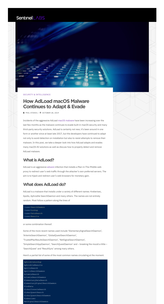

How AdLoad macOS Malware Continues to Adapt & Evade

By Phil Stokes ⏱ Updated July 1, 2021

AdLoad is one of the most persistent and prevalent families of Mac malware currently in the wild. Its ability to evade detection and bypass Gatekeeper, the core protection mechanism for macOS, is particularly worrying. We've been tracking AdLoad for some time. It's been around in one form or another since 2017, and we've written about it on a number of occasions. Over the course of this year, AdLoad has undergone a number of significant changes to its code and tactics. In this post, we take a deep dive into the latest AdLoad samples we've been seeing in the wild, and we look at how the malware has evolved to bypass Apple's latest protections.

What is AdLoad?

AdLoad is a generic name we've chosen to describe the installer of a Mac PUP/Adware family which, as we'll see in detail in this post, has evolved a fair amount over time. The name is based on the filename of a component found in the first AdLoad samples we saw.

What does AdLoad do?

AdLoad is the installer for a number of different variants of Mac adware, including the Shlayer family we've been tracking this year. The typical user journey looks like this:

AdLoad is the first stage of the dropper.

It's named for the install script it uses, called "/Contents/Helpers/install". The binary is also packed with a UPX variant called "/Contents/Helpers/chrome". The packing helps to evade detection, but it also makes it easy to unpack the binary using the standard UPX tool, by changing the binary's filename to "chrome" and then from a shell running upx -d chrome.

Once unpacked, the binary is revealed to be a Mach-O universal binary containing two x86_64 and arm64 Mach-O executables. The x86_64 executable is a dropper written in Swift, while the arm64 executable is a Mach-O binary written in C++.

The x86_64 dropper is responsible for checking the environment it's running in, and then dropping the appropriate payload for the system it finds itself on. It does this by first checking the version of macOS it's running on. If it's running on macOS 10.15 Catalina or above, it drops the arm64 payload. If it's running on an earlier version of macOS, it drops the x86_64 payload.

The dropper then checks to see if it's running in a virtual machine. It does this by looking for the presence of a number of files associated with VMware, Parallels, and VirtualBox.

If it finds any of these files, it exits. If it doesn't find any of these files, it proceeds to drop the payload.

The payload is dropped into /tmp/ and is given a randomly generated name. The dropper then executes the payload using the system() function.

The payload has been known to use a number of different techniques to persist on the system. Some versions of AdLoad have been seen to install launch agents and launch daemons, while others have been seen to add themselves to the user's Login Items. The most recent samples we've seen have been using launch agents.

The launch agent is given a randomly generated name and is configured to run every 4,000 seconds.

The launch agent is then loaded into launchd using the system() function.

Finally, the dropper deletes itself.

The launch agent is responsible for the malware's persistence and its ability to bypass Gatekeeper. It's also responsible for communicating with the command and control server, and for downloading and executing additional payloads. We'll look at each of these functions in turn.

The launch agent's property list file contains a number of interesting keys. The first is the Label key, which is set to the randomly generated name of the launch agent.

The launch agent is configured to run every 4,000 seconds.

The launch agent is also configured to run at load.

The launch agent's ProgramArguments key is set to run the launch agent's executable file with the argument "-load".

The launch agent's executable file is a Mach-O universal binary containing both x86_64 and arm64 executables. The x86_64 executable is written in Swift, while the arm64 executable is written in C++.

The launch agent's executable file is packed with a UPX variant, so it needs to be unpacked before it can be analyzed.

Once unpacked, the launch agent's executable file is revealed to be