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Telegram rlottie 7.0.1_2065 blit Stack **Buffer Overflow**

Summary

Telegram rhottle 7.01, 2065 is affected by a Stack Based Overflow in the blit function: a remote attacker might be able to access Telegram's stack 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)

CVE(s)

CVE-2021-31315

Details

Root Cause Analysis

Telegram uses a custom fork of <u>Indite</u> to render <u>animated stickers</u>. A malicious animated sticker with multiple "maskProperties" might bypass the protection in place against out-of-bounds access during the rendering process. The bound checks in place are not sufficient against an egalient on egalient of the transport of the transport engine before in the transport eignine before the transport eignine ei

In case spans->x is negative, an out-of-bounds read access is triggered. The read access violation happens shortly later inside the std::max call at https://github.com/DrKLO/Telegram/blob/release-7.0.1 2065/TMessagesProi/ini/flottie/src/vector/vrle.cpp#L569.

```
1 *ptr = std::max(spans->coverage, *ptr);
```

where the address of ptr is calculated using the negative span->x:

```
1 uchar *ptr = buffer + x;
```

Proof of Concept

A blogpost will be published soon on our blog with a PoC walkthrough and further details.

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

Remediation

Disclosure Timeline

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

Credits

`polict` of Shielder

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