



ADVISORY

DATE

16 FEBRUARY 2021

# Telegram rlottie 7.0.1\_2065 LOTGradient::populate Integer Overflow

## Summary

Telegram rlottie 7.0.1\_2065 is affected by a Integer Overflow in the LOTGradient::populate function: a remote attacker might be able to access heap memory out-of-bounds on a victim device. Note: we'll walk through the android app sources, but the issue applies to iOS and macOS Telegram apps too.

## Product Description (from vendor)

"Telegram is a cloud-based mobile and desktop messaging app with a focus on security and speed.". For more information visit <https://telegram.org/>.

## CVE(s)

- [CVE-2021-31319](#)

## Details

### Root Cause Analysis

Telegram uses a custom fork of [rlottie](#) to render [animated stickers](#). The vulnerability is a [signed integer overflow](#) in [LOTGradient::populate](#) (starting at [https://github.com/DrkLO/Telegram/blob/release-7.0.1\\_2065/TMessagesProj/ni/rlottie/src/loti/lotiengine.cpp#L198](https://github.com/DrkLO/Telegram/blob/release-7.0.1_2065/TMessagesProj/ni/rlottie/src/loti/lotiengine.cpp#L198)); an *out-of-bounds read access* is performed because the checks in place for malicious inputs are bypassable.

The integer `mColorPoints` comes directly from the animated sticker. Before using it to access the `colorPoints` in memory, the following check is performed at [https://github.com/DrkLO/Telegram/blob/release-7.0.1\\_2065/TMessagesProj/ni/rlottie/src/loti/lotiengine.cpp#L204](https://github.com/DrkLO/Telegram/blob/release-7.0.1_2065/TMessagesProj/ni/rlottie/src/loti/lotiengine.cpp#L204):

```
1 if (colorPoints < 0 || colorPoints * 4 > size) {
2     colorPoints = size / 4;
3 }
```

In particular `colorPoints * 4` might overflow and wraparound to `INT_MIN`. Shortly later it is used to calculate the pointer to the actual `colorPoints` in memory at [https://github.com/DrkLO/Telegram/blob/release-7.0.1\\_2065/TMessagesProj/ni/rlottie/src/loti/lotiengine.cpp#L211](https://github.com/DrkLO/Telegram/blob/release-7.0.1_2065/TMessagesProj/ni/rlottie/src/loti/lotiengine.cpp#L211), which could point out-of-bounds:

```
1 float *opacityPtr = ptr + (colorPoints * 4);
2 [...]
3 for (int i = 0; i < colorPoints; i++) {
4     float colorStop = ptr[0];
5     LottieColor color = LottieColor(ptr[3], ptr[2], ptr[1], nullptr);
```

### Proof of Concept

A blogpost will be published soon on [our blog](#) with a PoC walkthrough and further details.

### Impact

A remote attacker might be able to access Telegram's heap memory out-of-bounds on a victim device.

### Remediation

Upgrade to Telegram 7.1.0 (2090) or later.

## Disclosure Timeline

- 30/09/2020:
  - Telegram releases version 7.1.0 (2090) with a patch

## Credits

[policy](#) of Shielder

This advisory was first published on <https://www.shielder.com/advisories/telegram-rlottie-lotgradient-populate-integer-overflow/>

### INFO

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