

Fix for #494: validate tile coordinates when doing copyPixels

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 main (#495)
v3.1.5 ... v2.4.0-beta.1

 peterhillman authored and kdt3rd committed on Jul 25, 2019 parent c046738 commit 6bb36714528a9563dd3b92720c5063a1284b86f8

Showing 1 changed file with 7 additions and 0 deletions.

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OpenEXR/IlmImf/ImfTiledInputFile.cpp

1313	1313	throw IEX_NAMESPACE::ArgExc ("rawTileData read the wrong tile");
1314	1314	}
1315	1315	}
	1316 +	else
	1317 +	{
	1318 +	if(!isValidTile (dx, dy, lx, ly))
	1319 +	{
	1320 +	throw IEX_NAMESPACE::IoExc ("rawTileData read an invalid tile");
	1321 +	}
	1322 +	}
1316	1323	pixelData = tileBuffer->buffer;
1317	1324	}
1318	1325	catch (IEX_NAMESPACE::BaseExc &e)

0 comments on commit [6bb3671](#)

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