New issue

No validity checking on the variable cfg_desc->wTotalLength #76

Oclosed TheSilentDawn opened this issue on Oct 14, 2020 · 3 comments



TheSilentDawn commented on Oct 14, 2020 • edited ▼

Describe the set-up

- Software:
 - o STM32Cube MCU & MPU Packages
- Version:
 - STM32Cube_FW_H7_V1.8.0
- Verification Hardware Platform:
 - o STM32H7B3

Describe the bug

- Function:
 - static void USBH_ParseCfgDesc(USBH_CfgDescTypeDef *cfg_desc, uint8_t *buf, uint16_t length)
- Location
 - STM32CubeH7/Middlewares/ST/STM32_USB_Host_Library/Core/Src/usbh_ctlreq.c
 Line 395 in 79196b0

 395 cfg_desc->wTotalLength = LE16(buf + 2);
- Type:
 - Buffer Overflow
- Result:
 - The system could be configured incorrectly with wrong parameters.
- Description:
 - o The function USBH_ParseCfgDesc() parses the configuration descriptor, interface descriptor, and endpoint descriptor by input data from a USB device.
 - However, it doesn't check the validity of the variable cfg_desc->wTotalLength compared with the total length of the input buffer as shown in

STM32CubeH7/Middlewares/ST/STM32_USB_Host_Library/Core/Src/usbh_ctlreq.c
Line 395 in 79196b9

395 cfg_desc->wTotalLength = LE16(buf + 2);

. This will cause the following program including calling to the function USBH_GetNextDesc(), USBH_ParseInterfaceDesc() and USBH_ParseEPDesc() configure the system incorrectly.

How To Reproduce

- 1. Running MSC_Standalone application on the STM32H7B3I platform
- 2. Plug a USB disk
- 3. Use the attached Bug2.txt to replace the USB device packet. Bug2.txt

Additional context

- $\bullet \quad \text{To patch it, the program should check if reach the end of the input buffer when plus cfg_desc->wTotalLength.} \\$
- [1] ALABSTM added this to To do in stm32cube-mcu-fw-dashboard on Oct 15, 2020
- A ALABSTM self-assigned this on Nov 2, 2020
- Name of the Nov 2, 2020
- ALABSTM moved this from To do to Assigned in stm32cube-mcu-fw-dashboard on Dec 2, 2020
- ALABSTM added the enhancement label on Dec 15, 2020
- ALABSTM added the usb label on Jan 18, 2021

