

Data Structure

Name: Selection

Type: Struct

Location of declaration: include/selection.h

Location of definition: dix/selection.c as global

selection.h:

```
typedef struct _Selection {  
    Atom selection;  
    TimeStamp lastTimeChanged;  
    Window window;  
    WindowPtr pWin;  
    ClientPtr client;  
    struct _Selection *next;  
    PrivateRec *devPrivates;  
} Selection;
```

extern Selection *CurrentSelections; ← Declaration, but not allocated (extern)

selection.c

Selection *CurrentSelections; ← Defined as global

of references: 11

Reads: 8

Writes: 2

List of writes:

dix/selection.c: CurrentSelections = pSel;

dix/selection.c: CurrentSelections = NULL;

Exploitability?

CurrentSelections is globally defined, so it is accessible to the rest of the code base. An untrusted XServer component would have a global view of data and certainly be capable of violating integrity of data. Places where modification currently occurs is very small, so tampering by means of current instructions is not very fruitful.
