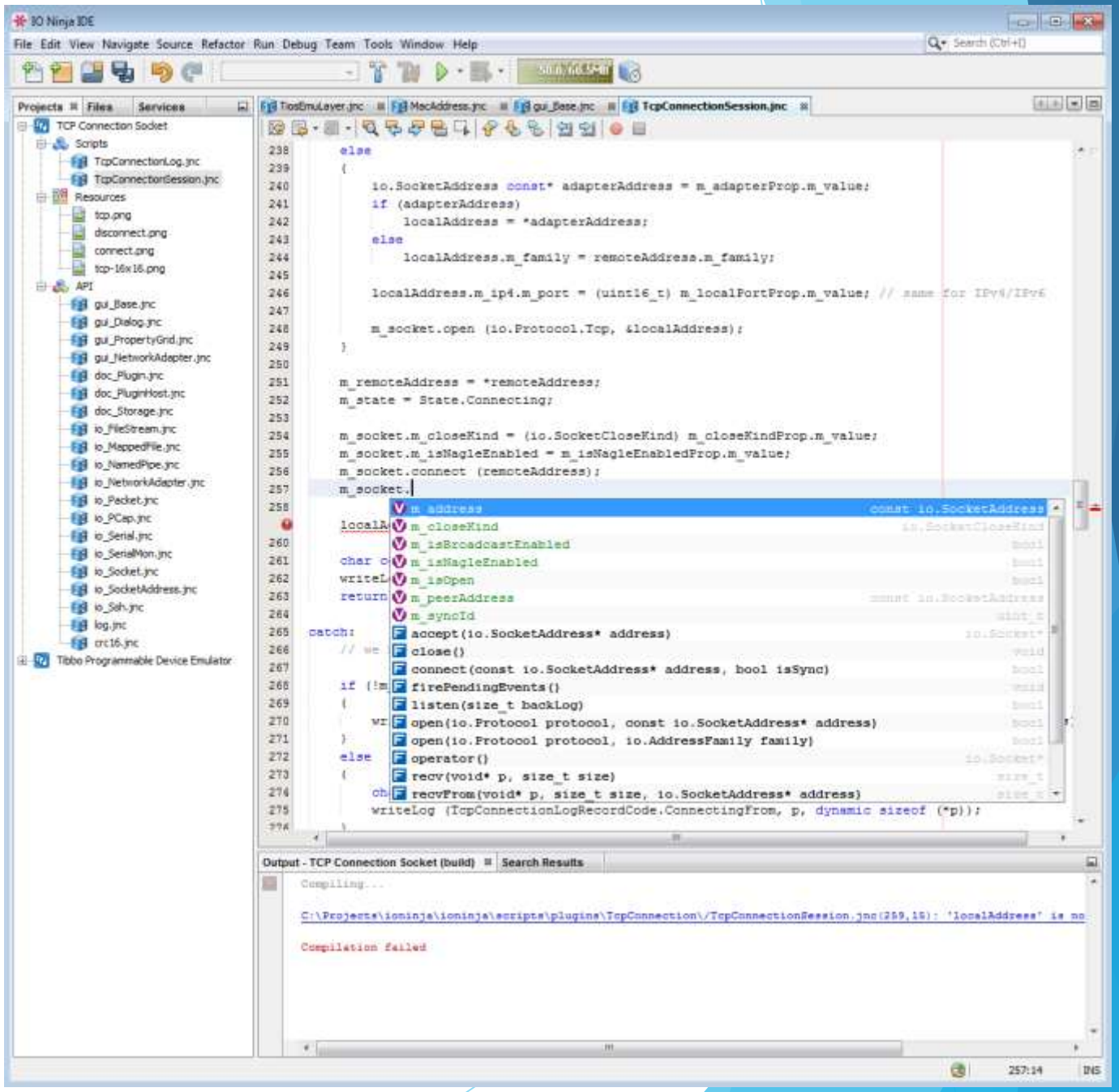
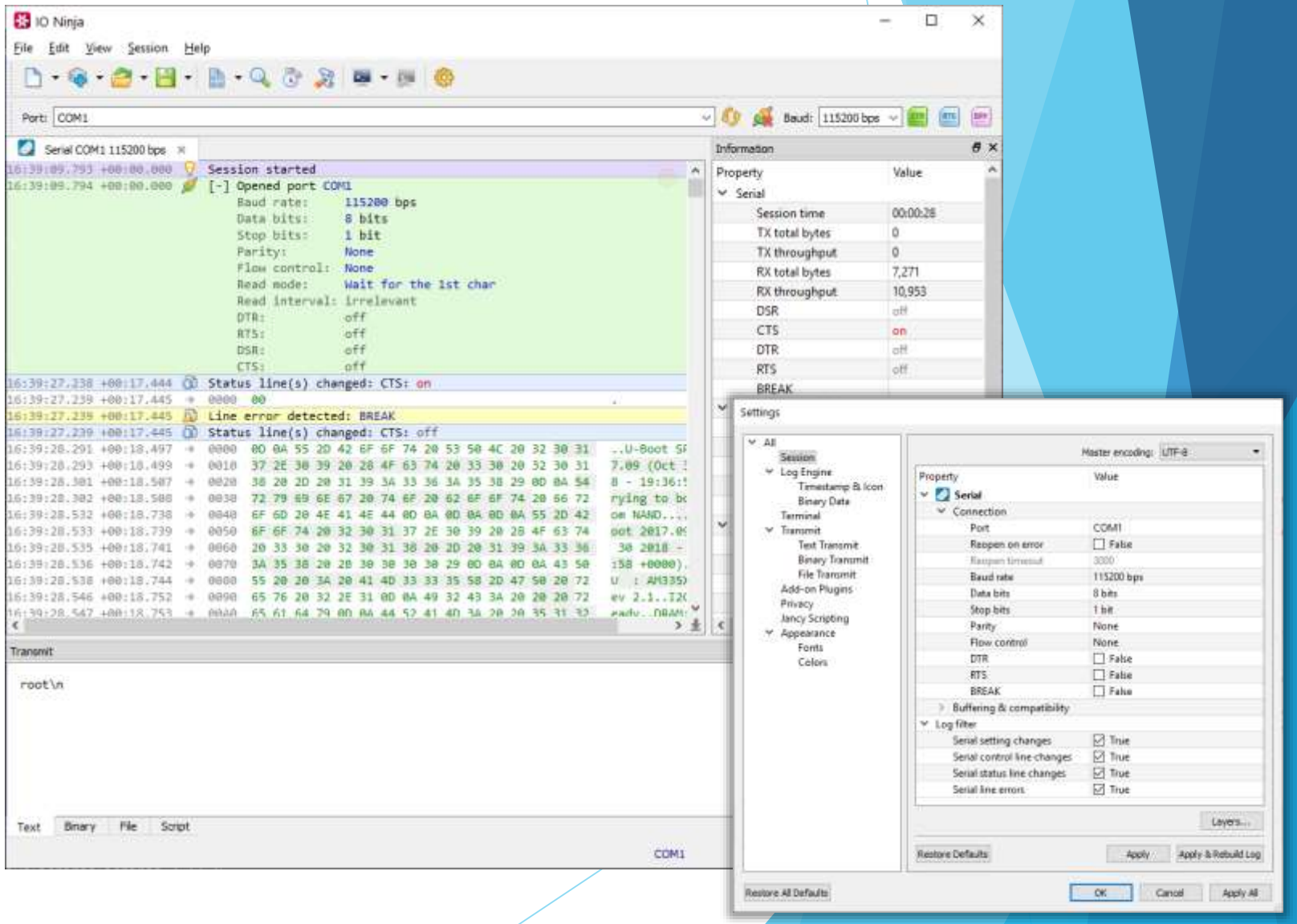


All-in-One

Access all kinds of IO – through a consistent user interface!

Serial Communications

- **Serial Terminal**
- Serial Software Sniffers
  - Local
  - Remote over SSH
- Serial Hardware Sniffers
  - IO Ninja Serial Tap
  - Generic Dual COM Tap
  - EZ-Tap Pro
- I2C/SPI Hardware Tap
- Modbus RTU/ASCII/TCP Analyzer



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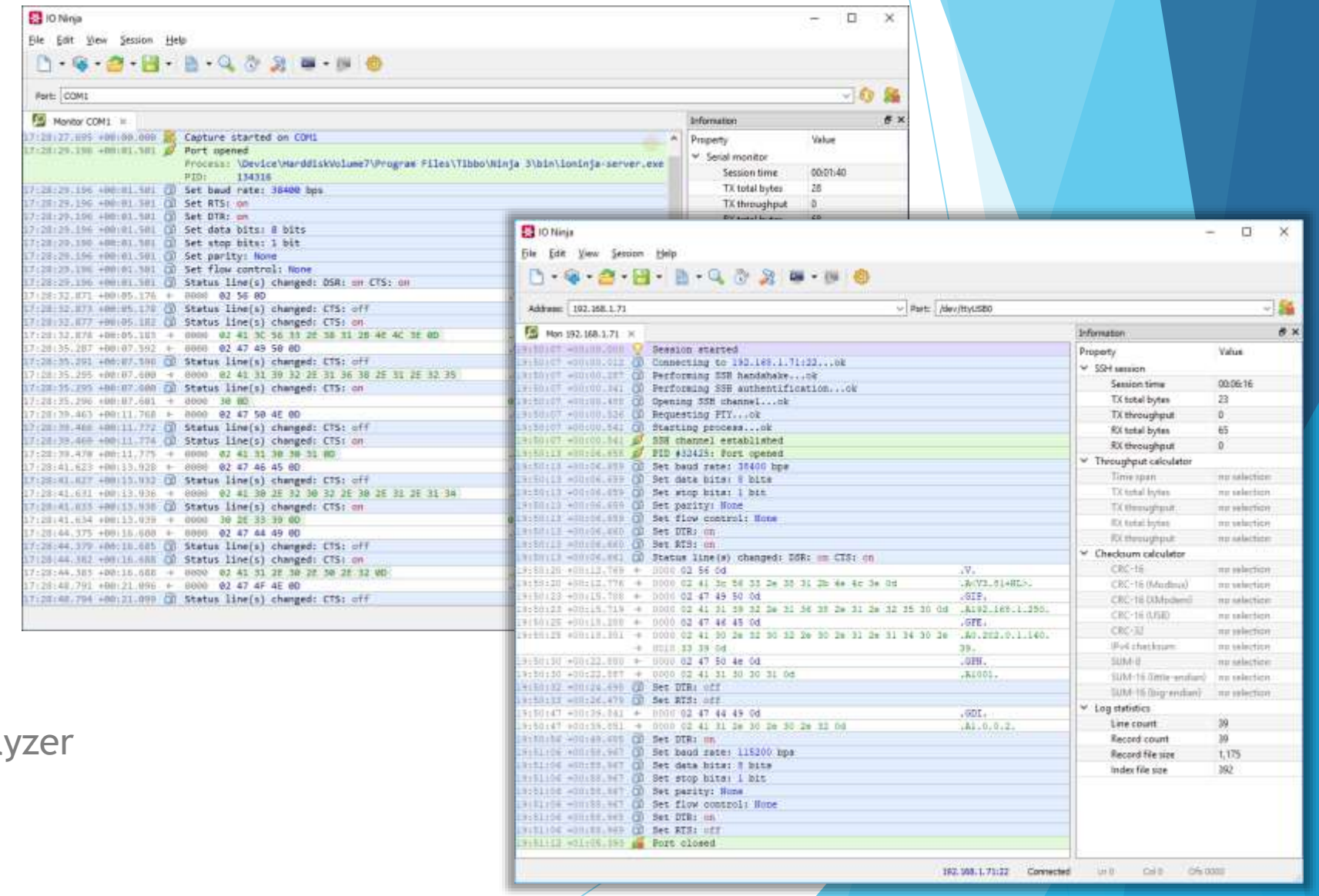

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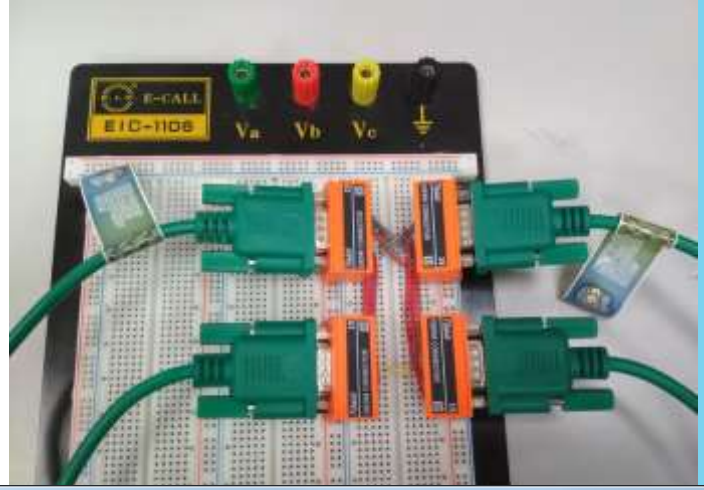

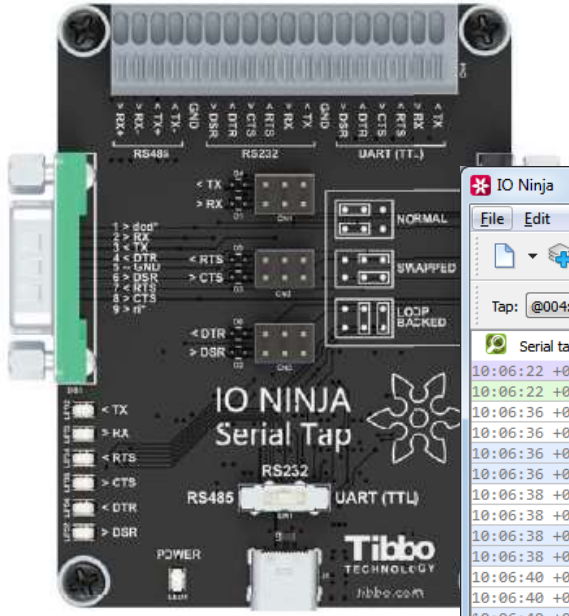

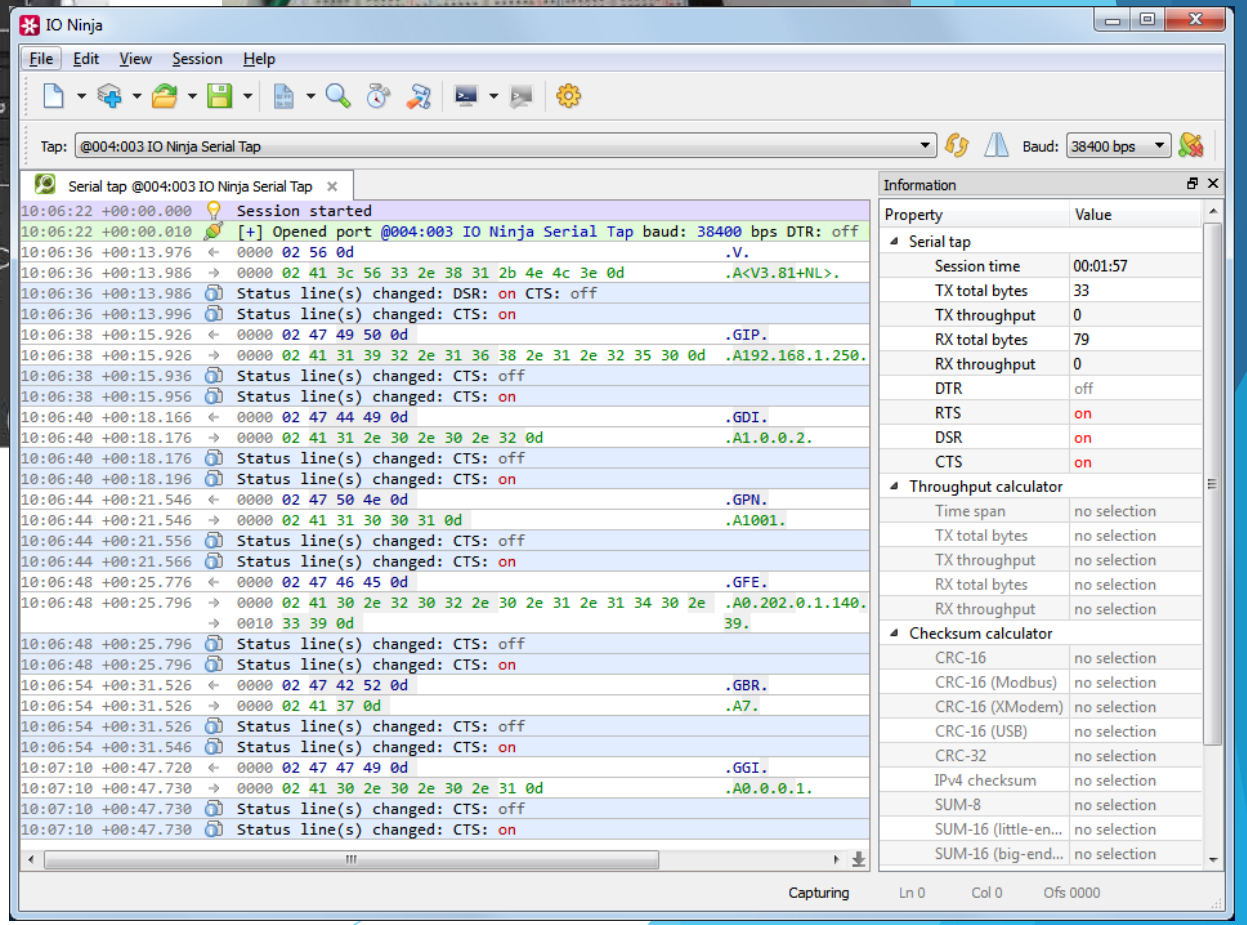

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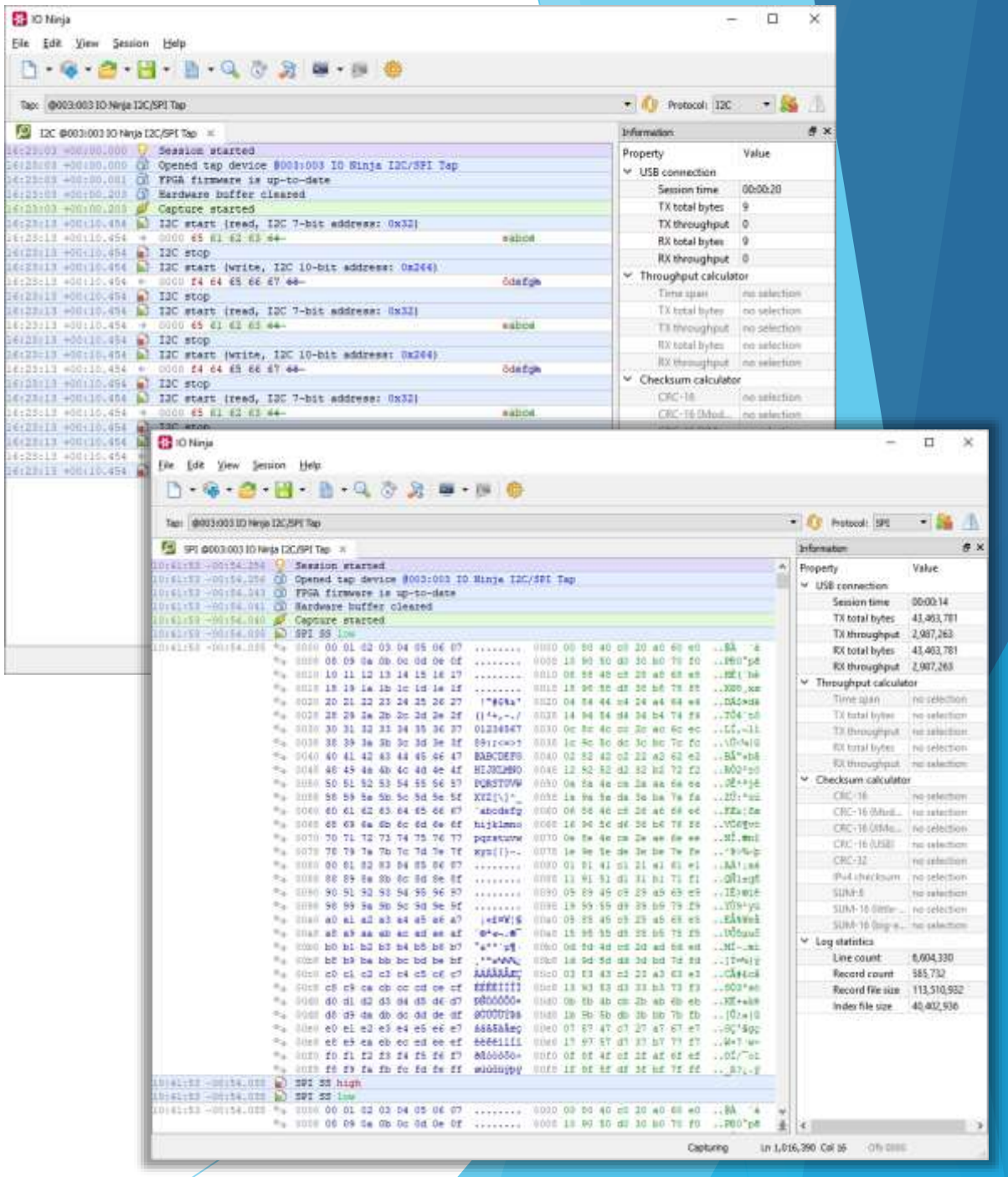

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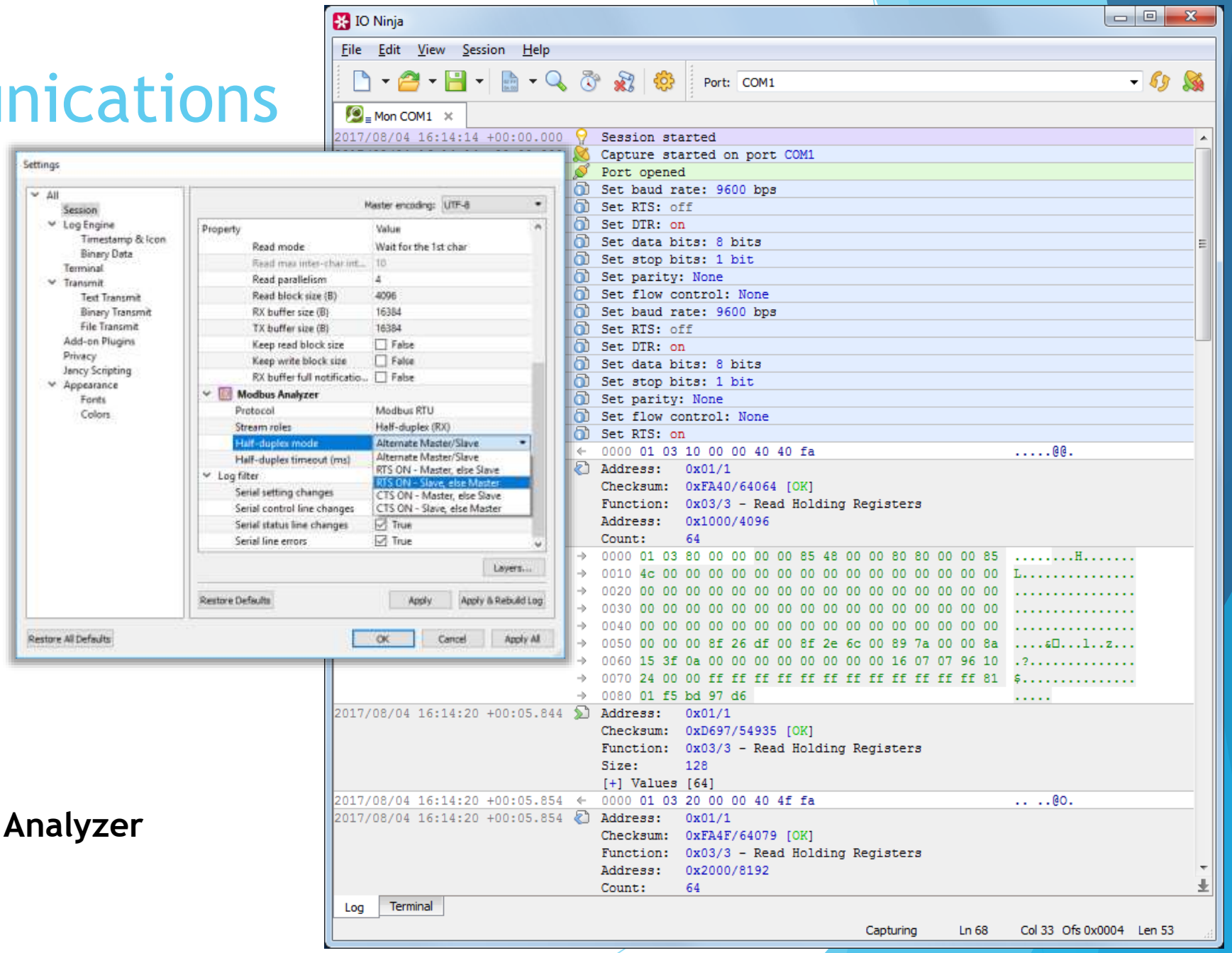
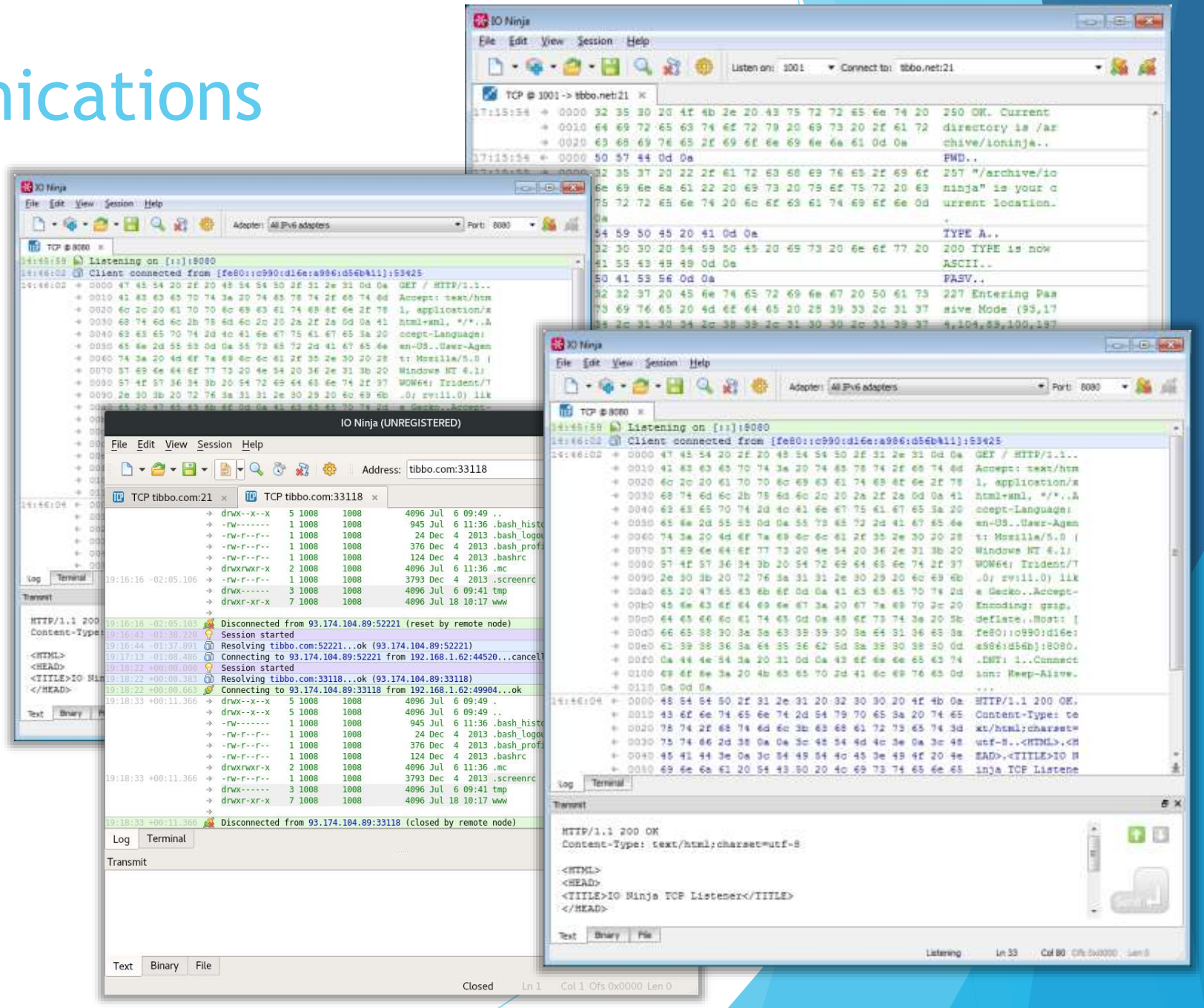


Network Communications

- **TCP**
  - **TCP Client**
  - **TCP Server**
  - **TCP Proxy**
  - **TCP Flow Monitor**
- UDP
  - UDP Socket (supports broadcast)
  - UDP Flow Monitor
- SSL & SSH
  - SSL Client
  - SSL Server
  - SSH Channel
- Ethernet Hardware Tap
- Pcap Sniffer



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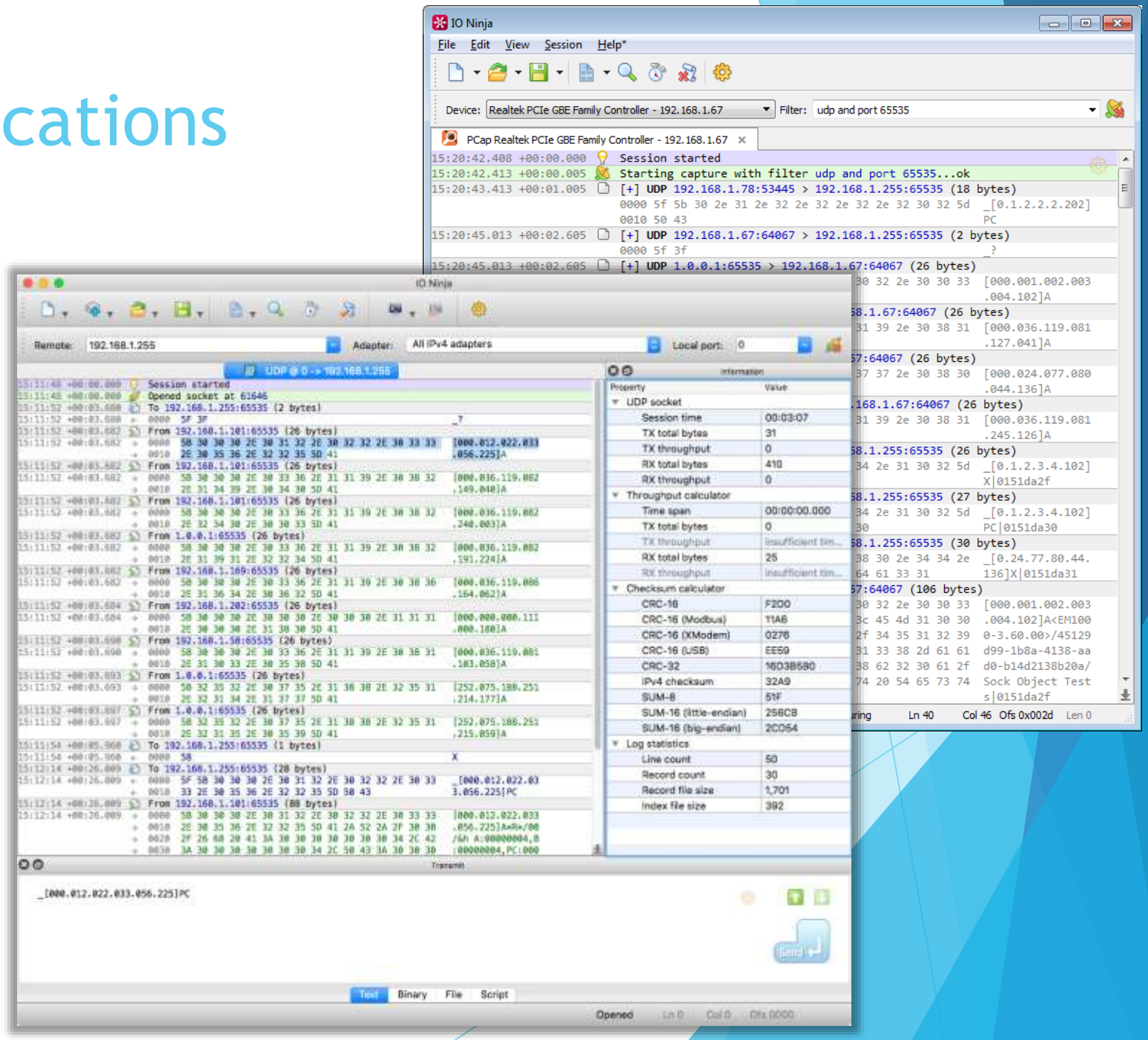

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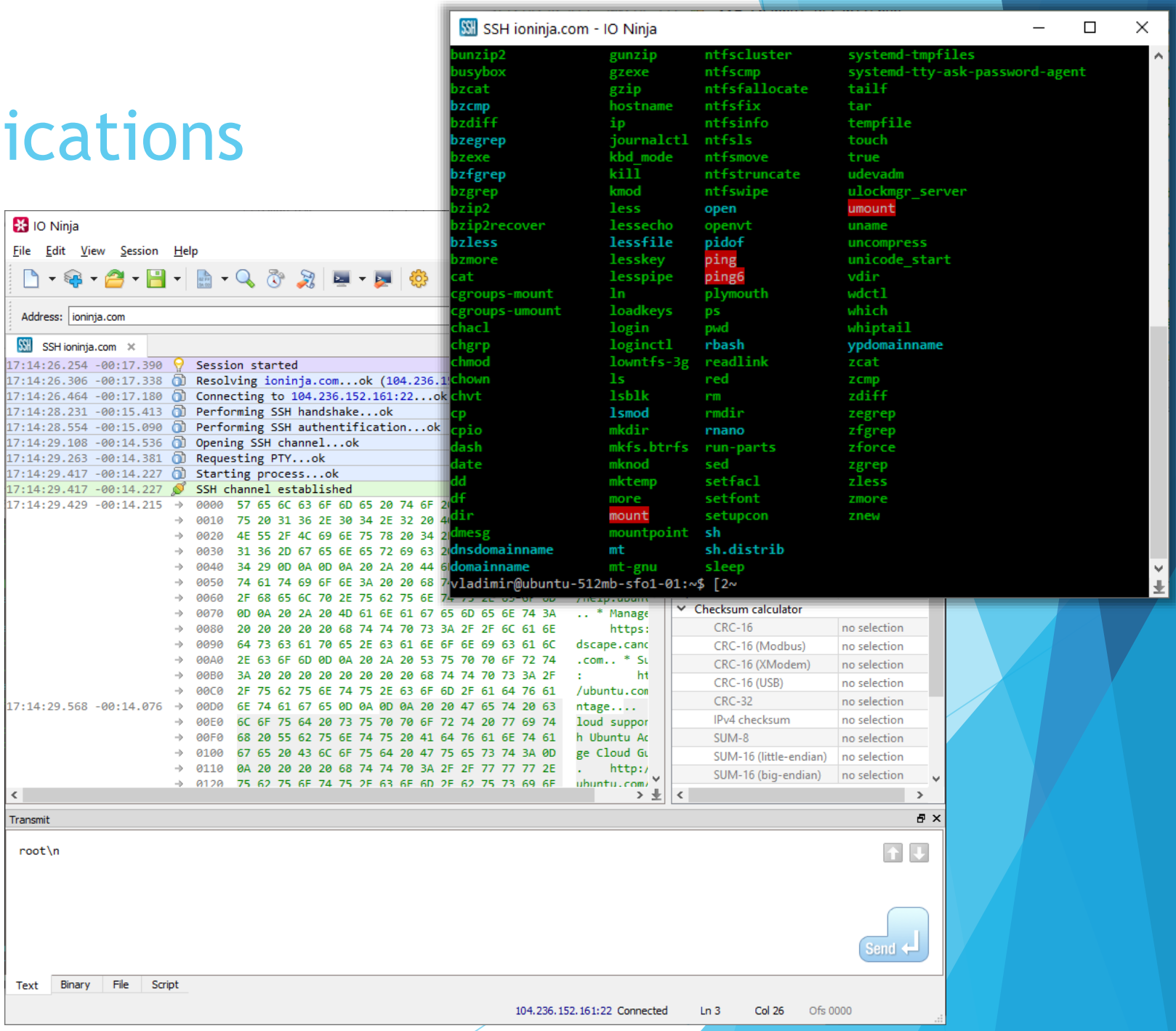

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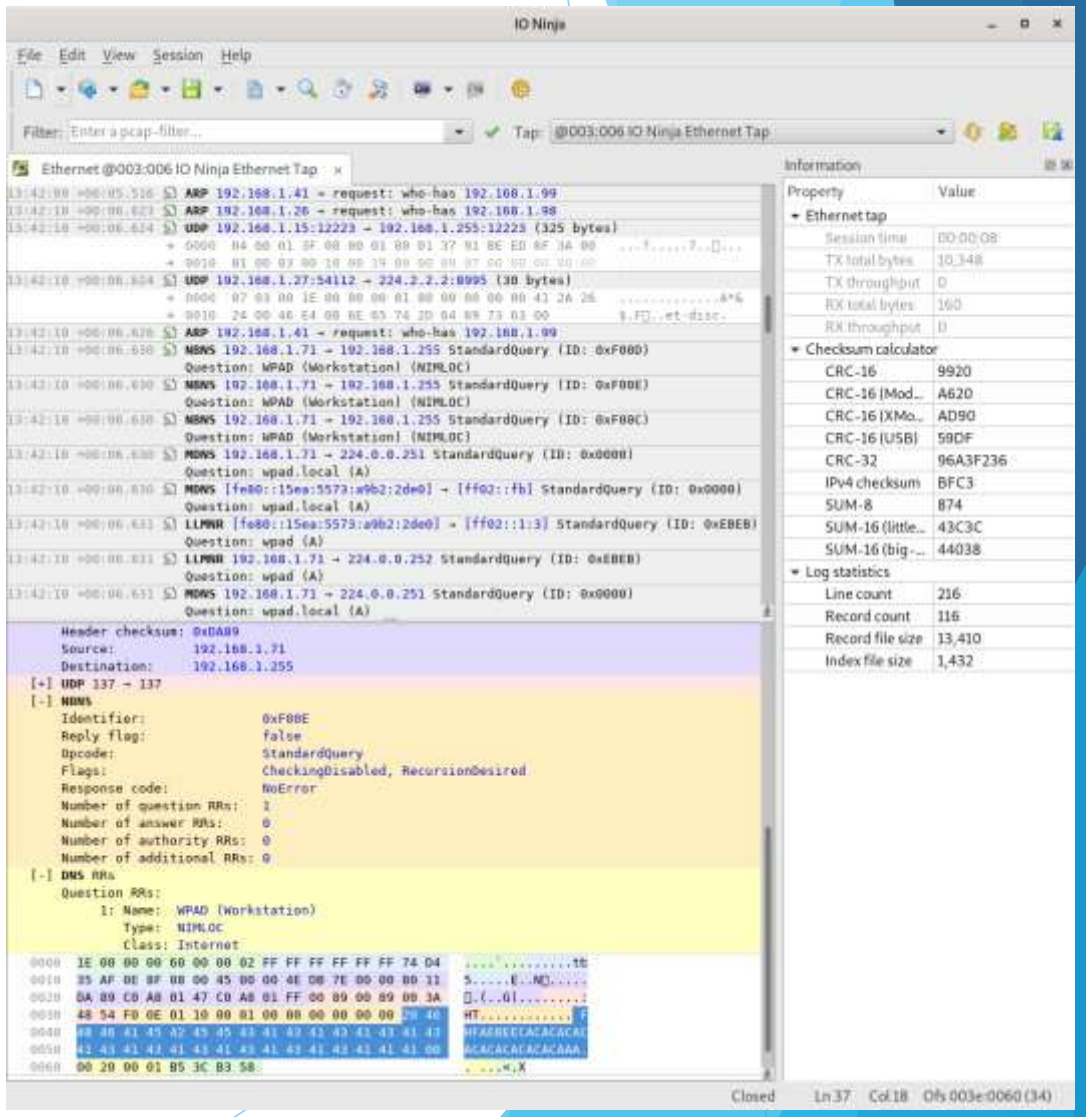

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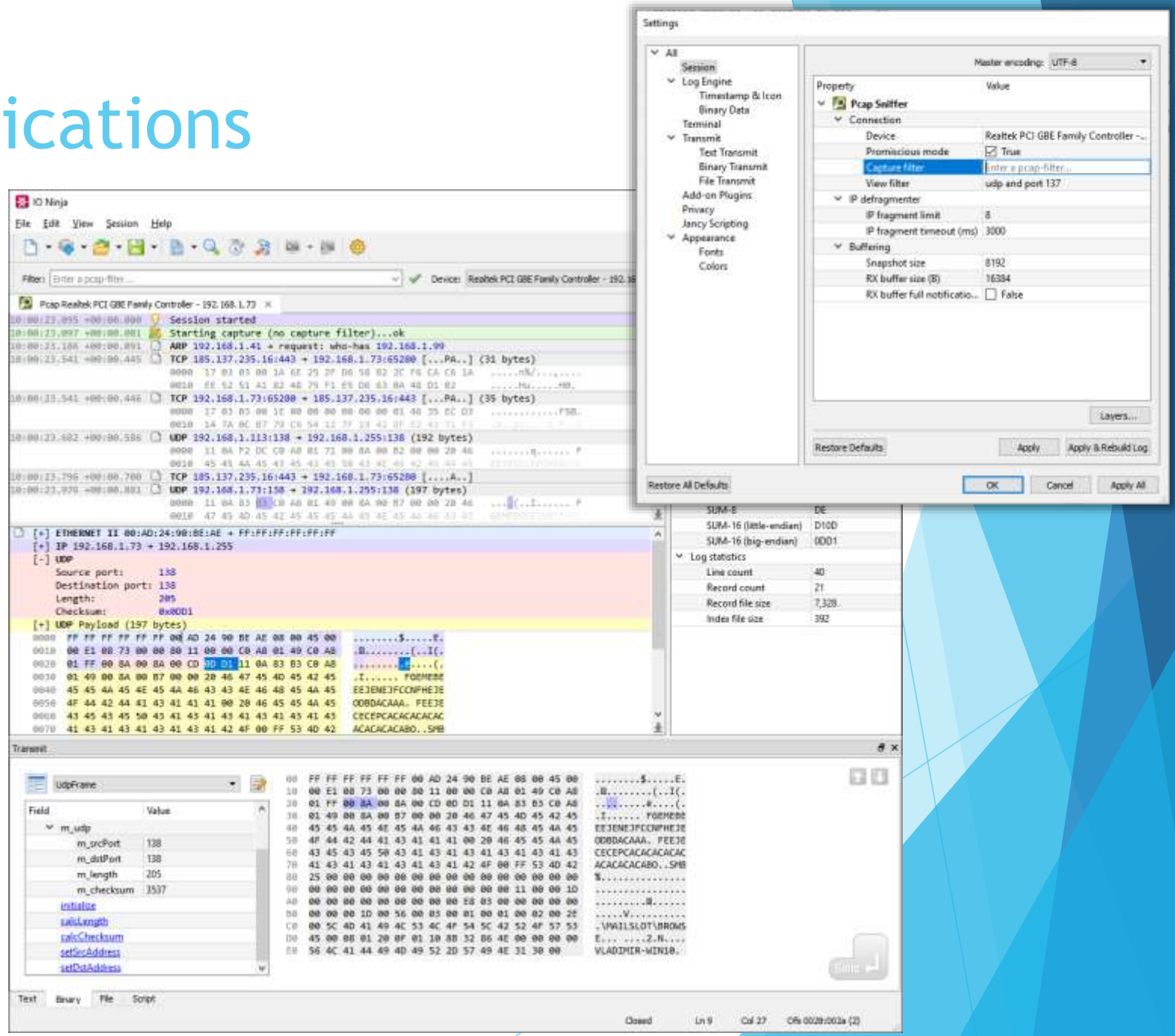
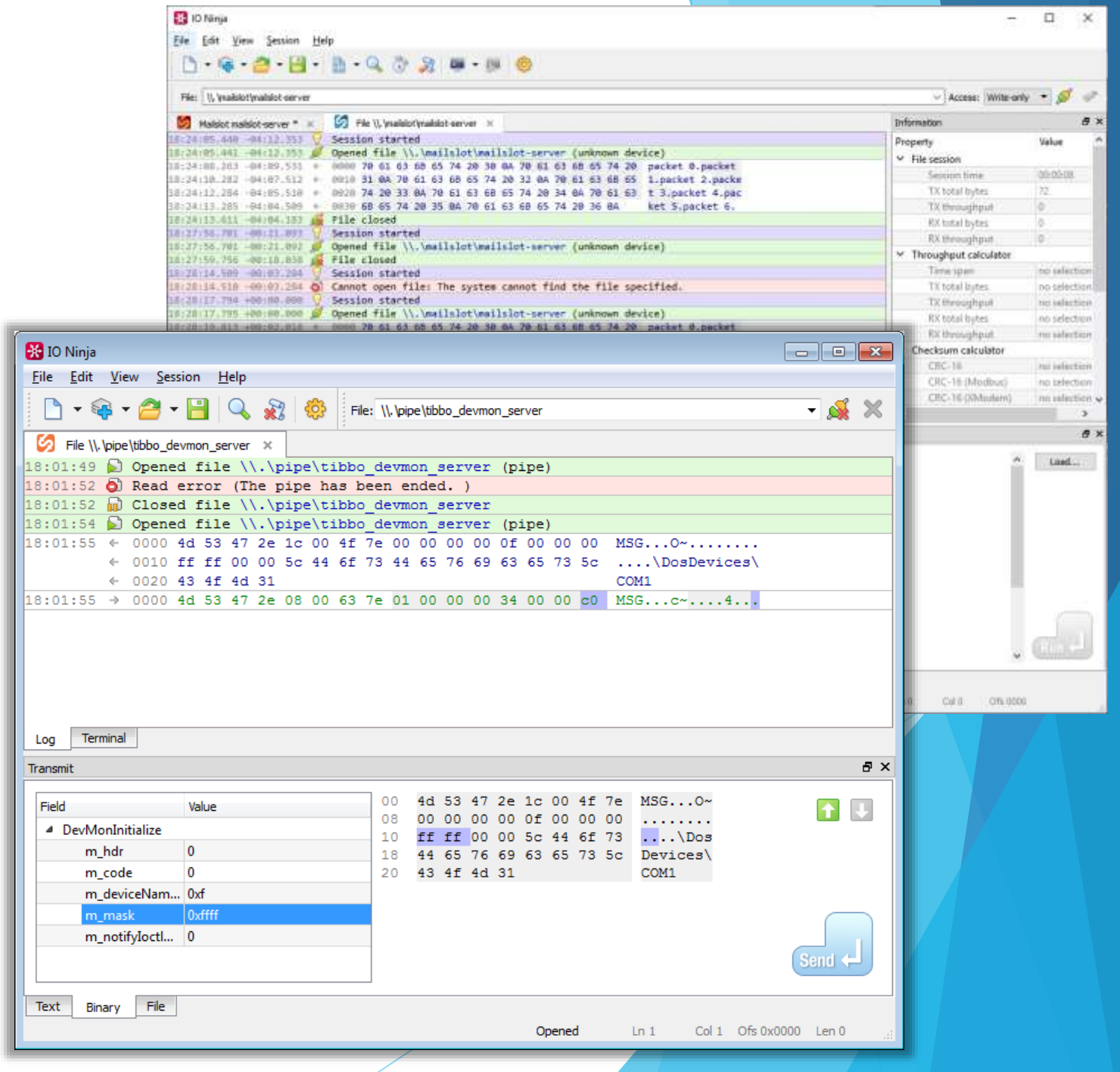


File Systems

- **Generic File Stream**
- Windows Named/Anonymous Pipes
  - Named Pipe Terminal
  - Pipe Sniffer
- Windows Mailslots
  - Mailslot Terminal
  - Mailslot Sniffer



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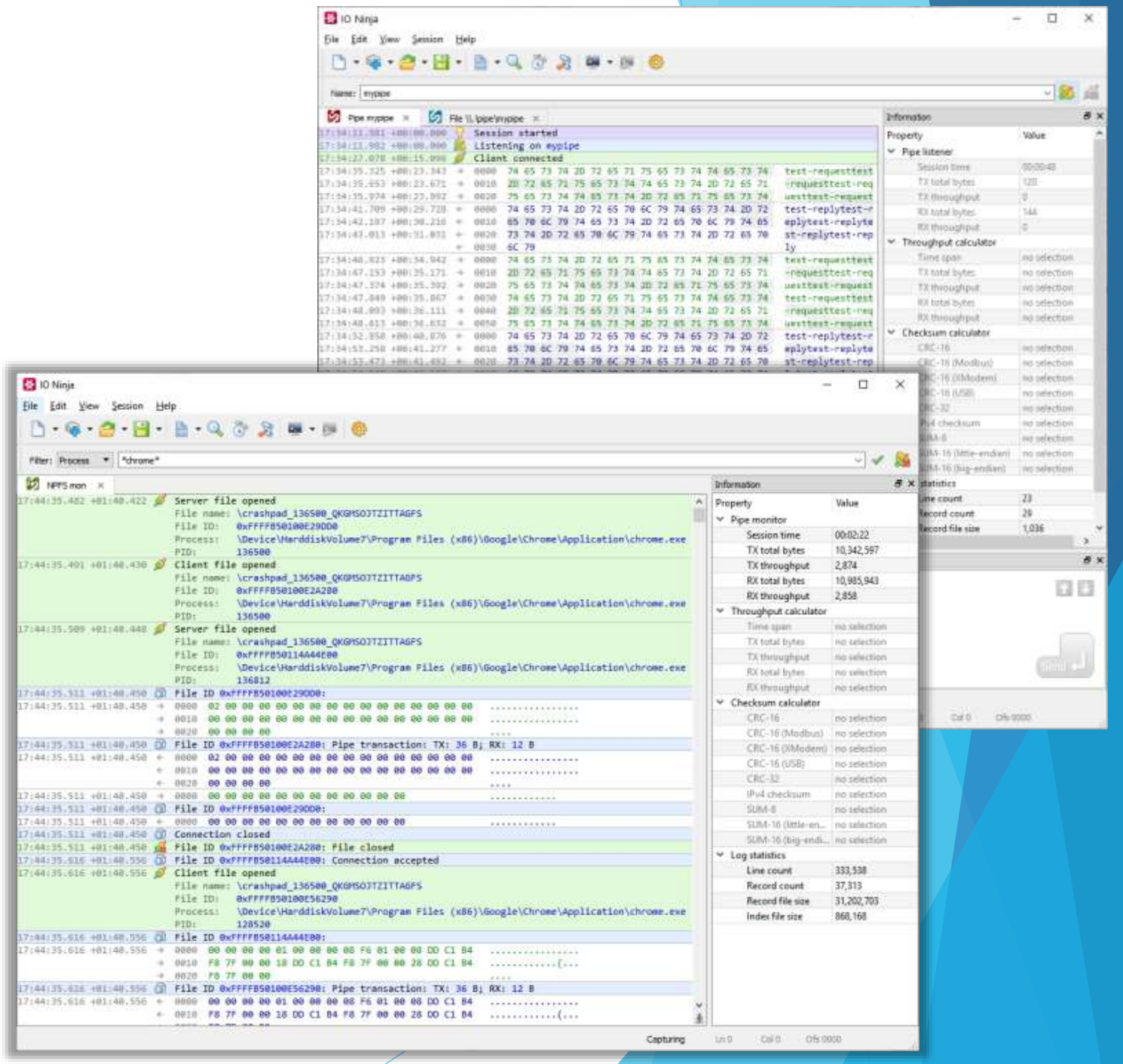

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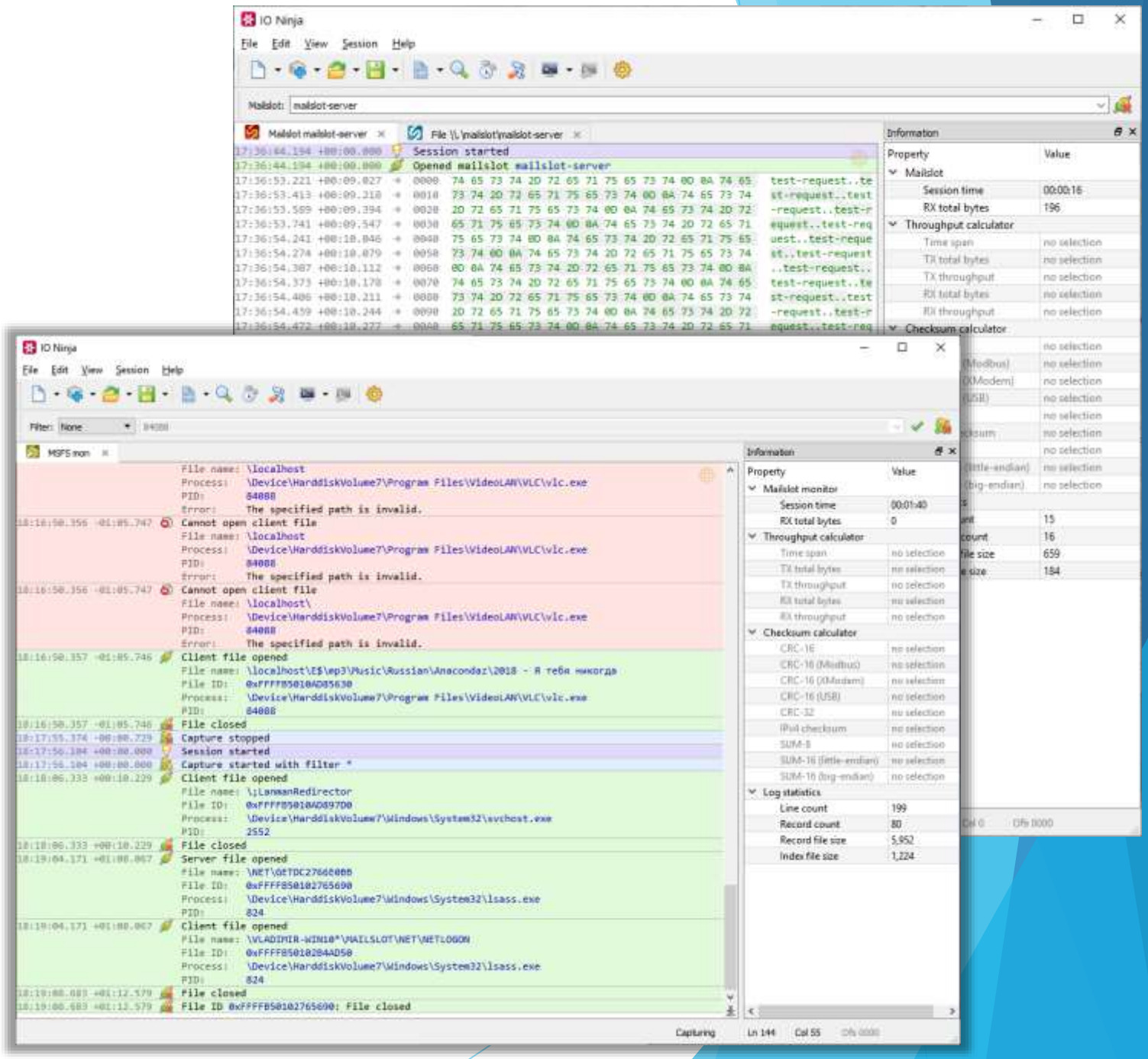
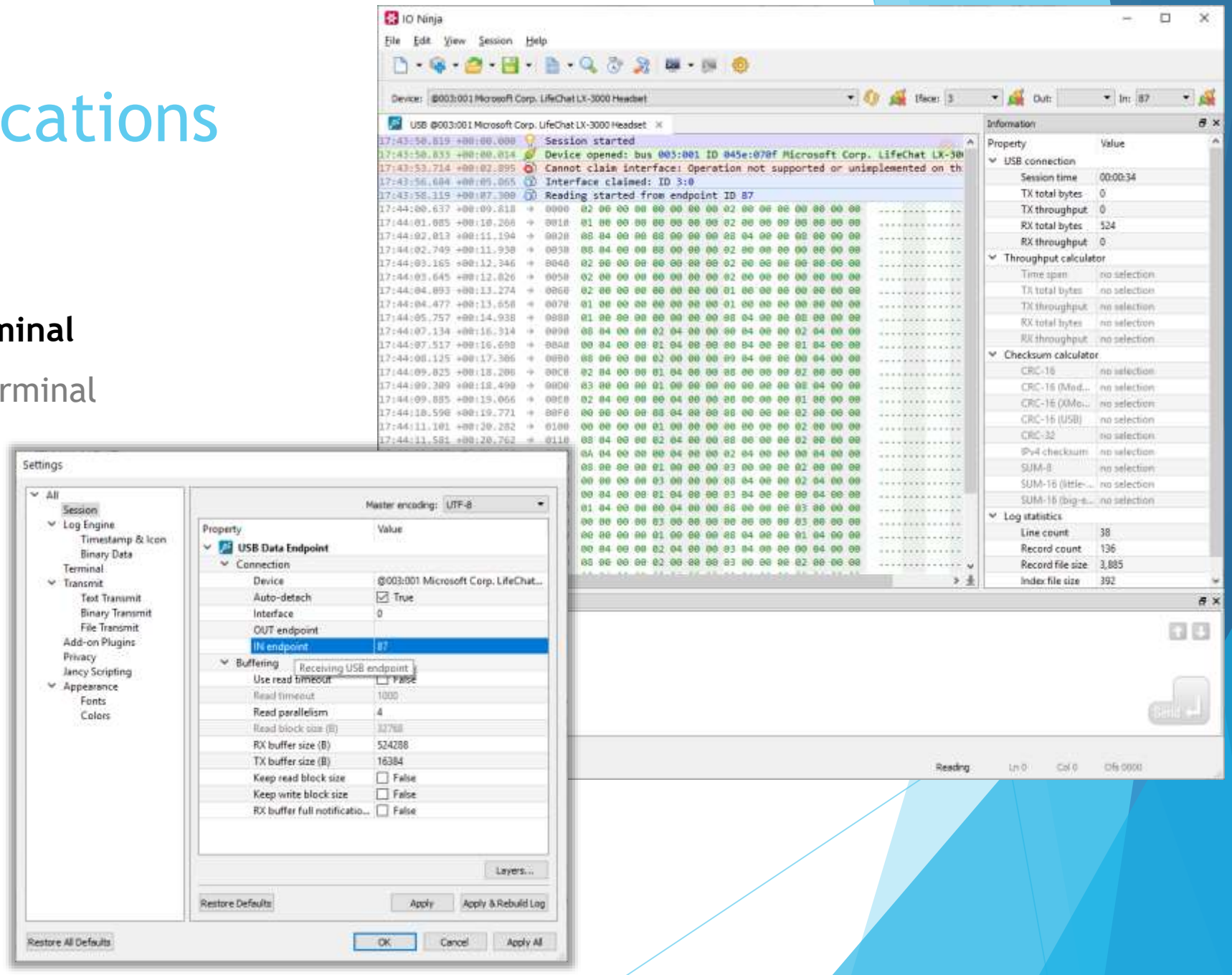


USB Communications

- **USB Data Endpoint Terminal**
- USB Control Endpoint Terminal



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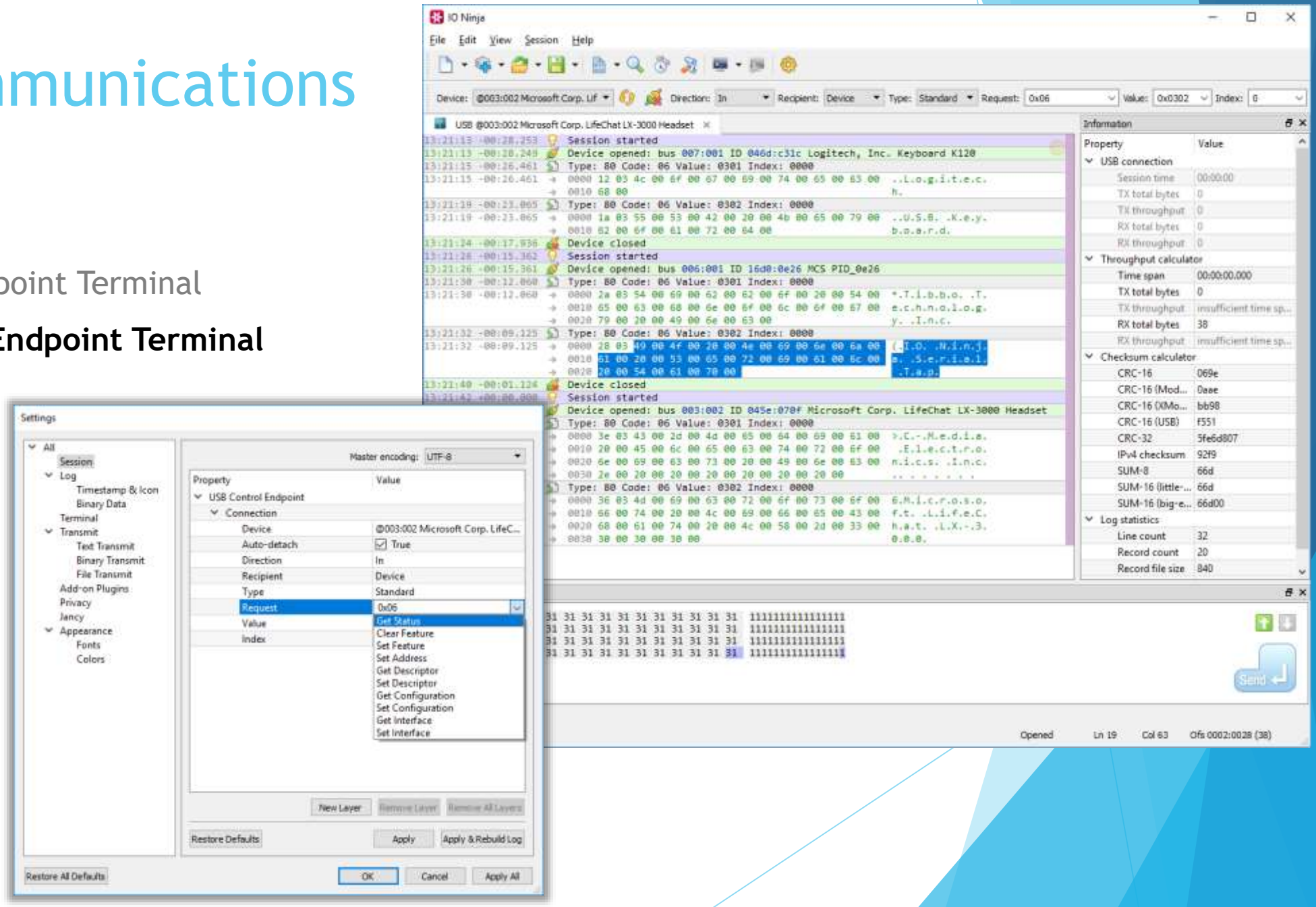
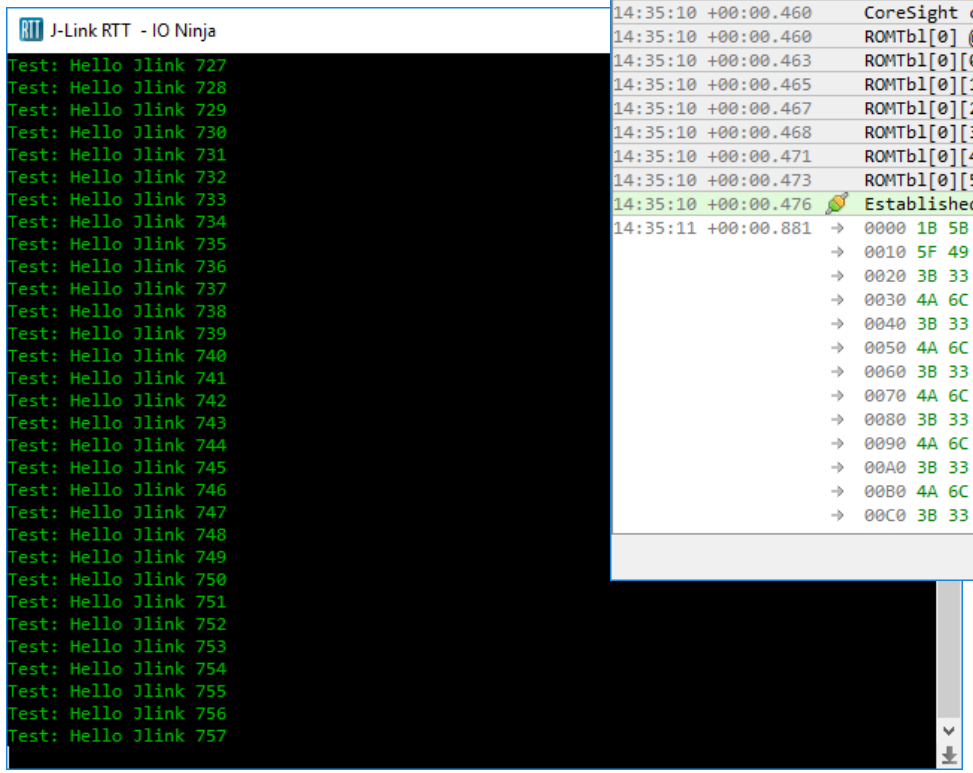
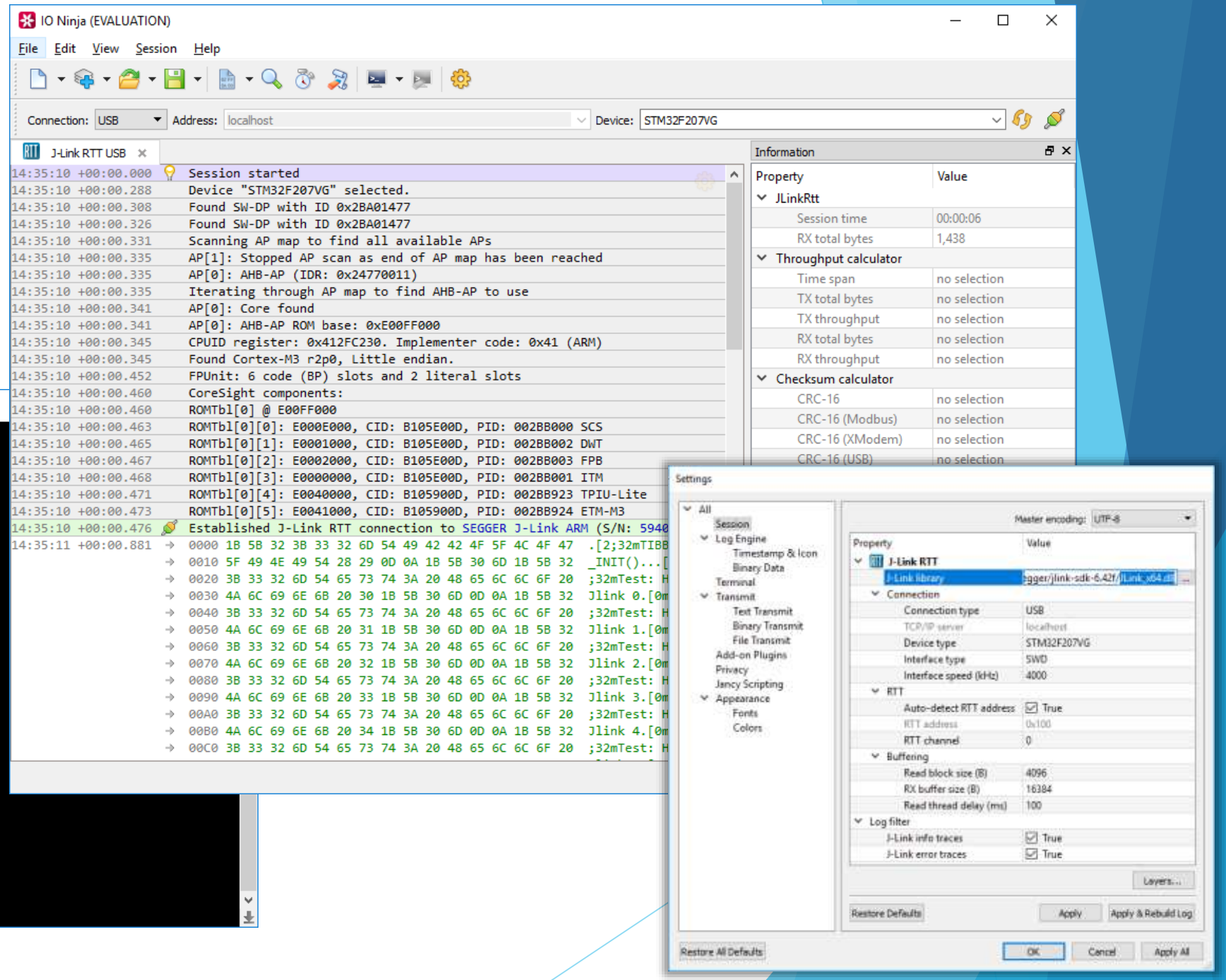


Miscellaneous

- **J-Link RTT Terminal**



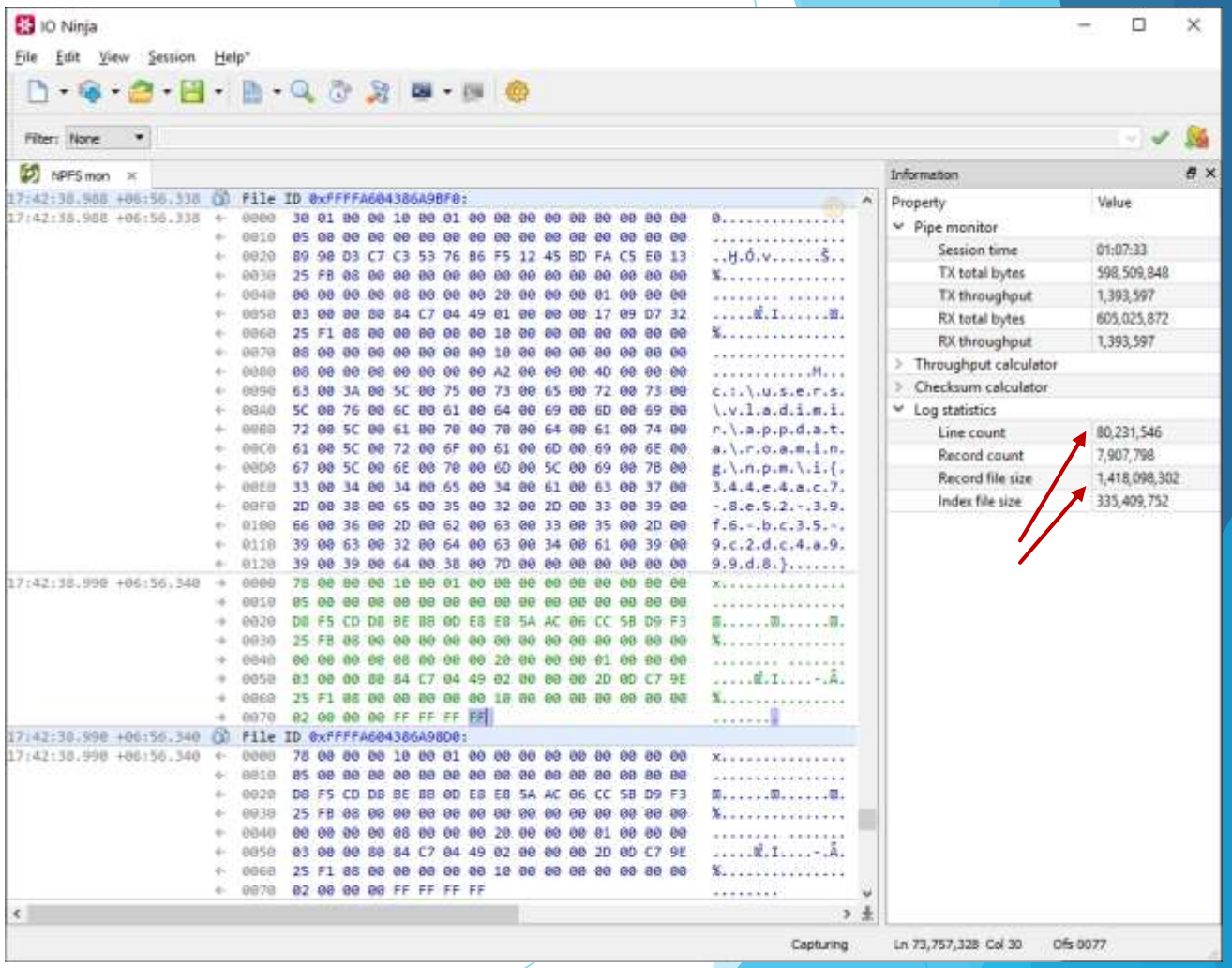


Ninja Scroll (Logging Engine)

Intuitive, beautiful, and lightning-fast!

Ninja Scroll Features

- **Efficient with huge logs (limited by disk size only)**
- Interleaving textual and binary messages in a single continuous log sheet
- Merging adjacent data blocks (configurable)
- Foldable records
- Detail pane (when needed)
- Relative timestamps
- View data as plain-text or hex-view
- Find text/bin (also, across merge boundaries)
- On-the-fly calculations of offsets, length, checksums of selections
- Multiple modes of copying binary data (hex, text, C-array, save-to-file, etc.)



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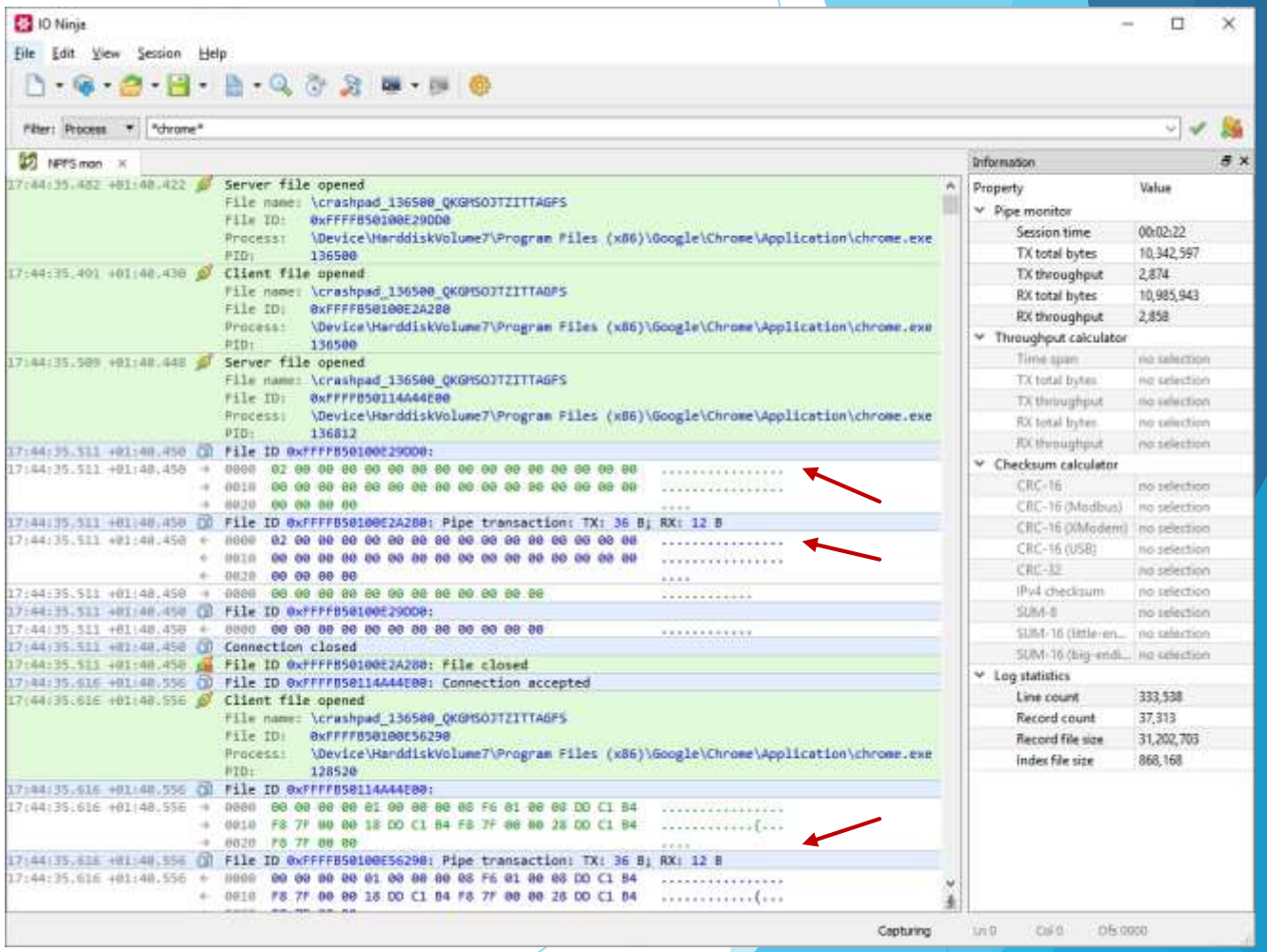

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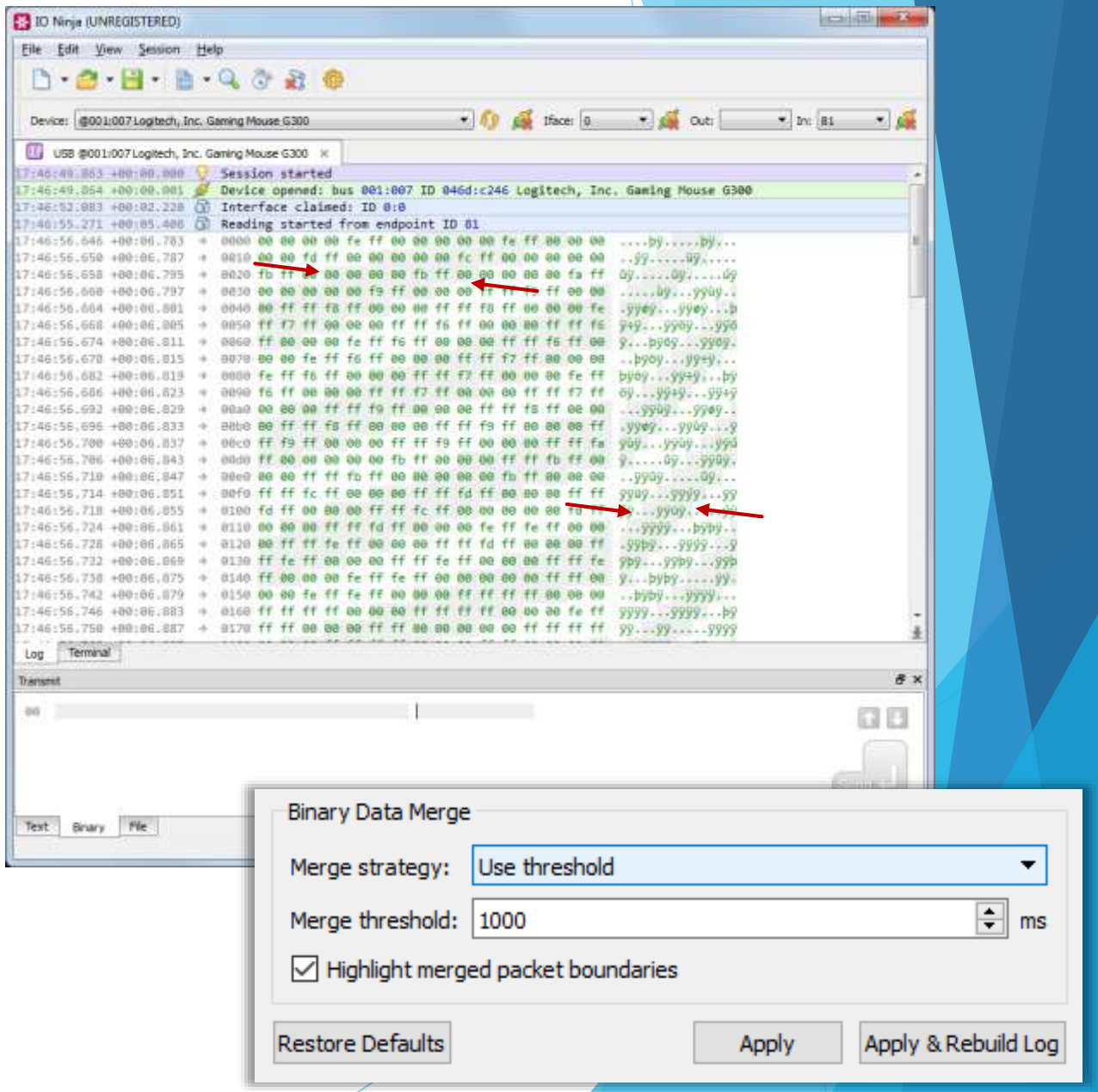

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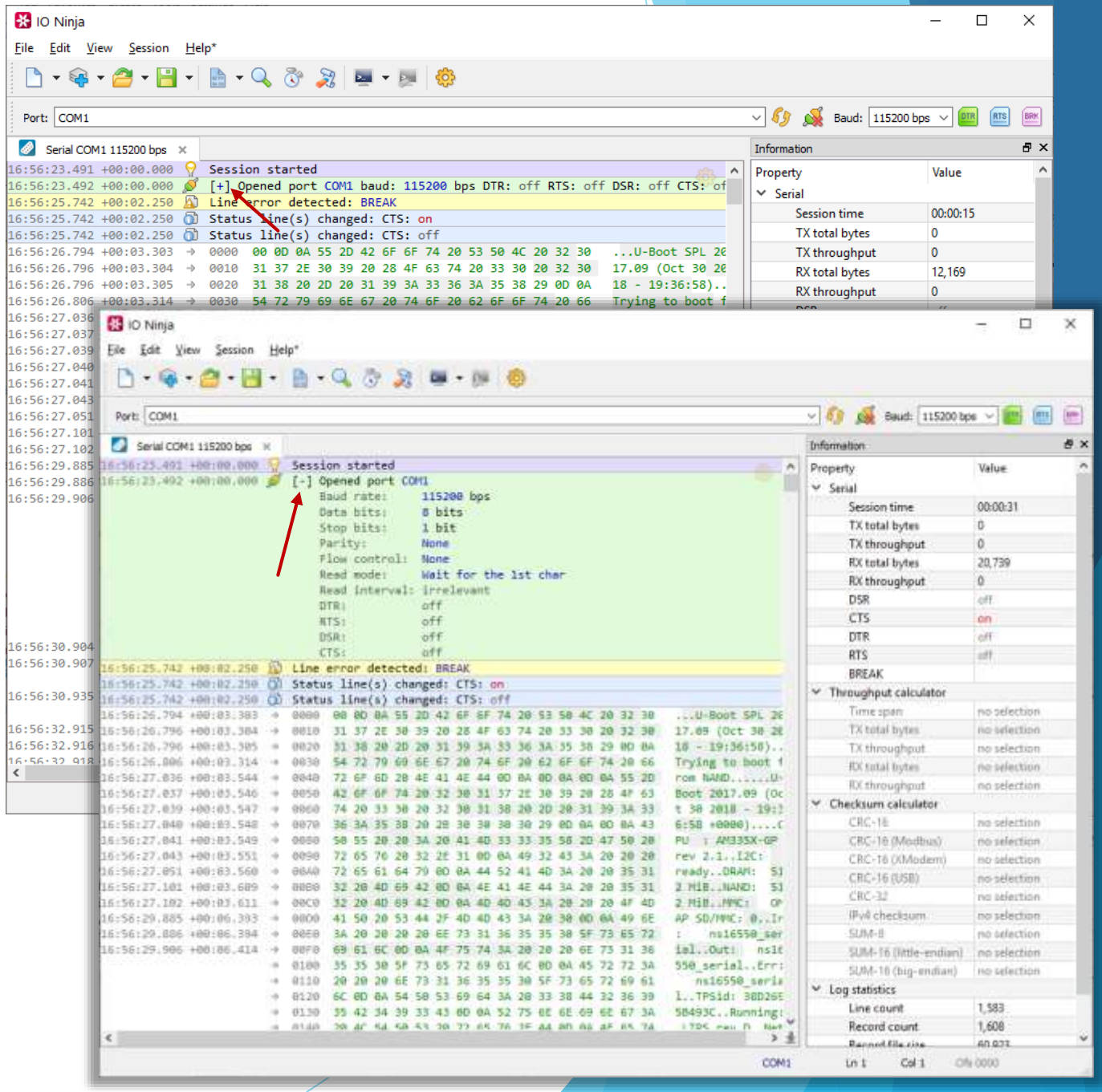

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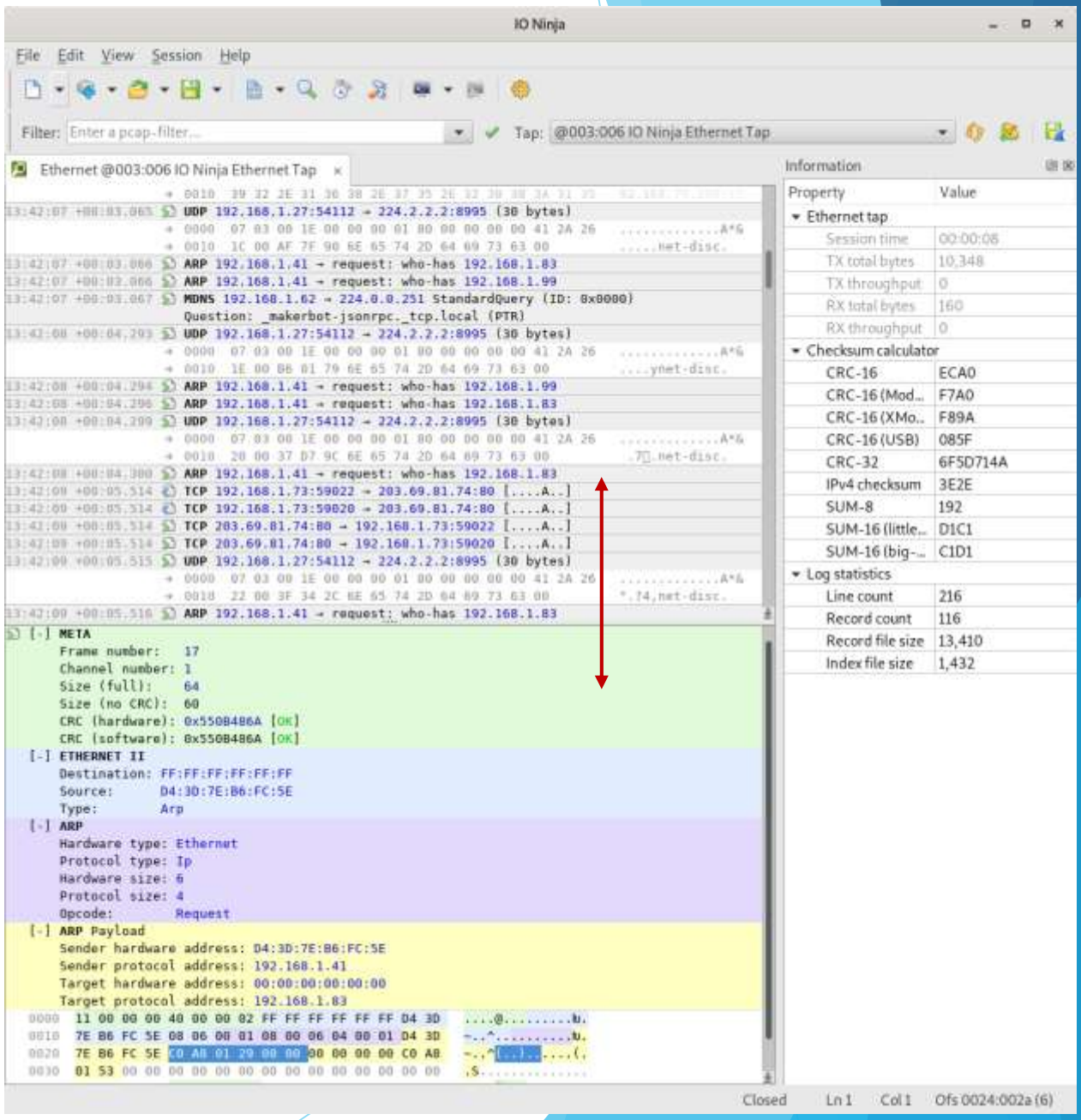

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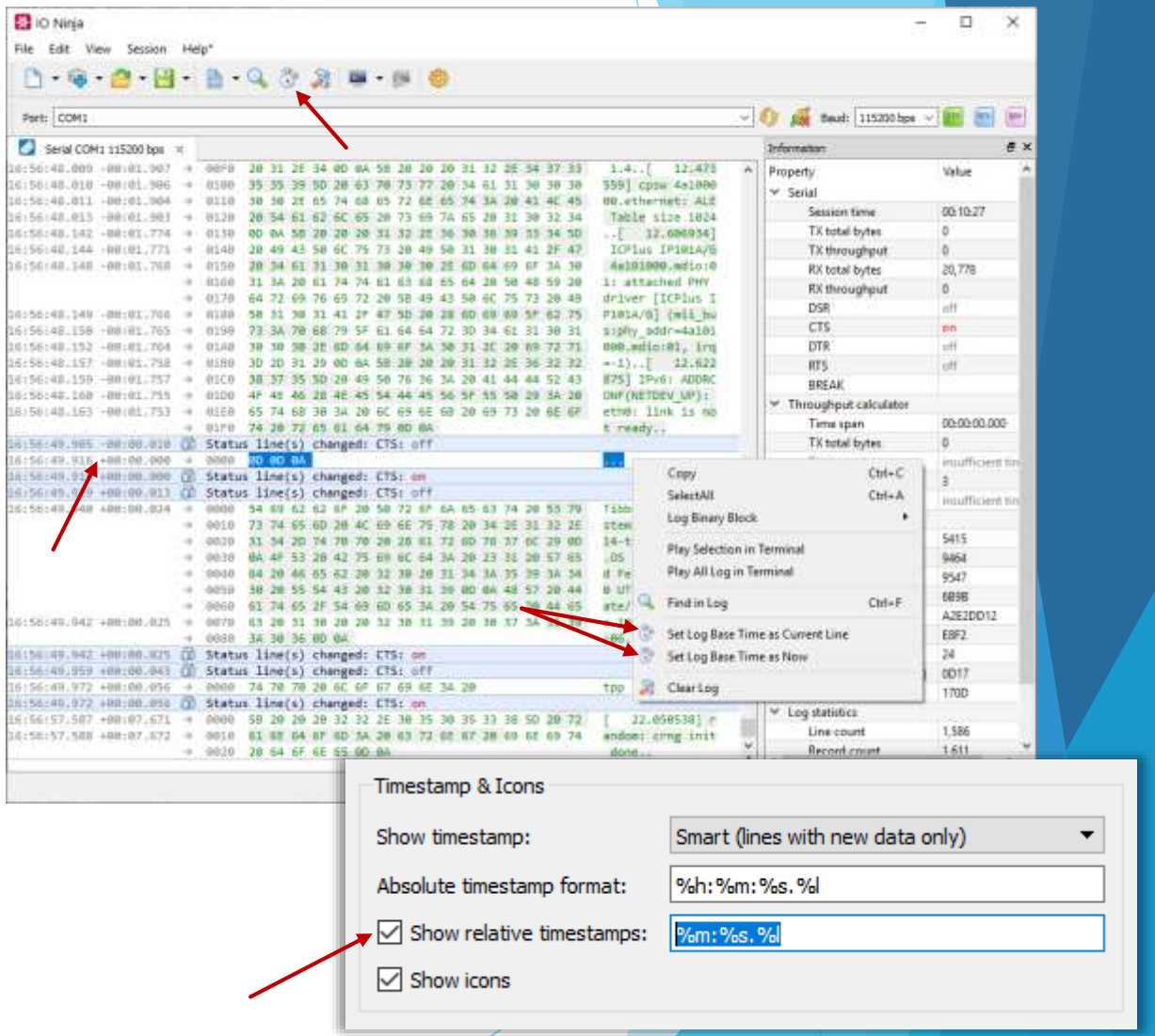

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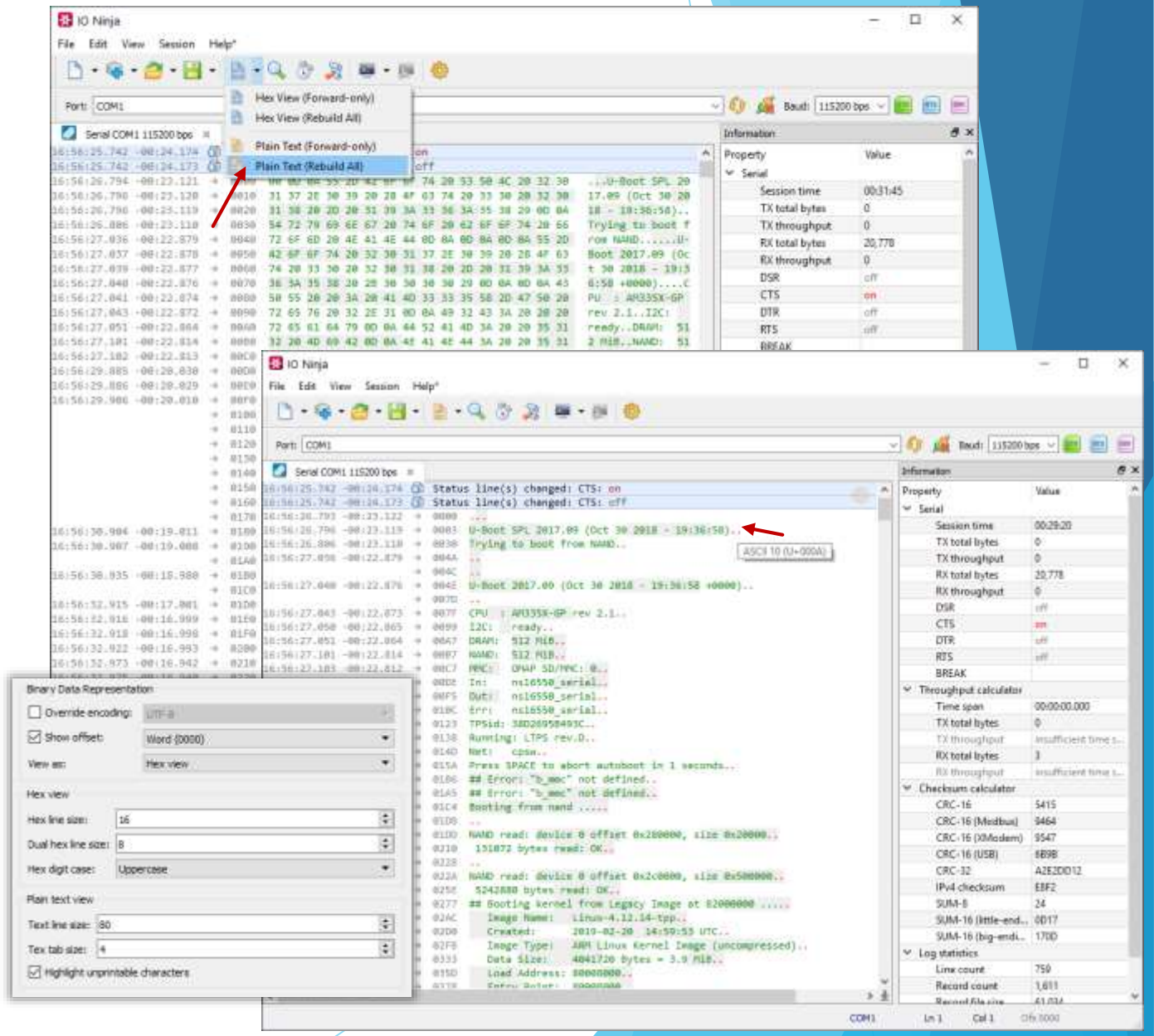

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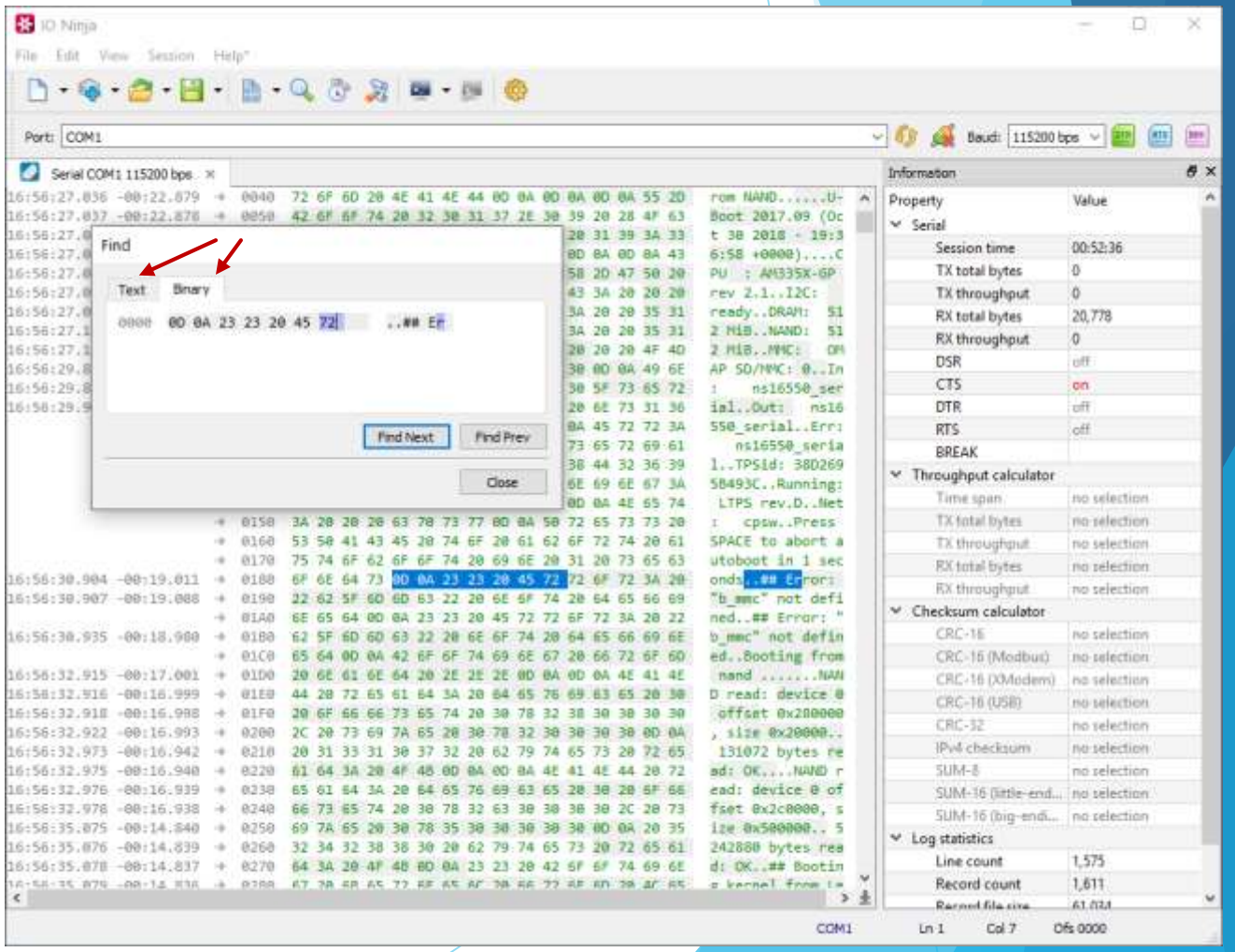

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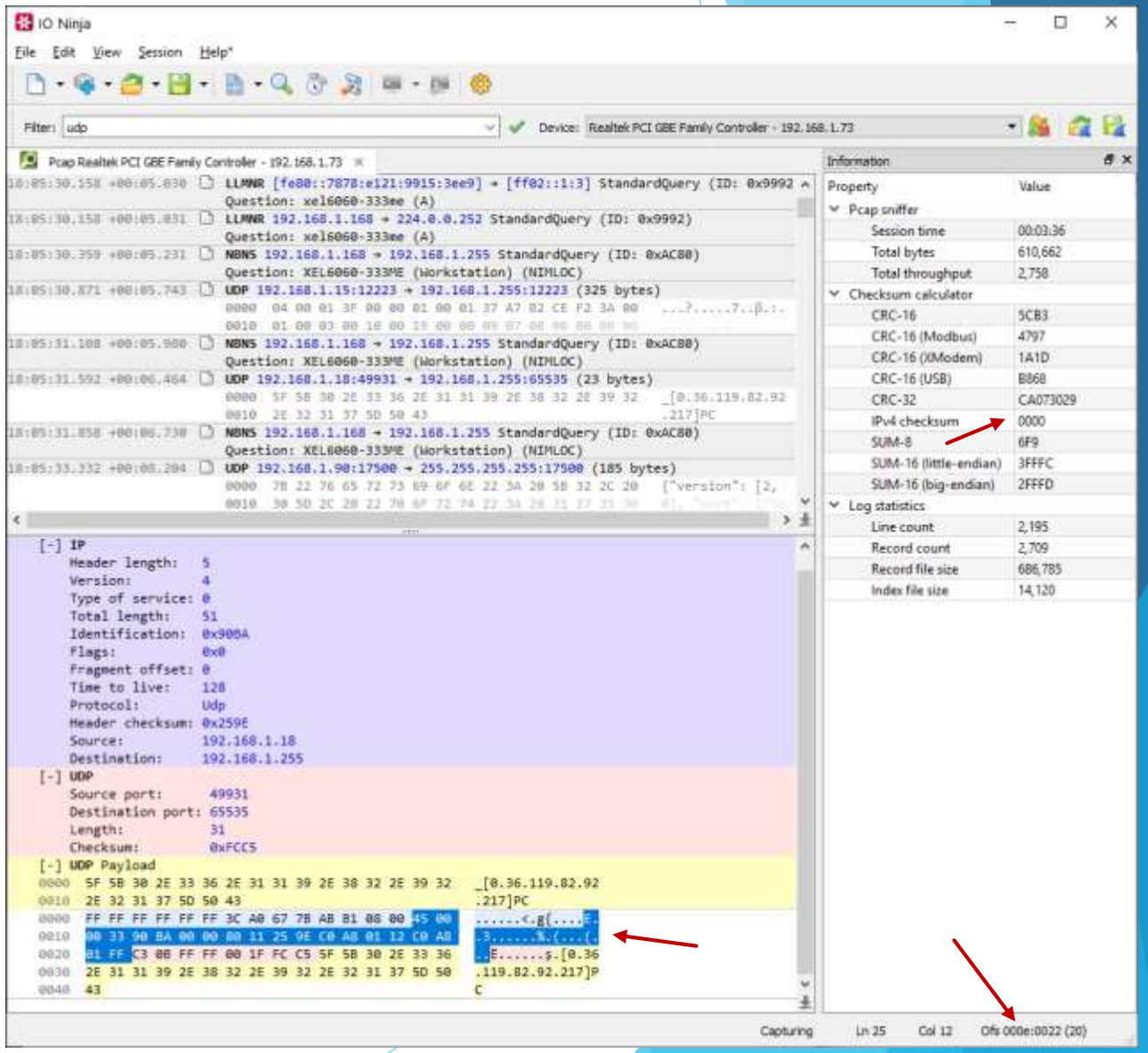

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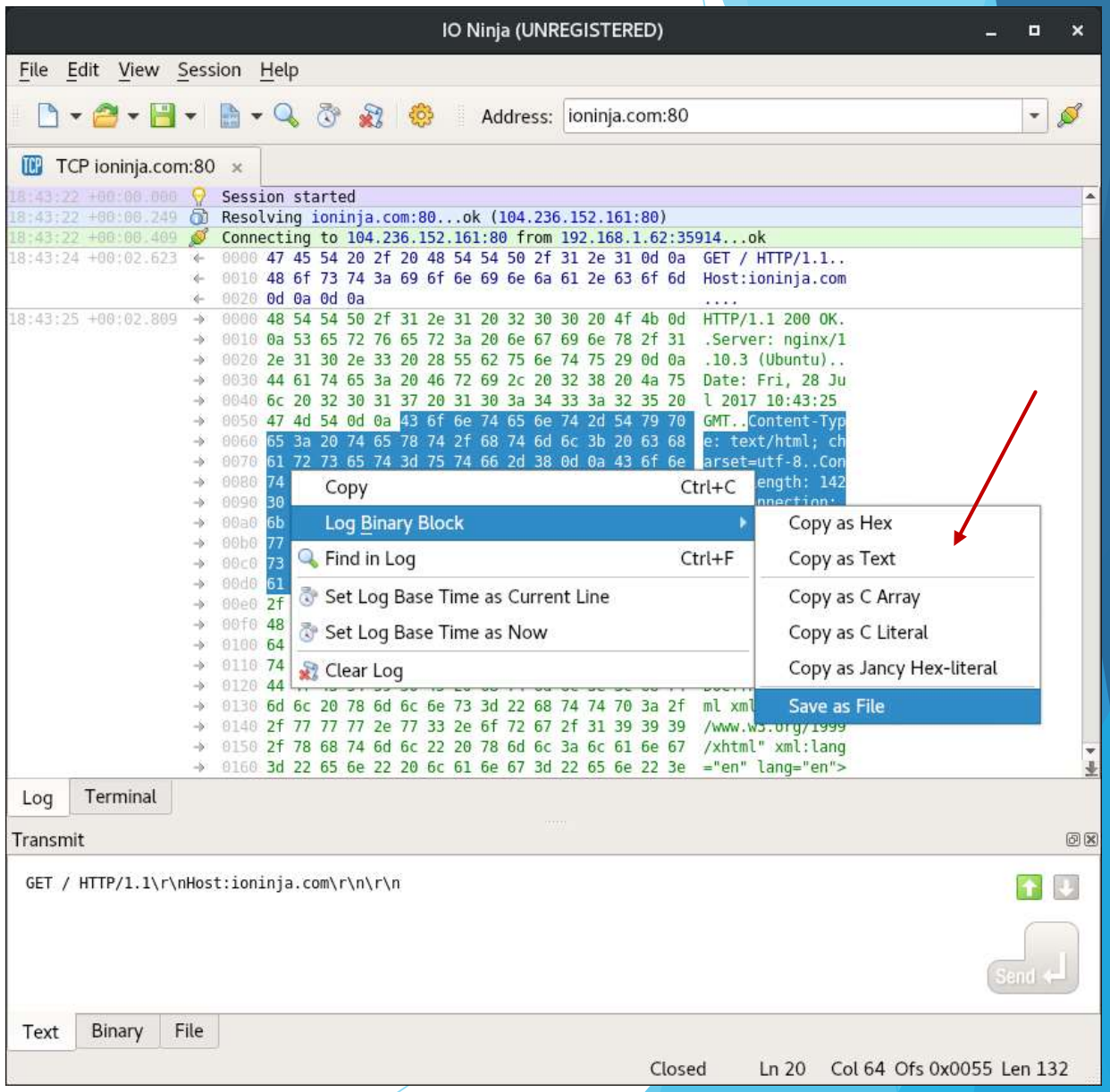
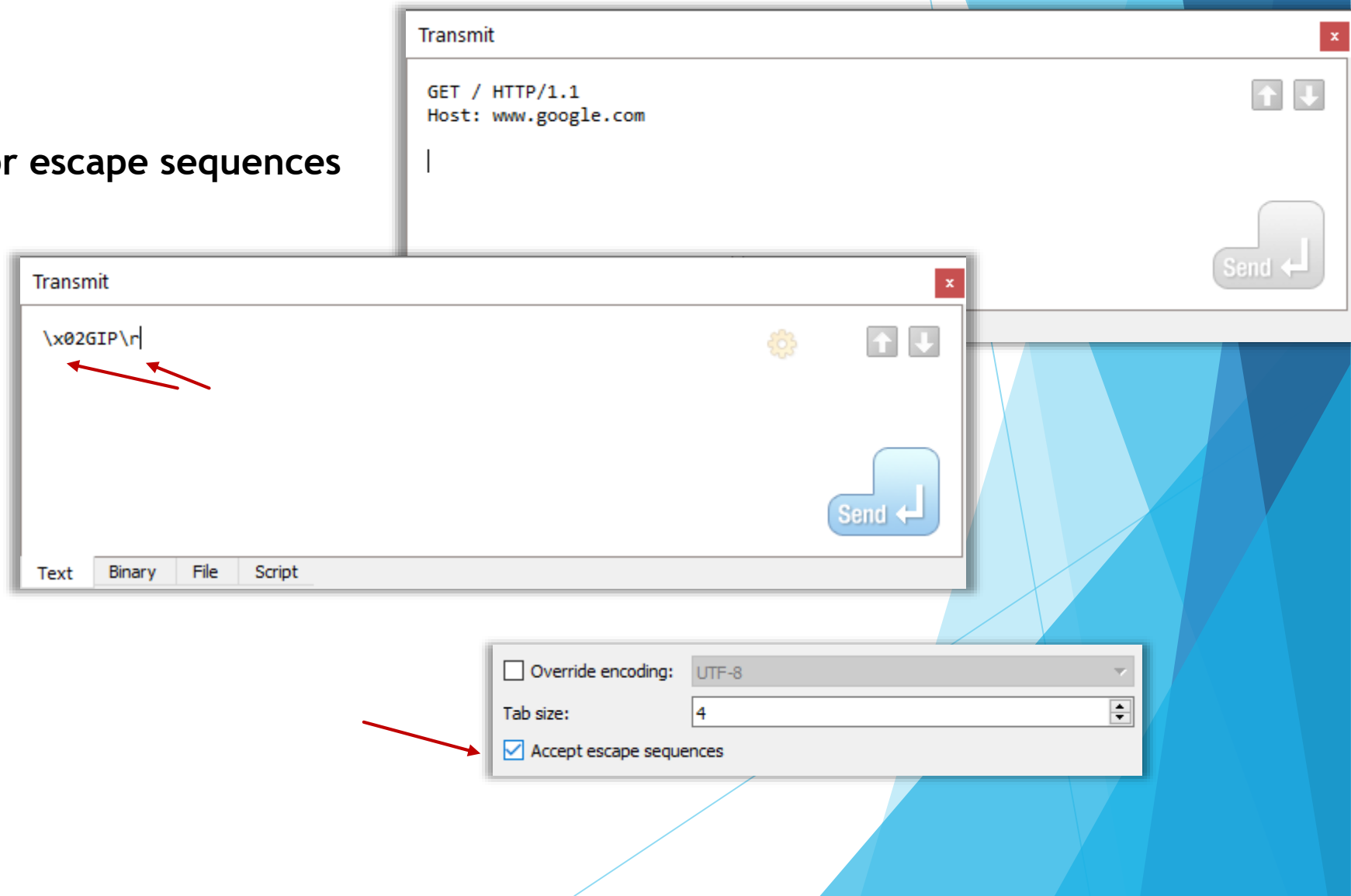


Advanced Transmitting Engine

Shines at binary packet transmission!

Transmit Features

- **Text input with support for escape sequences**
- Hex-editor
- File transmit
- Packet templates
- Script transmit



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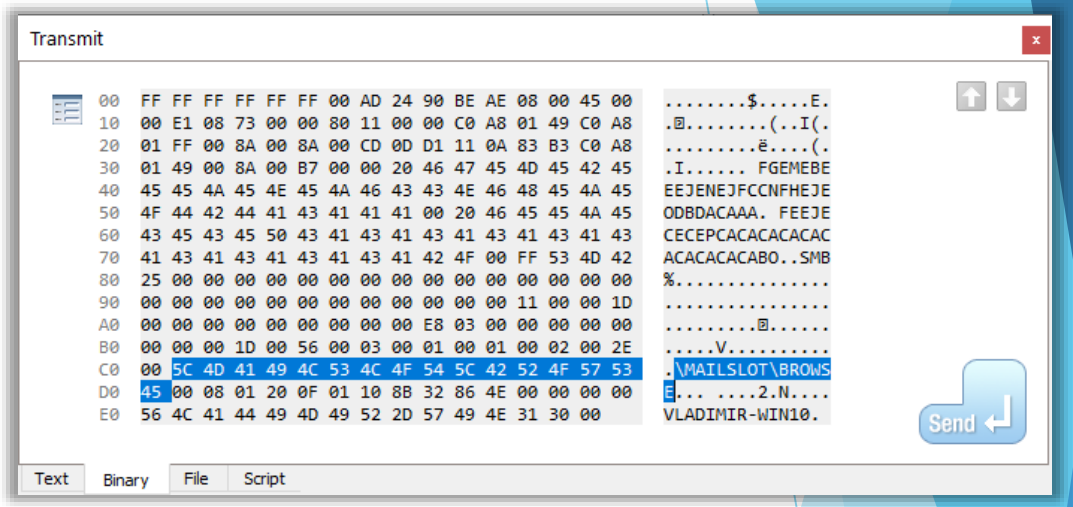

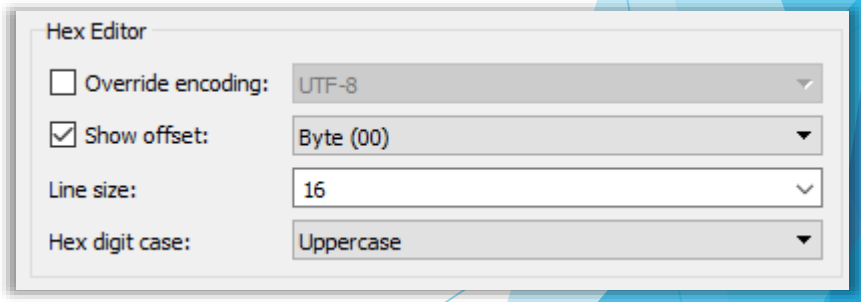

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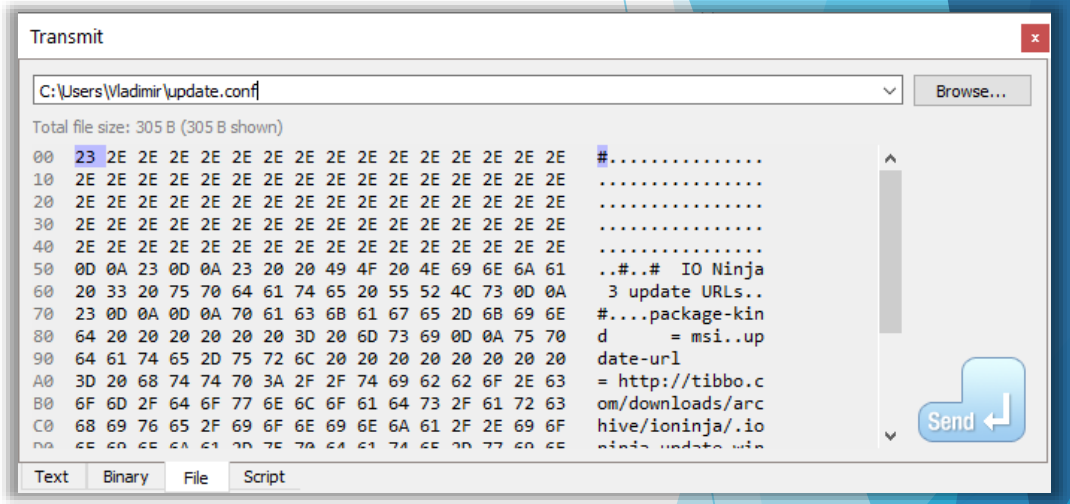

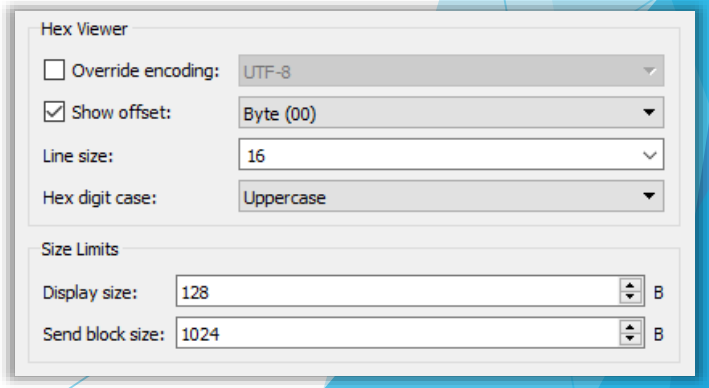

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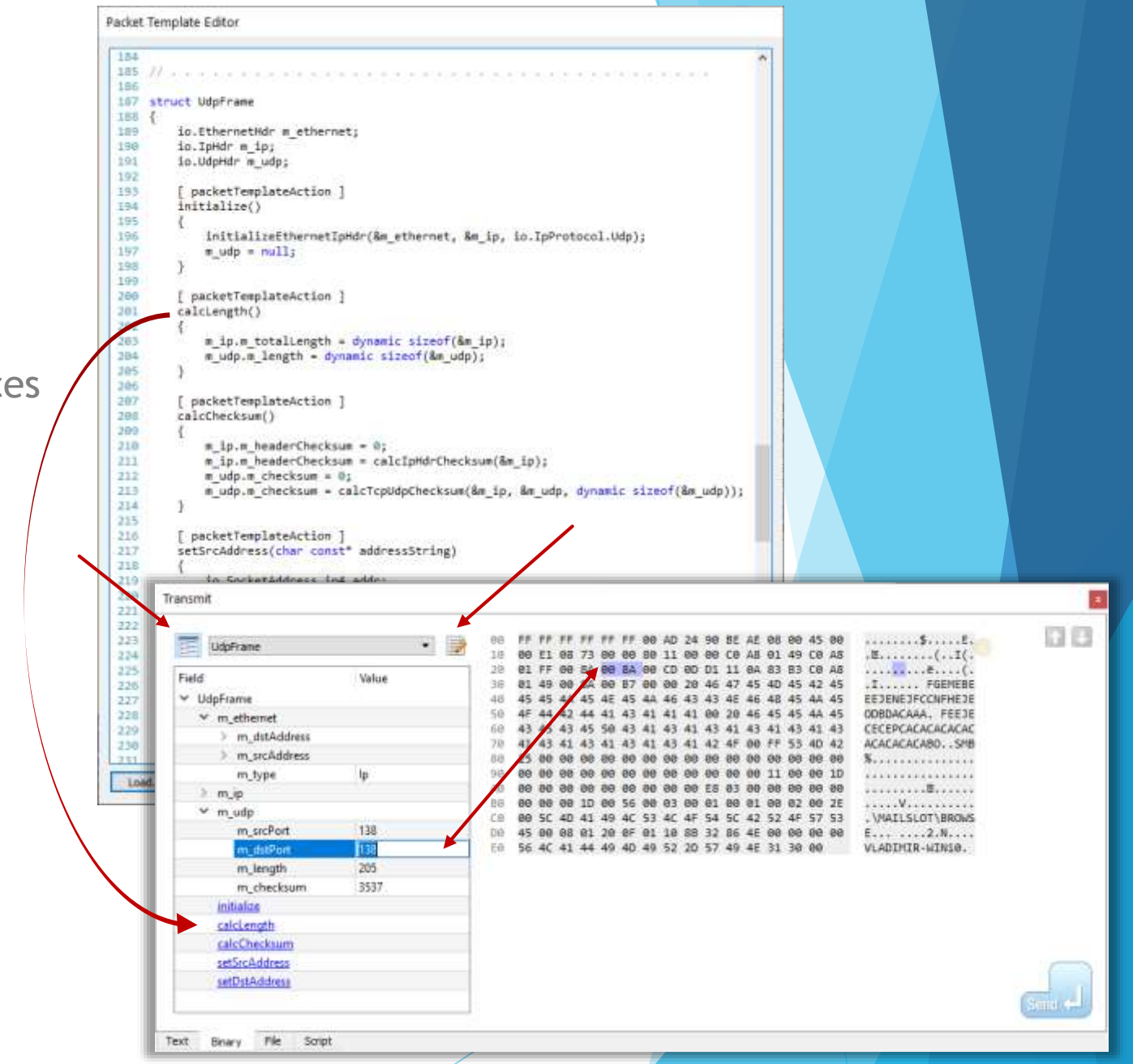

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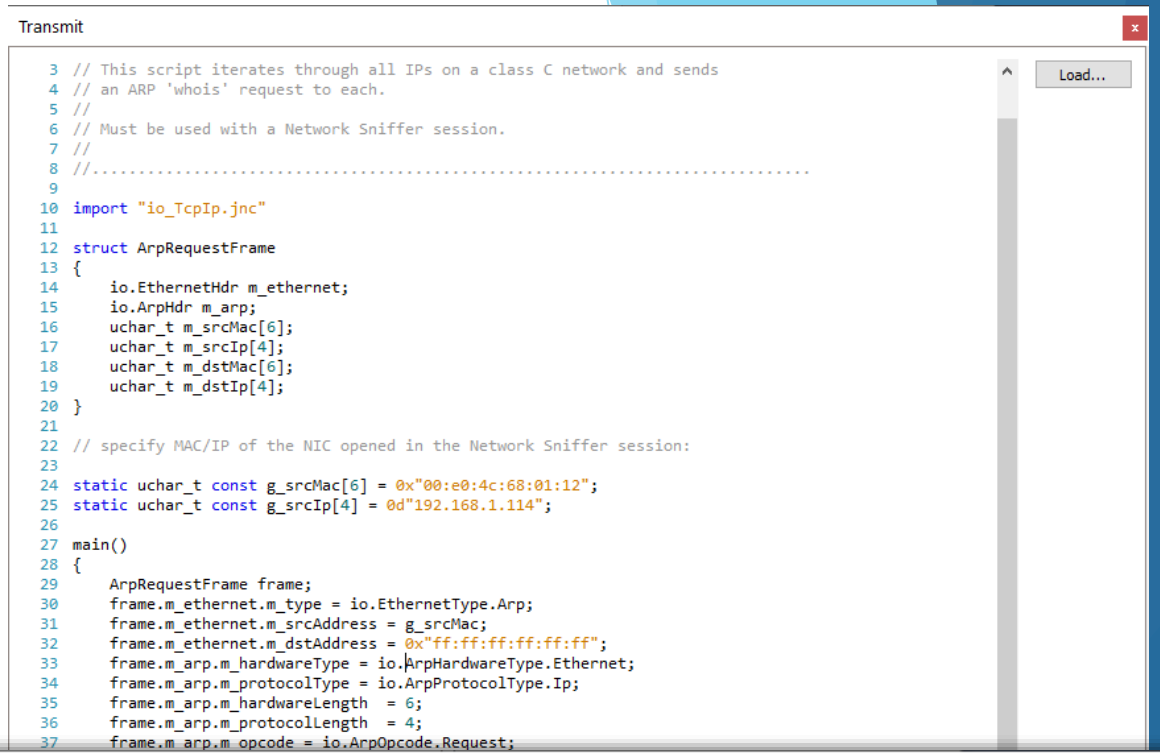
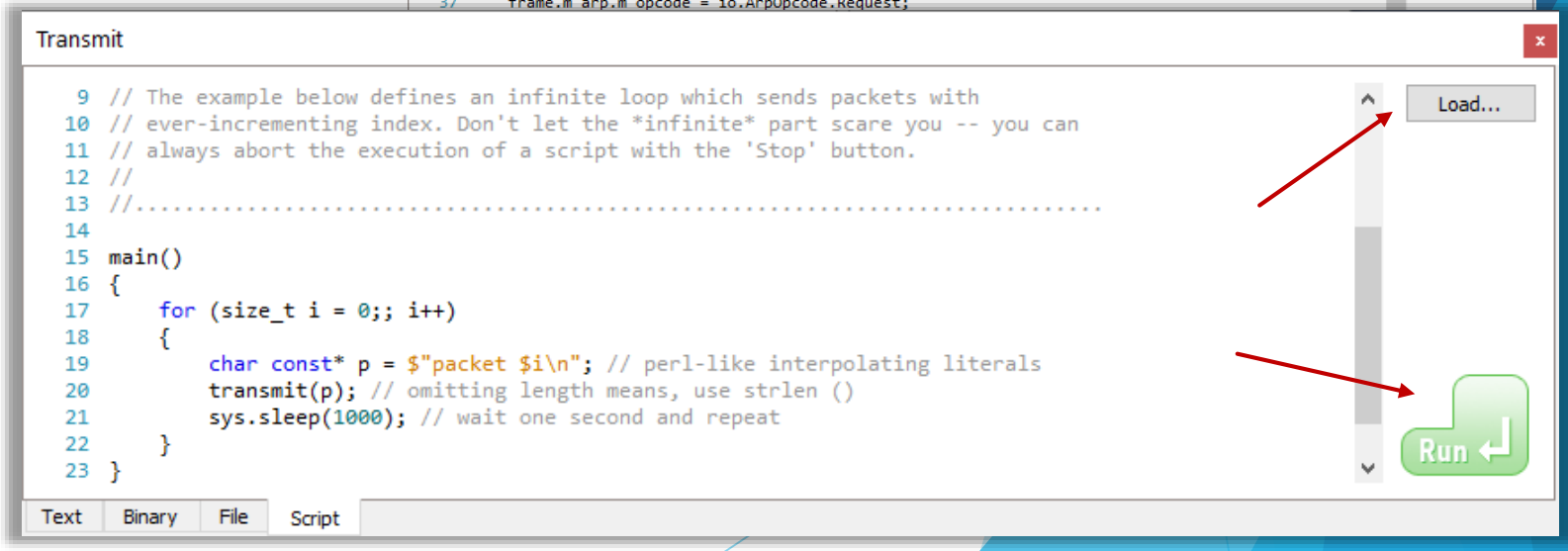


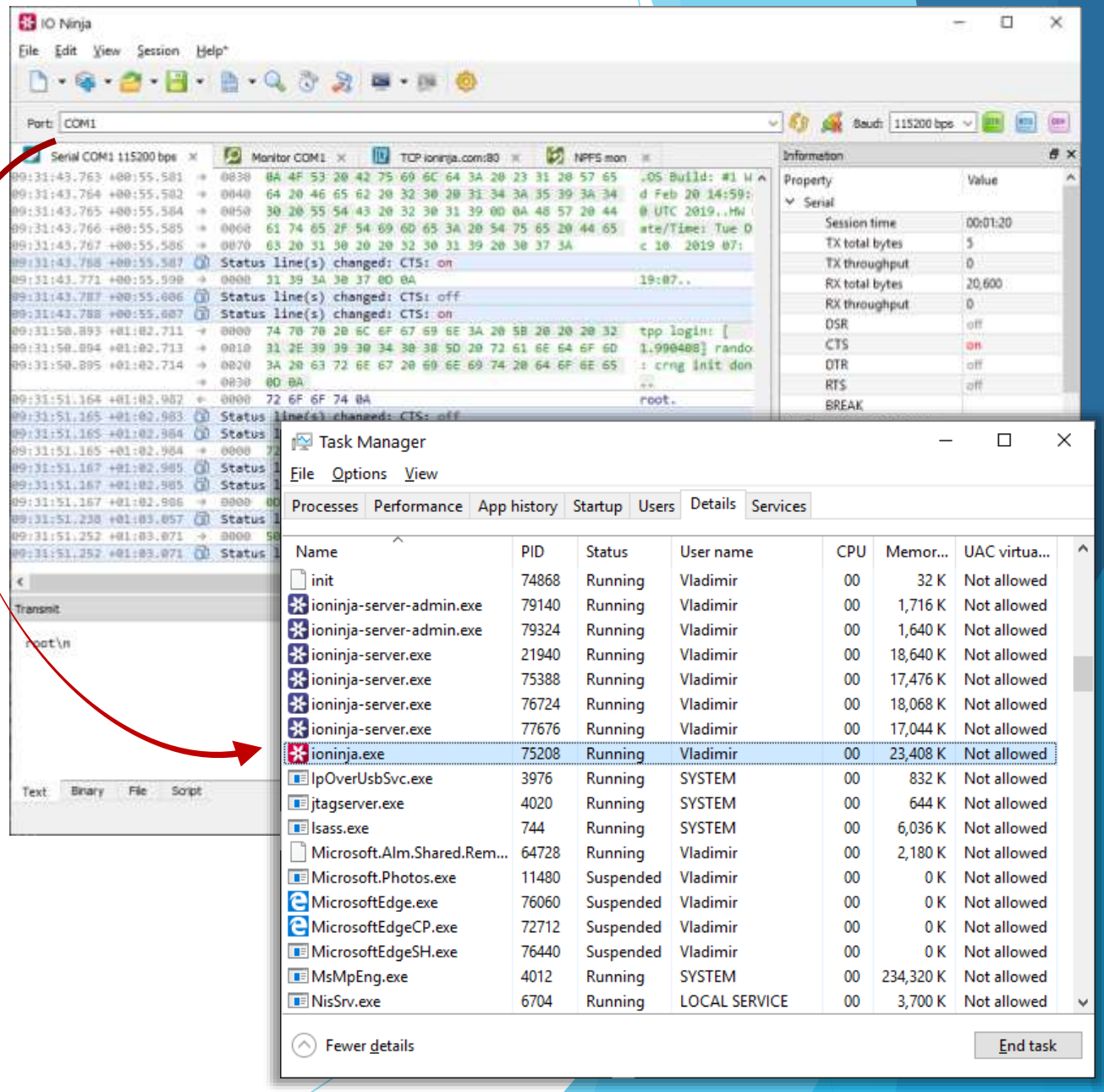


Highly Modularized

Lego-like – everything combines as long as it makes sense!

Application Architecture

- **Main process (ioninja)**
  - UI frontend
- Server process (ioninja-server)
  - Ninja scroll server
  - Jancy runtime environment & stdlib
  - API for plugin scripts
- All plugins are written in Jancy scripting language and open-source!



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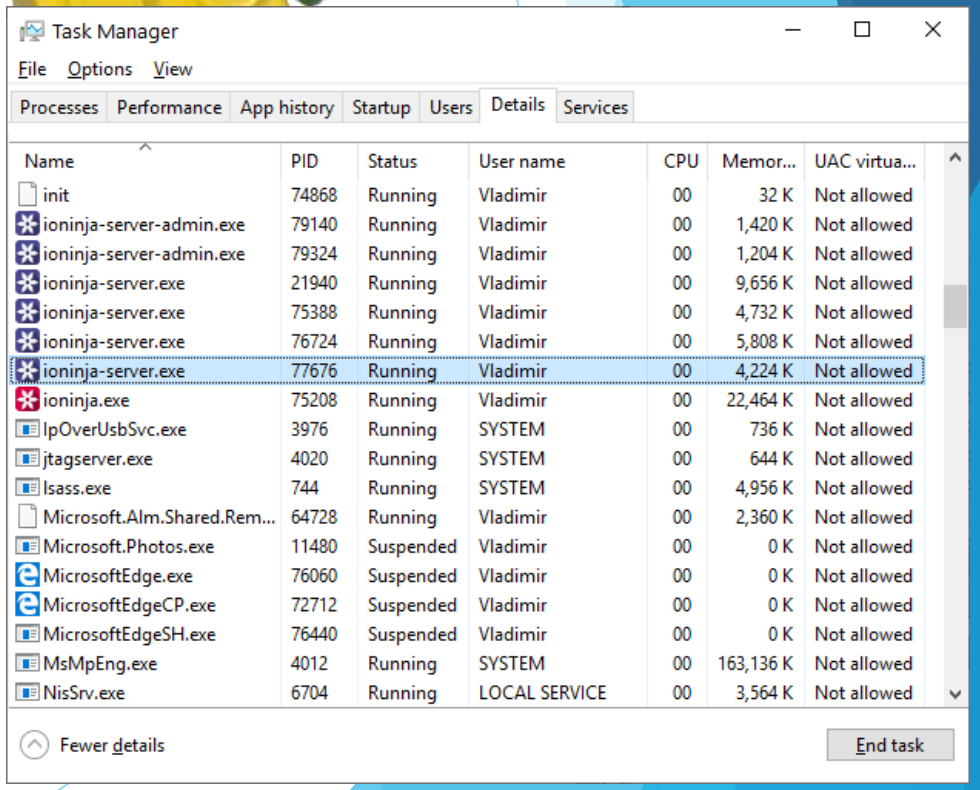

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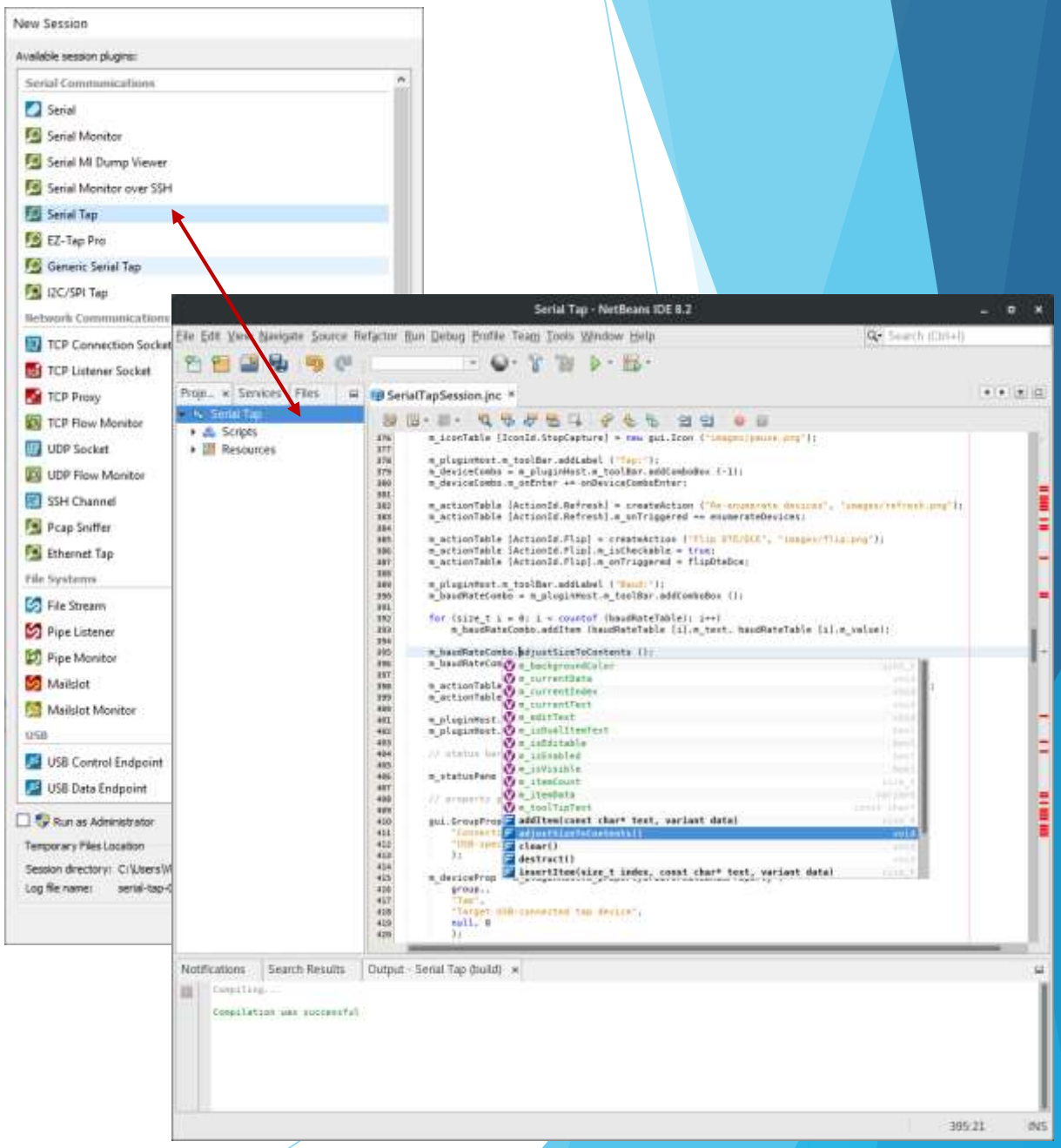
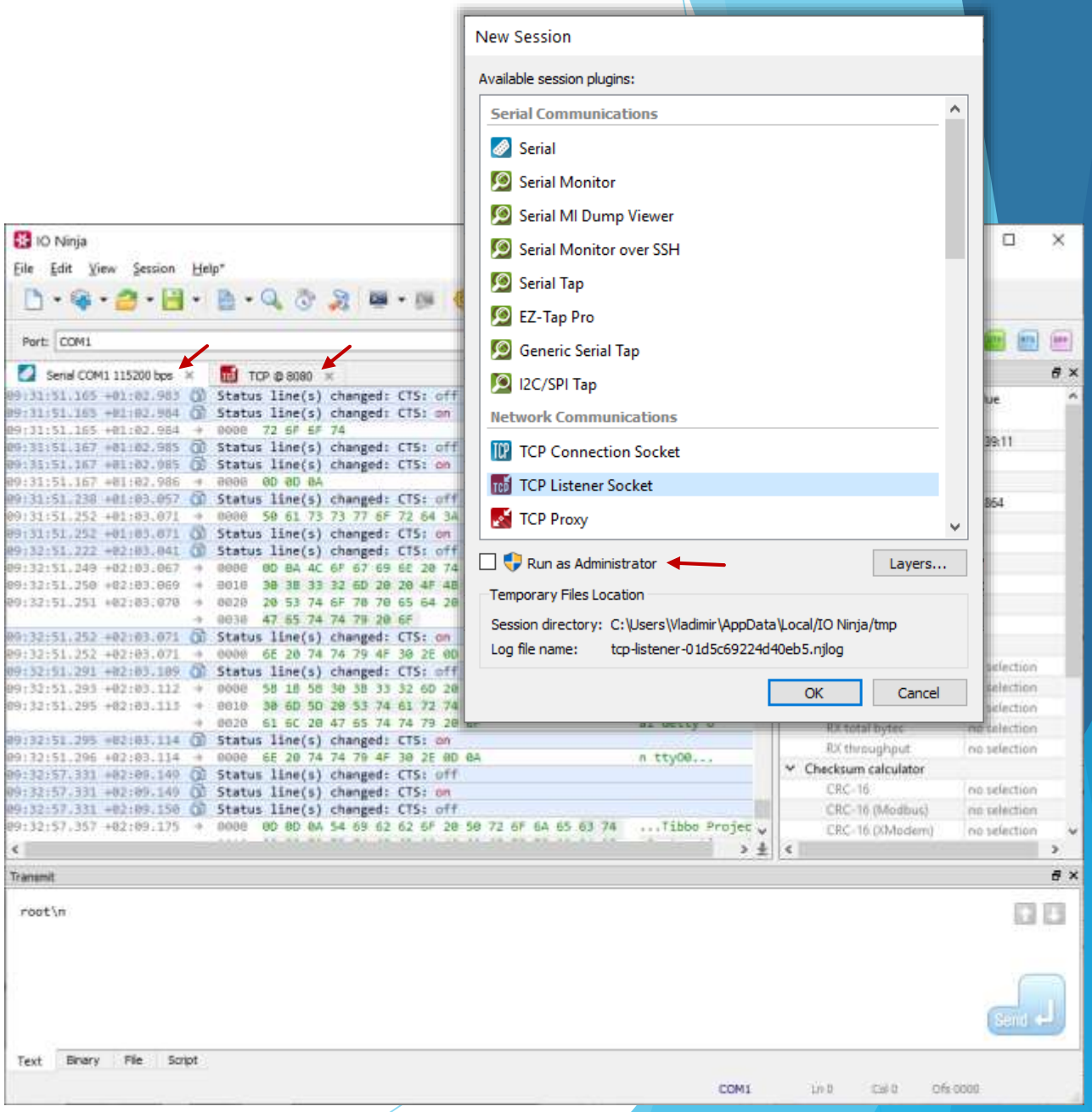


Plugin Architecture

- **Sessions**
  - Sessions are linkable!
- Layers
  - Protocol analyzers
  - Protocol transceivers
  - Data highlighters
  - Log filters
  - Transmission extenders (prefix/suffix/encode/checksum/etc)
  - Testing utilities
  - …



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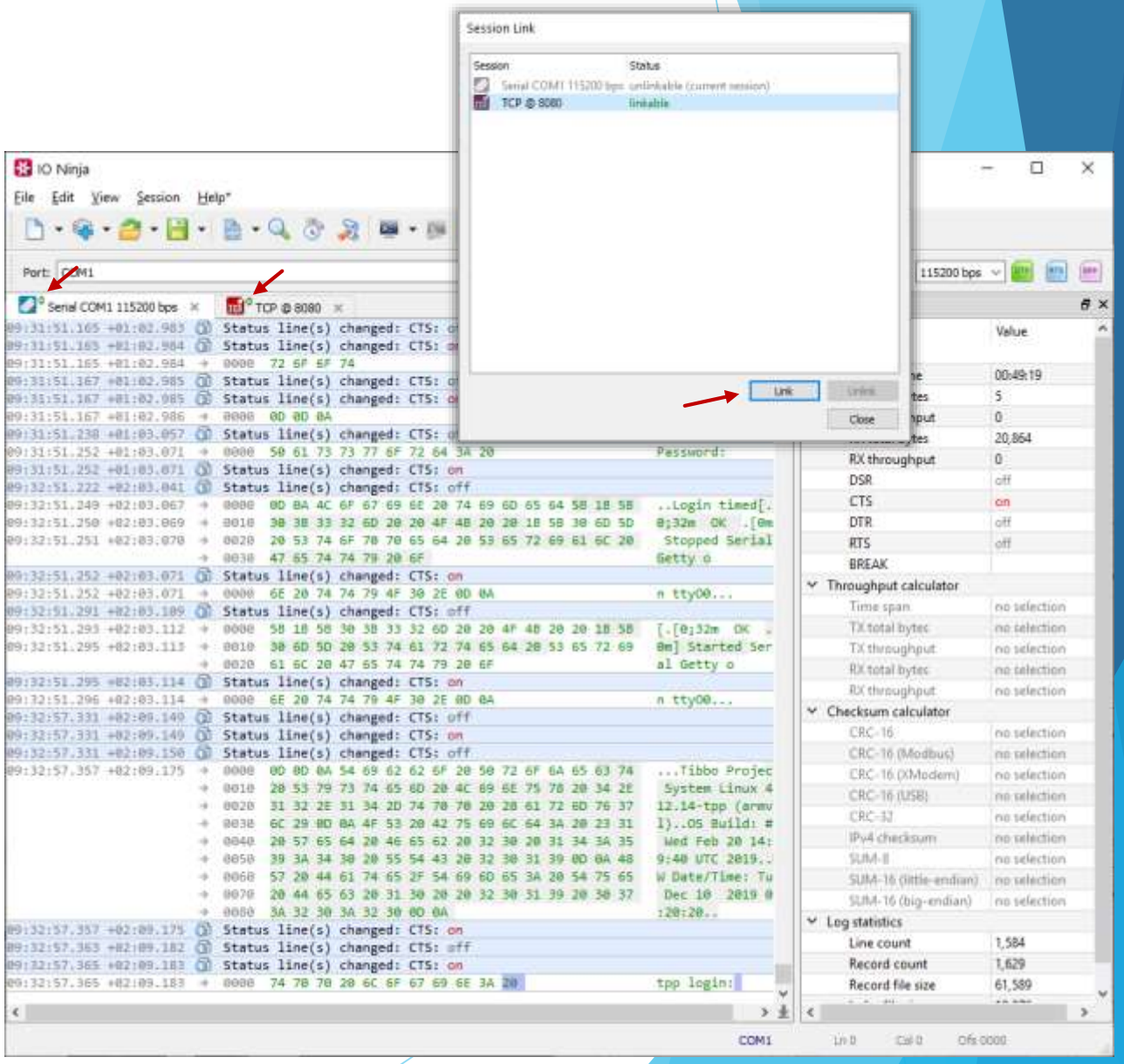

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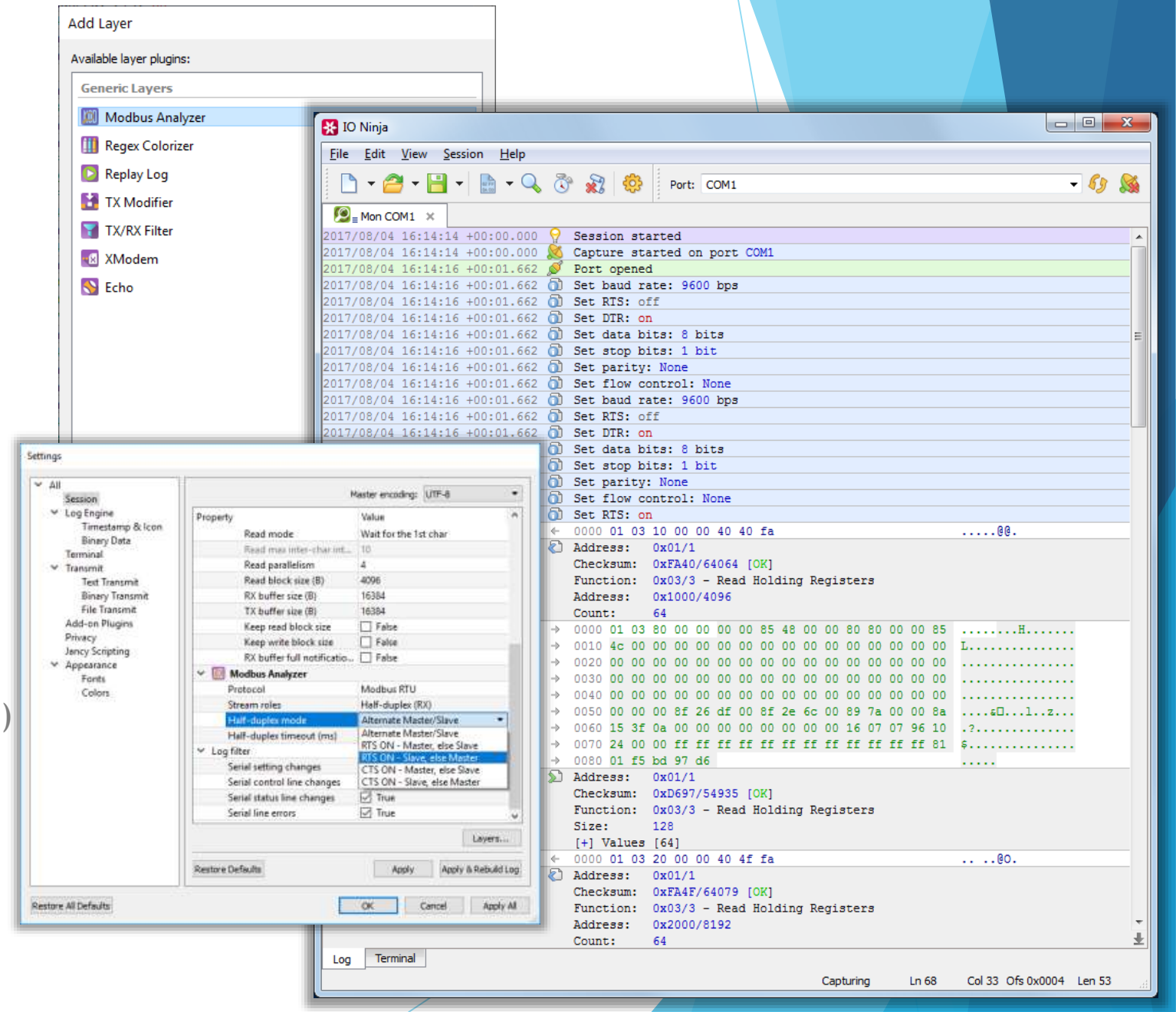

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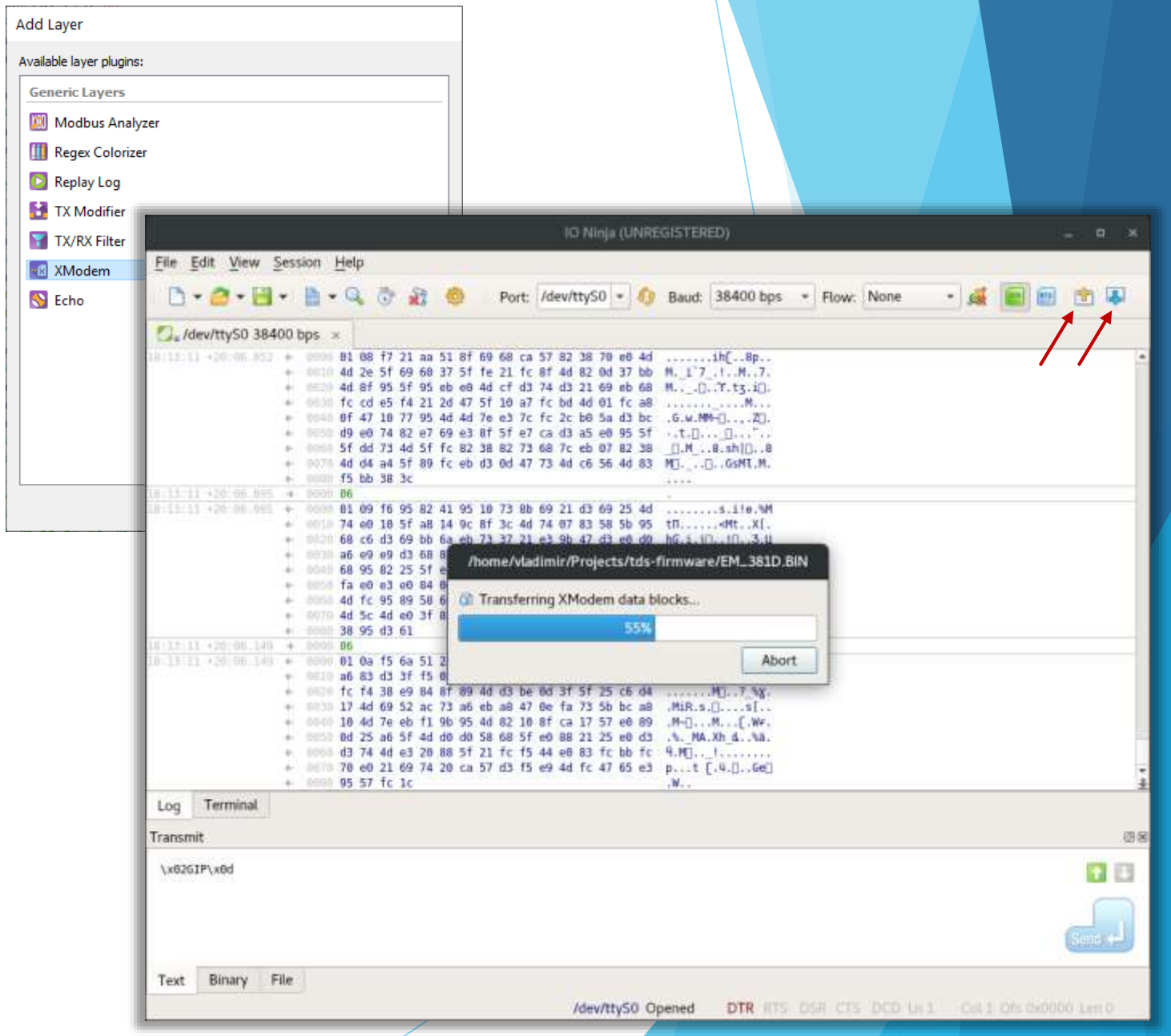

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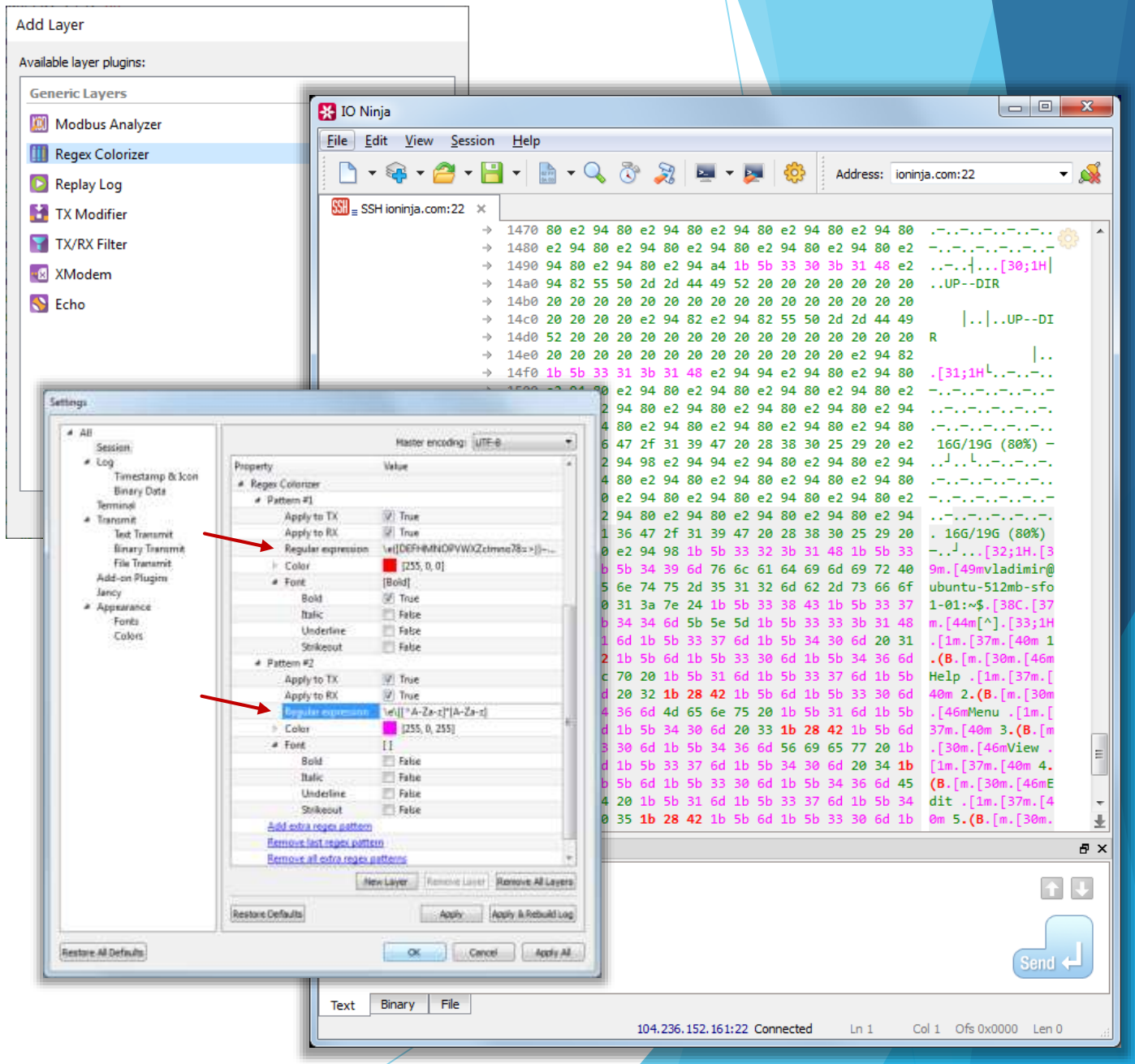

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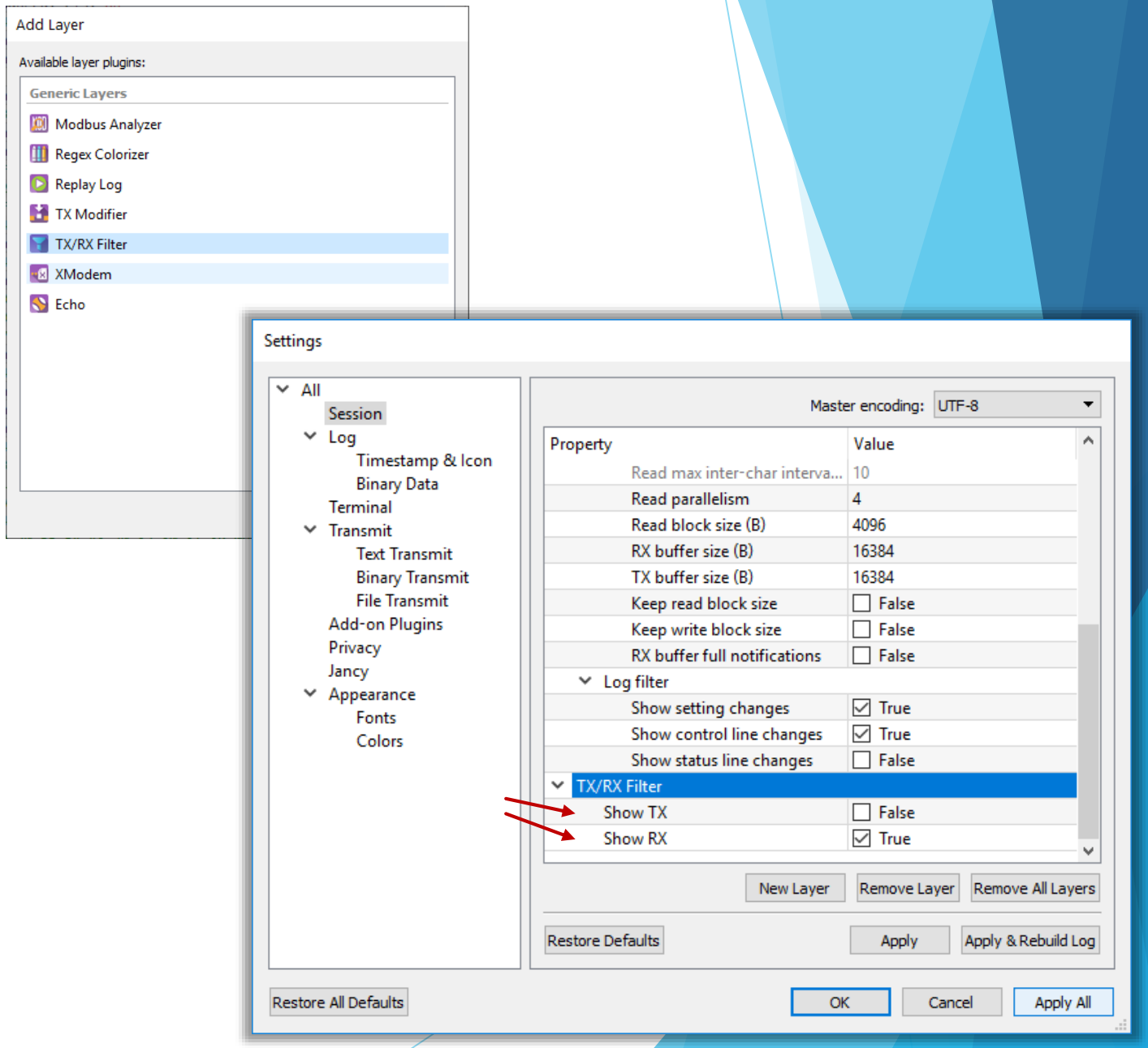

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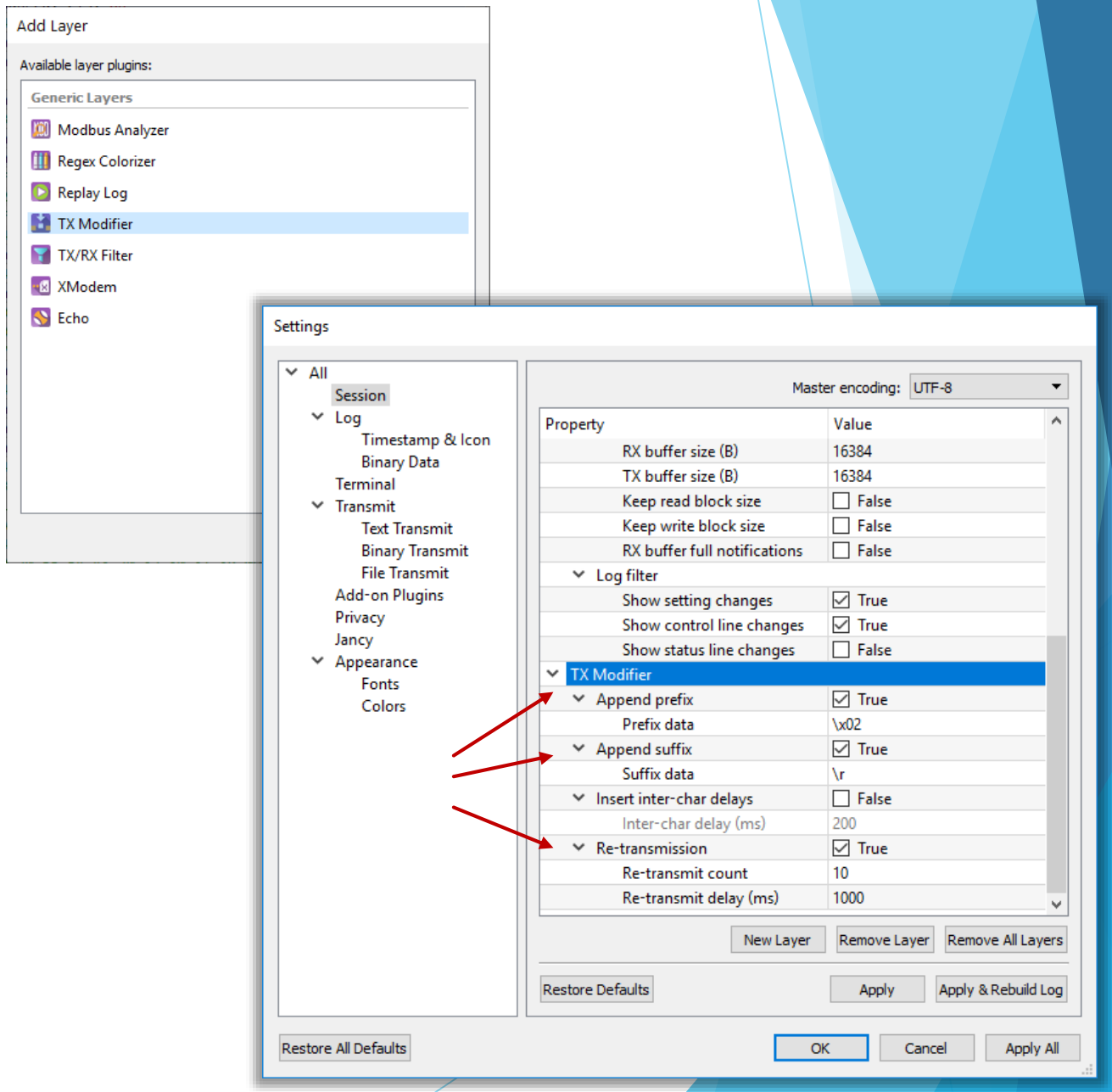

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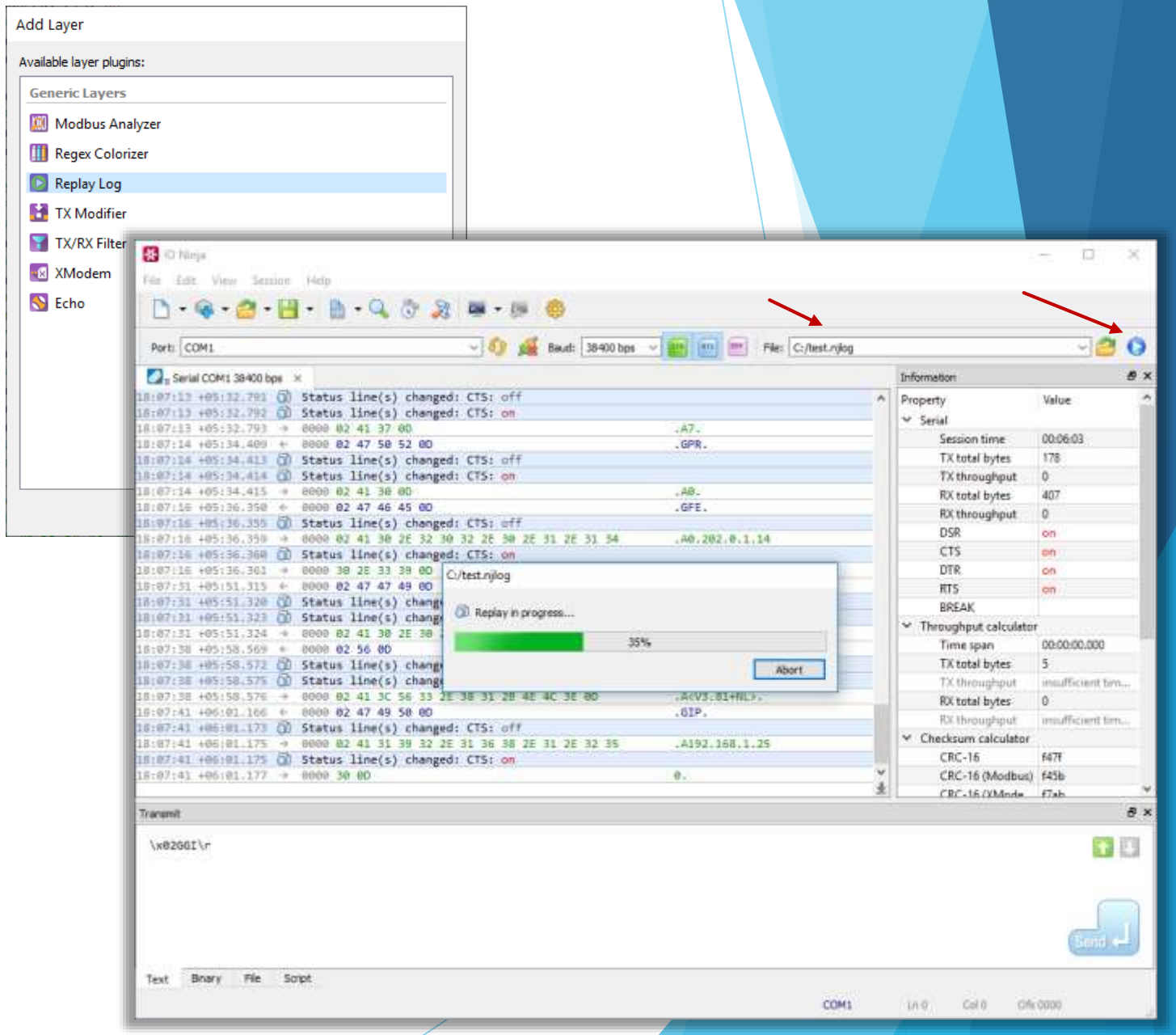

Jancy Scripting

C-like scripting language tailor-suited for IO programming!

Jancy IO-Related Features

- **High C-compatibility, both source and ABI**
- Safe pointers & pointer arithmetic
- Schedulers
- Async/await
- Regex switches
- Dynamic structures
- Native support for big-endians
- Bitflag enums
- Binary & multiline literals
- Introspection

```
// If you know C, you can read and write Jancy!

int main()
{
   printf("hello world!\n");
   return 0;
}

// Calling from Jancy to native code and vice versa is as easy and
// efficient as it gets. So is developing Jancy libraries in C/C++ and
// Jancy bindings to popular libraries. So is porting publicly available
// packet header definitions ans algorithms from C to Jancy -- copy-paste
// often suffices.
```

Jancy IO Features Overview

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```
// Use pointer arithmetic -- the most elegant and the most efficient way of
// parsing and generating binary data -- and do so without worrying
// about buffer overruns and other pointer-related issues!

IpHdr const* ipHdr = (IpHdr const*)p;
p += ipHdr.m_headerLength * 4;

switch (ipHdr.m_protocol)
{
case Proto.Icmp:
   IcmpHdr const* icmpHdr = (IcmpHdr const*)p;

   switch (icmpHdr.m_type)
   {
   case IcmpType.EchoReply:
       // ...
   }

case Proto.Tcp:
   // ...
}

// If bounds-checks on a pointer access fail, Jancy runtime will throw
// an exception which you can handle the way you like.
```

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```
// Schedulers allow you to elegantly place the execution of your callback
// (completion routine, event handler, etc.) in the correct environment –
// for example, into the context of a specific thread:

class WorkerThread: jnc.Scheduler
{
   override schedule(function* f())
   {
        // enqueue f and signal worker thread event
   }
   ...
}

// Apply a binary operator @ (reads "at") to create a scheduled pointer to
// your callback:

WorkerThread workerThread;
startTransaction(onComplete @ workerThread);

void onComplete(bool status)
{
   // we are in the worker thread!
}
```

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```
// The async-await paradigm is becoming increasingly popular during recent years
// -- and righfully so. In most cases, it absolutely is the right way of doing
// asynchronous programming. As a language targeting the IO domain, Jancy fully
// supports async-await:

async transact(char const* address)
{
   await connect(address);
   await modify();
   await disconnect();

catch:
   handleError(std.getLastError());
}

jnc.Promise* promise = transact();
promise.blockingWait();

// A cherry on top is that in Jancy you can easily control the execution
// environment of your async procedure with schedulers -- for example, run
// it in context of a specific thread:

jnc.Promise* promise = (transact @ m_workerThread)("my-service");

// You can even switch contexts during the execution of your async procedure!
```

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```
// Create efficient regex-based switches for tokenizing string streams:

jnc.RegexState state;
reswitch (state, p, length)
{
case "foo":
   // ...
   break;

case r"bar(\d+)":
   print($"bar id: $(state.m_subMatchArray[0].m_text)\n");
   break;

case r"\s+":
   // ignore whitespace
   break;

...
}

// This statement will compile into a table-driven DFA which can parse the input
// string in O(length) -- you don't get any faster than that!

// But there's more -- the resulting DFA recognizer is incremental, which means
// you can feed it the data chunk-by-chunk when it becomes available (e.g. once
// received over the network).
```

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```
// Define dynamically laid-out structures with non-constant sizes of array
// fields -- this is used in many file formats and network protocol headers
// (i.e. the length of one field depends on the value of another):

dynamic struct FileHdr
{
   ...
   char m_authorName[strlen(m_authorName) + 1];
   char m_authorEmail[strlen(m_authorEmail) + 1];
   uint8_t m_sectionCount;
   SectionDesc m_sectionTable[m_sectionCount];
   ...
}

// In Jancy you can describe a dynamic struct, overlap your buffer with a
// pointer to this struct and then access the fields at dynamic offsets
// normally, just like you do with regular C-structs:

FileHdr const* hdr = buffer;
displayAuthorInfo(hdr.m_authorName, hdr.m_authorEmail);

for (size_t i = 0; i < hdr.m_sectionCount; i++)
{
   processSection(hdr.m_sectionTable[i].m_offset, hdr.m_sectionTable[i].m_size);
}
```

Jancy IO-Related Features

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```
// Most network protocols use big-endian data format. In Jancy, bigendians
// are first-class citizens -- no need to manually swap byte order back and
// forth anymore!

struct IpHdr
{
   uint8_t m_headerLength : 4;
   uint8_t m_version      : 4;
   uint8_t m_typeOfService;
   bigendian uint16_t m_totalLength;
   bigendian uint16_t m_identification;
   bigendian uint16_t m_flags          : 3;
   bigendian uint16_t m_fragmentOffset : 13;
   uint8_t m_timeToLive;
   IpProtocol m_protocol;
   bigendian uint16_t m_headerChecksum;
   bigendian uint32_t m_srcAddress;
   bigendian uint32_t m_dstAddress;
}
```

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- Introspection

```
// bitflag enums allow for automatic assignment of bit position constants.
// Very handy when writing protocol definitions!

bitflag enum TcpFlags: uint8_t
{
   Fin, // 0x01
   Syn, // 0x02
   Rst, // 0x04
   Psh, // 0x08
   Ack, // 0x10
   Urg, // 0x20
   Bog, // 0x40
}

// also, they behave naturally when used with bitwise logical operators:

TcpFlags flags = 0;
flags |= TcpFlags.Fin;
flags &= ~TcpFlags.Rst;
```

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- **Binary & multiline literals**
- Introspection

```
// Use the most natural way possible to define binary blocks, MAC-addresses
// IP-addresses, etc.

// hexadecimal binary literal

char cr[] = 0x"0d 0a";

// hexadecimal multiline binary literal

char packet[] =
   0x"""
   0d 0d 0a 54 69 62 62 6f 20 50 72 6f 6a 65 63 74
   20 53 79 73 74 65 6d 20 4c 69 6e 75 78 20 34 2e
   31 32 2e 31 34 2d 74 70 70 20 28 61 72 6d 76 37
   6c 29 0d 0a 4f 53 20 42 75 69 6c 64 3a 20 23 31
   20 57 65 64 20 46 65 62 20 32 30 20 31 34 3a 35
   39 3a 34 30 20 55 54 43 20 32 30 31 39 0d 0a 48
   57 20 44 61 74 65 2f 54 69 6d 65 3a 20 54 75 65
   20 44 65 63 20 31 30 20 20 32 30 31 39 20 30 37
   3a 32 30 3a 32 30 0d 0a
   """;

// hexadecimal binary literal with colon-delimiters

uint8_t mac[6] = 0x"B0:6E:BF:34:23:13";

// decimal binary literal with dot-delimiters

uint8_t ip[4] = 0d"192.168.1.1";
```

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- **Introspection**

```
// Access the internal structure of the program at runtime; for example,
// use a struct-type information to dynamically create a representation
// for a packet:

void printStructFields(
   jnc.StructType* type,
   void const* p
   )
{
   size_t count = type.m_fieldCount;
   for (size_t i = 0; i < count; i++)
   {
      jnc.Field* field = type.m_fieldArray[i];

      char const* valueString = field.m_type.getValueString(
         p + field.m_offset,
         field.findAttributeValue("formatSpec")
         );

      print($"%1: %2\n", field.m_name, valueString);
   }
}

// ...

printStructFields(typeof(IpHdr), packet);
```

Jancy UI-Related Features

- **Properties**
  - **Bindable**
  - Indexed
  - **Auto-getters**
  - Even property pointers!
- **Events**
  - Multicasts
  - Weak
- Reactive programming
  - Spreadsheet-like formulas

```
// Jancy provides extensive set of facilities for properties and events,
// which allows for creation of natural and beautiful UI API-s:

opaque class Action
{
   construct(
      char const* text,
      Icon* icon = null
      );

   bool autoget property m_isVisible;
   bool autoget property m_isEnabled;
   bool autoget property m_isCheckable;
   bool bindable autoget property m_isChecked;

   char const* autoget property m_text;
   Icon* autoget property m_icon;

   event m_onTriggered();
}
```

Jancy UI-Related Features

- Properties
  - Bindable
  - Indexed
  - Auto-getters
  - Even property pointers!
- Events
  - Multicasts
  - Weak
- **Reactive programming**
  - **Spreadsheet-like formulas**

```
// But most importantly, Jancy features spreadsheet-like reactive programming.

// Write auto-evaluating formulas just like you do in Excel -- and stay in full
// control of where and when to use this spreadsheet-likeness:

reactor m_uiReactor
{
        m_title = $"Target address: $(m_addressCombo.m_editText)";
        m_localAddressProp.m_isEnabled = m_useLocalAddressProp.m_isChecked;
        m_isTransmitEnabled = m_state == State.Connected;
        ...
}

m_uiReactor.start(); // now UI events are handled inside the reactor...

// ...

m_uiReactor.stop(); // ...and not anymore
```