

## heap-use-after-free in method SplashOutputDev::endType3Char

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mike



## heap-use-after-free in method SplashOutputDev::endType3Char

 Fri Nov 22, 2019 3:40 am

Hi,  
I'm Mike Zhang of Pangu Lab, I found a heap-use-after-free bug in xpdf code.

4.02 xpdf under Ubuntu 16.04.3 LTS

CODE: SELECT ALL

```
pdftoppm pocfile /tmp/out
```

'SplashOutputDev::endType3Char(GfxState \*state) SplashOutputDev.cc:3079' is trying to use the freed 't3GlyphStack->cache', which causes an 'heap-use-after-free' problem.

a log from Mac os debug:


CODE: SELECT ALL

```
==66891==ERROR: AddressSanitizer: heap-use-after-free on address 0x60800000c578 at pc 0x000108f0b06b bp 0x7ffee6d10430 sp 0x7ffee6d10428
WRITE of size 4 at 0x60800000c578 thread T0
#0 0x108f0b06a in SplashOutputDev::endType3Char(GfxState*) SplashOutputDev.cc:3079
#1 0x108fb384c in Gfx::doShowText(GString*) Gfx.cc:3921
#2 0x108f8a427 in Gfx::opShowSpaceText(Object*, int) Gfx.cc:3789
#3 0x108f9f39d in Gfx::execOp(Object*, Object*, int) Gfx.cc:826
#4 0x108f9e2fb in Gfx::go(int) Gfx.cc:719
#5 0x108f9d185 in Gfx::display(Object*, int) Gfx.cc:641
#6 0x1090a500e in Page::displaySlice(OutputDev*, double, double, int, int, int, int, int, int, int (*) (void*), void*) Page.cc:373
#7 0x1090a49fe in Page::display(OutputDev*, double, double, int, int, int, int, int (*) (void*), void*) Page.cc:321
#8 0x1090b0902 in PDFDoc::displayPage(OutputDev*, int, double, double, int, int, int, int, int (*) (void*), void*) PDFDoc.cc:432
#9 0x108f1c721 in main pdftoppm.cc:229
#10 0x7fff682412e4 in start (libdyld.dylib:x86_64+0x112e4)
```

ATTACHMENTS

[pocfile.zip](#)


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Mike Zhang of Pangu Lab 

derekn



## Re: heap-use-after-free in method SplashOutputDev::endType3Char

 Tue Dec 03, 2019 8:55 pm

This was a bug introduced in a previous fix for nested Type 3 characters. That code wasn't correctly handling the case where a Type 3 char referred to another char in the same Type 3 font.

I'll have that fixed in the next release.


Thanks for the bug report.




mike



## Re: heap-use-after-free in method SplashOutputDev::endType3Char

 Fri Dec 06, 2019 3:15 am

Thanks for the description of the root cause!

Mike Zhang of Pangu Lab **Post Reply** 

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