

Eavesdropper

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Here follows a functional description of Eavesdropper and its features.

Concept:

Eavesdropper enables the Gi2 User to listen and record audio from a Captured Target's handset*.

This functionality basically turns a target's own mobile phone against the Target by turning it into a "bug" & allows the Gi2 teams to have even more situational awareness.

* Currently over 70% of handsets / SIM combinations are supported

Prerequisites:

- Gi2
- Known Target – In the White List
- GCR – If to be used whilst Target is Cloned

Functionality:

Send Advertising

For any Captured handset i.e. in the White List, the Gi2 User can choose to initiate the Eavesdropper manually by choosing the 'Send Advertising' button. Select the option by right clicking on the captured Target in the Identities Grid.

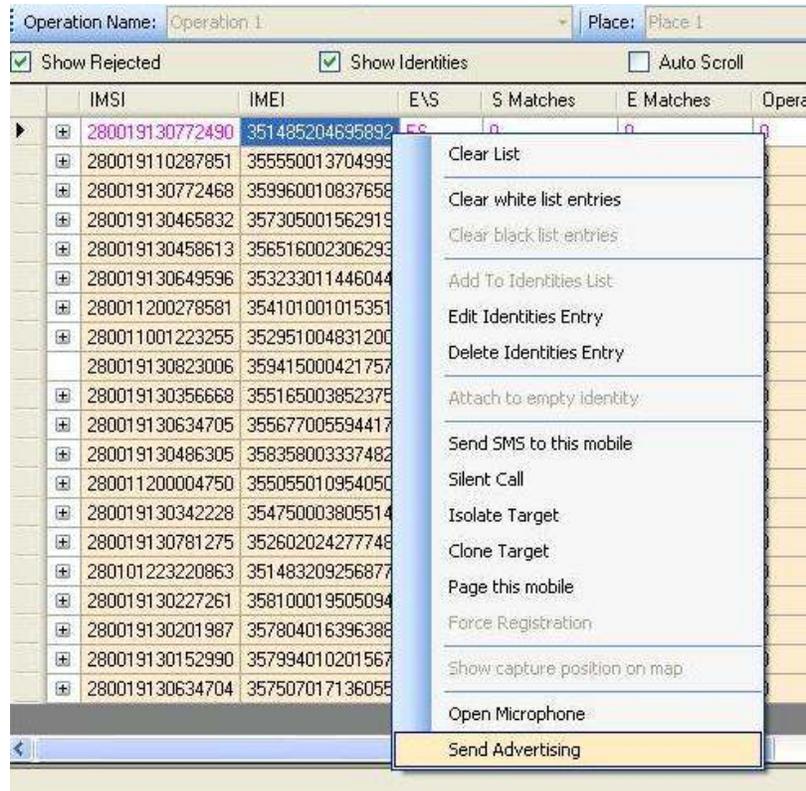


Figure 1 Right Click 'Send Advertising'

The Gi2 initiates a call to the Target, the Target's phone rings. Independent of whether the Target chooses to answer the call or not the Mic is opened and all audio is recorded.

A pop-up indicates the Eavesdropper status and the call is visible in the Call Router Manager window.

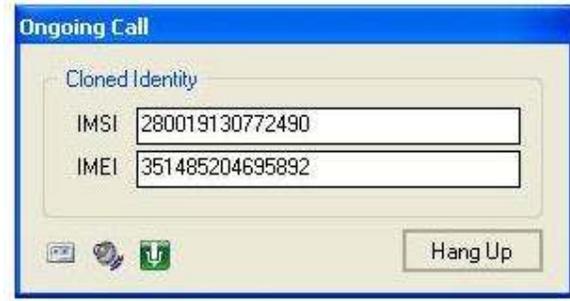


Figure 2 Eavesdropper Pop-Up - Green Mic indicates recording

Note: The voice from the Target's mobile is being recorded from the time the mobile starts ringing. The voice will continue to be recorded *after* the target hangs up. In order to record the voice after the Target hangs up, the Mic icon in the call dialog must be green.

An additional check box has been added to the Identity Manager for this purpose - 'Keep Mic Open'. If it's checked, the Mic icon will be green immediately for every phone call that Target makes. If 'Keep Mic Open' is not checked then the Gi2 User can choose when to start recording by selecting the Red button on the Pop-up display. The Button will then turn green to indicate that recording will continue after the Target hangs up.

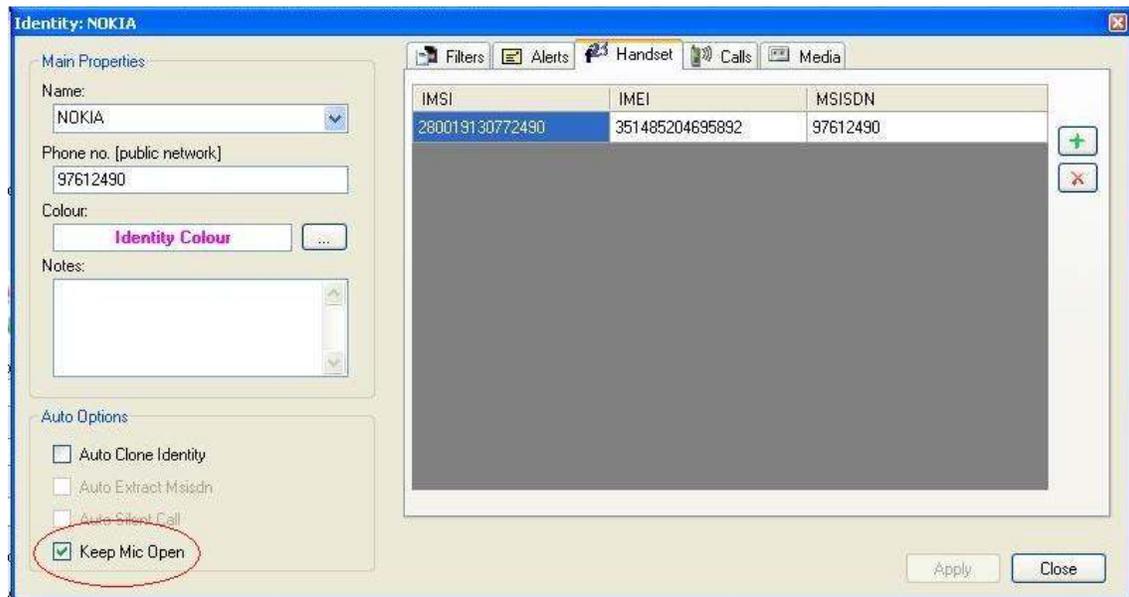


Figure 3 Identity Manager - 'Keep Mic Open' option is enabled

Recording the sound after the target hangs up has the following characteristics:

- The Target must be the one to hang up the call. If the other party hangs up, the Target will hear silence.
- The phone display will show that the Target is still in a call.

The Gi2 User can choose to close this Audio connection and thus stop recording by selecting the 'Hang Up' button.

If the Target chooses to answer the call then a User defined pre-recorded message is sent to the Target. E.g. Dead air, dropped dial tone, voice recording etc.

Eavesdropper and Cloning

When the Target is Cloned, and any incoming or outgoing call is initiated, the Gi2 User can choose to use the Eavesdropper. This will cause the Incoming and Outgoing audio to be recorded (as per normal for cloning) but once the call is ended it will continue recording the audio being picked up by the Target's handset. This recording will continue until the Gi2 User 'Hangs Up'. Again, this can be seen in the Call Router Manager.

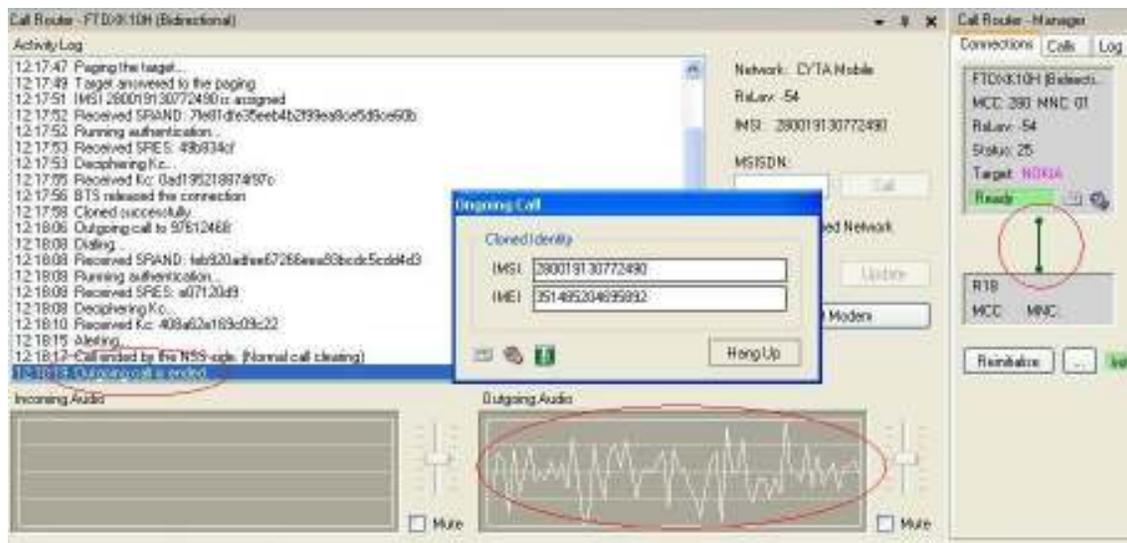


Figure 4 Although the call has ended the Mic remains open

The benefit of using Eavesdropper and Cloning is that a 'fake call' does not have to be made to the Target.

The downside is that the Gi2 User must wait until the Target makes or receives a call.

Multiple Captured Targets

If two Targets are captured, i.e. in the White List, and one calls the other then the Eavesdropper can be used. As previously described, the Gi2 User can choose to record the incoming and outgoing audio and whether to leave the Mic open after the call has been ended by either Target.

Note: In order for one Target to call another, as in the case above, the 'real' MSISDN must be entered into the Identity Manager by the Gi2 User.

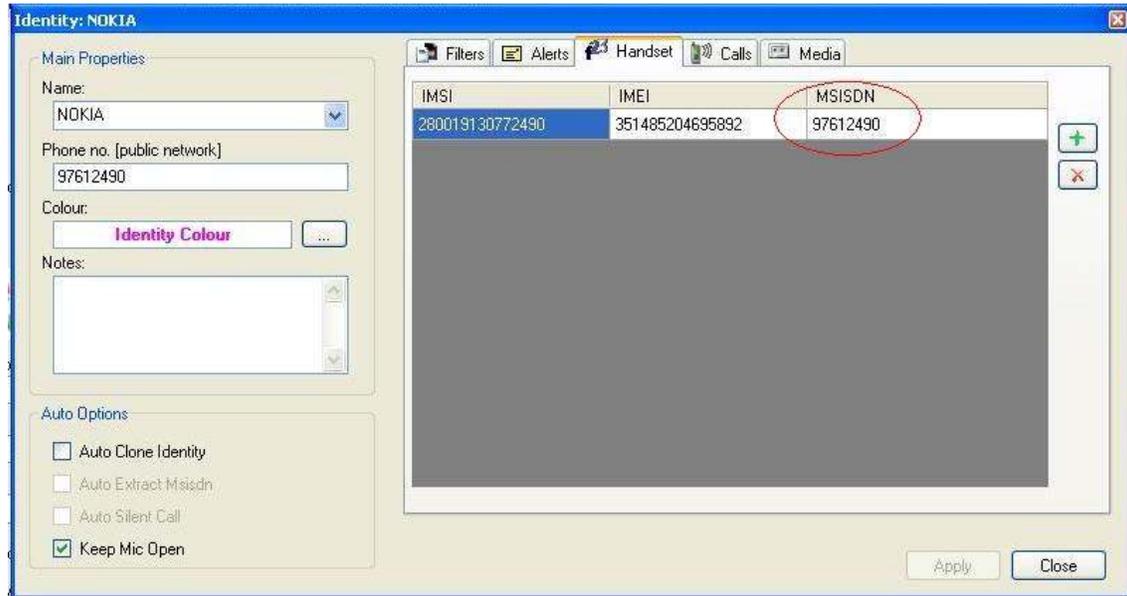


Figure 1 Multiple Targets - real MSISDN must be used

Limitations

Currently 60 -70 % of handsets / SIM combinations are supported. Further research is being done to reach 100%.

The Target's phone displays that it is in a call while Eavesdropper is active.