



CVE-2003-1431

- MITRE
- NVD
- CVE.ORG
- JSON API
- Print: PDF

Summary

CVE	CVE-2003-1431
State	PUBLISHED
Assigner	mitre
Source Priority	CVE Program / NVD first with legacy fallback
Published	2003-12-31 05:00:00 UTC
Updated	2025-04-03 01:03:51 UTC
Description	Buffer overflow in Epic Games Unreal Engine 226f through 436 allows remote attackers to cause a denial of service (crash)

Risk And Classification

Primary CVSS: v2.0 7.1 from nvd@nist.gov

AV:N/AC:M/Au:N/C:N/I:N/A:C

Problem Types: CWE-119 | n/a

CVSS v2.0 Breakdown

Access Vector

Network

Access Complexity

Medium

Authentication

None

Confidentiality

None

Integrity

None

Availability

Complete

AV:N/AC:M/Au:N/C:N/I:N/A:C

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Epic Games	Unreal Engine	226f	All	All	All

Application	Epic Games	Unreal Engine	433	All	All	All
Application	Epic Games	Unreal Engine	436	All	All	All

Vendor Declared Affected Products						
Source	Vendor	Product	Version	Platforms		
CNA	Na	N/a	affected n/a	Not specified		

References	
Reference	Source
archives.neohapsis.com/archives/bugtraq/2003-02/0063.html	af854a3a-2127-42
www.pivx.com/luigi/adv/ueng-adv.txt	af854a3a-2127-42
Epic Games Unreal Engine Client Unreal URL Denial Of Service Vulnerability	af854a3a-2127-42
IBM X-Force Exchange	af854a3a-2127-42
Neohapsis Archives - Bugtraq - Re: Epic Games threatens to sue security researchers - From mrein_at_epicgames.com	af854a3a-2127-42
CVE Program record	CVE.ORG
NVD vulnerability detail	NVD

No vendor comments have been submitted for this CVE.

There are currently no legacy QID mappings associated with this CVE.