

Subject: [screen-devel] [bug #60030] Screen segfaults by displaying some UTF-8 character combination

Date: Tue, 9 Feb 2021 08:04:41 -0500 (EST)

User-agent: Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:84.0) Gecko/20100101 Firefox/84.0

<https://savannah.gnu.org/bugs/?60030>

Summary: Screen segfaults by displaying some UTF-8 character combination

```

Project: GNU Screen
Submitted by: l1xfel
Submitted on: Tue 09 Feb 2021 01:04:39 PM UTC
Severity: Crash/Freeze/Infloop
Priority: 3 - Normal
Status: None
Privacy: Private
Assigned to: None
Open/Closed: Open
Release: 4.5.0
Discussion Lock: Any
Fixed Release: None
Planned Release: None
Work Required: None

```

Details:

```
== How to reproduce ==
Open a screen and bring it to display the character sequence described below.
```

```
== Could not reproduce on/with ==
MacOS Catalina (10.15.7) (Screen version 4.00.03 (FAU) 23-Oct-06)
```

```
== Reproduced on/with ==
Debian 9 (Screen version 4.05.00 (GNU) 10-Dec-16)
Raspbian 10 (Screen version 4.06.02 (GNU) 23-Oct-17)
Debian 10 (screen 4.06.02, Windows WSL)
Ubuntu 20.04.1 (Screen version 4.08.00, Windows WSL)
Ubuntu 20.04 (Screen version 4.08.00 (GNU) 05-Feb-20)
```

```
== The Character sequence ==
This character sequence was not optimized/nailed down and it takes sometimes
multiple pastes into the screen to finally crash it:
```

[illegible]

```

Additional Context ==
Some player joined a minecraft server i maintain and startet 10s after joining
to type the UTF-8 characters above in multiple commands (very likely
automated). As i log these commands in a screen, screen crashed and terminated
my minecraft server. So this bug is already exploited, but very likely without
knowing the origin in screen. I don't know if this bug might enable remote
code execution, thus marked as private.

```

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| Re: [screen-devel] [bug #60030] | [CVE-2021-26937] Screen fails by displaying some UTF-8 character combination. | Axel Becker, | 2021/02/10 |
| Re: [screen-devel] [bug #60030] | Screen fails by displaying some UTF-8 character combination. | Tavis Ormandy, | 2021/02/10 |
| Re: [screen-devel] [bug #60030] | Screen fails by displaying some UTF-8 character combination. | Axel Becker, | 2021/02/10 |
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| Re: [screen-devel] [bug #60030] | Screen fails by displaying some UTF-8 character combination. | Tavis Ormandy, | 2021/02/10 |
| Re: [screen-devel] [bug #60030] | Screen fails by displaying some UTF-8 character combination. | Axel Becker, | 2021/02/10 |
| Re: [screen-devel] [bug #60030] | Screen fails by displaying some UTF-8 character combination. | Axel Becker, | 2021/02/11 |
| Re: [screen-devel] [bug #60030] | Screen fails by displaying some UTF-8 character combination. | Michael Schroeder, | 2021/02/11 |

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