Telegram rlottie 6.1.1 1946 **LOTGradient::populate Heap Buffer** Overflow

Summary

Telegram riottie 6.1.1_1946 is affected by a Heap Buffer Overflow in the LOTGradient:populate function: a remote attacker might be able to access heap memory out-of-bounds on a victim device. Note: we'll walk through the android app sources, but the issue applies to iOS

Product Description (from vendor)

CVE(s)

CVE-2021-31322

Details

Root Cause Analysis

Telegram uses a custom fork of <u>flottie</u> to render <u>animated stickers</u>. The bug is an <u>heap-based buffer overflow</u> in <u>LOTG-radient: populate (starting at <u>https://github.com/Dr.RCO/Telegram/blob/Telease-flotting-flotti</u></u>

The number of color points is read from the animated sticker and it is used as end value for the loop on line https://qithub.com/DrKLO/Telegram/blob/release-6.1.1 1946/TMessagesProj/ini/rlottie/src/lottie/lottiemodel.cop#1211, triggering an out-of-bounds read access if it is higher than the actual number of color points in the animated sticker. Specifically, the read access violation happens at https://picto.com/DrKLO/Telegram/blob/release-6.1.1 1946/TMessagesProj/ini/rlottie/src/lottie/lottiemodel.cop#1213:

1 LottieColor color = LottieColor(ptr[3], ptr[2], ptr[1], nullptr);

where ptr points to the beginning of the color points data in heap memory

Proof of Concept

A blogpost will be published soon on <u>our blog</u> with a PoC walkthrough and further details.

Impact

Remediation

Upgrade to Telegram 6.2.0 (1984) or later.

Disclosure Timeline

- Telegram releases version 6.2.0 (1984) with a patch

Credits

'polict' of Shielder

INFO

Registered Capital: 81.000,00 €

Via Palestro, 1/C 10064 Pinerolo (TO) Italy





CONTACTS

info@shielder.com Landline: (+39) 0121 - 39 36 42

Commercial: (+39) 345 - 30 31 983 Technical: (+39) 393 - 16 66 814



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