

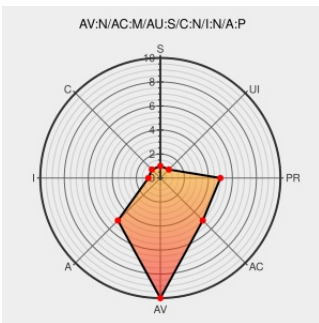


CVE-2009-2173

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CVE-2009-2173

[Source: Mitre](#)[Source: NIST](#)[CVE.ORG](#)[Print: PDF](#) 

Certain versions of [Carom3d](#) from [Gameis](#) contain the following vulnerability:

The LAN game feature in Carom3D 5.06 allows remote authenticated users to cause a denial of service (application hang) via a crafted HTTP request to TCP port 28012.

CVE-2009-2173 has been assigned by [M](#) cve@mitre.org to track the vulnerability

CVSS2 Score: **3.5 - LOW**

Access
Vector

NETWORK

Access
Complexity

MEDIUM

Authentication

SINGLE

Confidentiality
Impact

NONE

Integrity
Impact

NONE

Availability
Impact

PARTIAL

CVE References

Description

Tags

Link

Carom3D 5.06 Unicode Buffer Overrun/DoS Vulnerability

[www.exploit-db.com](#)

[Proof of Concept](#)

[text/html](#)

[EXPLOIT-DB 8971](#)

IBM X-Force Exchange

[exchange.xforce.ibmcloud.com](#)

[text/html](#)

[XF carom3d-langame-dos\(51219\)](#)

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There are currently no QIDs associated with this CVE

Known Affected Configurations (CPE V2.3)						
Type	Vendor	Product	Version	Update	Edition	Language
Application	Gameis	Carom3d	5.06	All	All	All
Application	Gameis	Carom3d	5.06	All	All	All
cpe:2.3:a:gameis:carom3d:5.06:*:*:*:*:*:						
cpe:2.3:a:gameis:carom3d:5.06:*:*:*:*:*:						
No vendor comments have been submitted for this CVE						
← Previous ID				Next ID →		