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# A USE AFTER FREE BUG #863



ash1852 opened this issue on Jun 17 · 3 comments

#### ash1852 commented on Jun 17

Hi, I found a potential memory leak bug in the project source code of libsdl, I have shown the execution sequence of the program that may generate the bug on a diagram which is shown below.

The text in red illustrates the steps that generate the bug

The red arrows represent call relationships

The green text illustrates the files and functions whose code snippets are located below the green text.

the code snippet related to libsdl of this bug is shown below:

```
SDL-1.2/src/video/x11/SDL_x11yuv.c
Lines 375 to 381 in e1c3a1a
         if ( hwdata->image != NULL && hwdata->image->pitches[0] != (width*bpp) ) {
375
                /* Ajust overlay width according to pitch */
376
377
                XFree(hwdata->image);
378
                width = hwdata->image->pitches[0] / bpp;
                hwdata->image = SDL_NAME(XvCreateImage)(GFX_Display, xv_port, format,
379
380
                                                           0, width, height);
381
         }
```

I look forward to your reply and thank you very much for your patience!

sezero commented on Jun 17

Collaborator

Fix would simply be moving XFree() a line below: @icculus, @slouken?

Slouken commented on Jun 18

Yep, go ahead and fix it.

Collaborator

sezero closed this as completed in d7e0020 on Jun 18

smcv commented on Aug 1

CVE-2022-34568 has apparently been assigned to this.

Assignees

No one assigned

Labels

None yet

**Projects** 

None yet

Milestone

No milestone

### Development

#### No branches or pull requests

## 4 participants







