



CVE-2010-2702

[MITRE](#)[NVD](#)[CVE.ORG](#)[JSON API](#)[Print: PDF](#)

Summary

CVE	CVE-2010-2702
State	PUBLISHED
Assigner	mitre
Source Priority	CVE Program / NVD first with legacy fallback
Published	2010-07-12 17:30:03 UTC
Updated	2026-04-29 01:13:23 UTC
Description	Buffer overflow in the UGameEngine::UpdateConnectingMessage function in the Unreal engine 1, 2, and 2.5, as used in m

Risk And Classification

Primary CVSS: v2.0 9.3 from nvd@nist.gov

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

Problem Types: CWE-119 | n/a

CVSS v2.0 Breakdown

Access Vector

Network

Access Complexity

Medium

Authentication

None

Confidentiality

Complete

Integrity

Complete

Availability

Complete

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

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Epicgames	Postal 2	All	All	All	All

Application	Epicgames	Raven Shield	All	All	All	All
Application	Epicgames	Swat 4	All	All	All	All
Application	Epicgames	Unreal Engine	1	All	All	All
Application	Epicgames	Unreal Engine	2	All	All	All
Application	Epicgames	Unreal Engine	2.5	All	All	All
Application	Epicgames	Unreal Tournament 2003	All	All	All	All
Application	Epicgames	Unreal Tournament 2004	All	All	All	All

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

References	
Reference	Source
Unreal Engine "UGameEngine::UpdateConnectingMessage()" Buffer Overflow - Advisories - Community	af854a3a-2127-422b-91ae-364da2
aluigi.altervista.org/adv/unrealcbof-adv.txt	af854a3a-2127-422b-91ae-364da2
IBM X-Force Exchange	af854a3a-2127-422b-91ae-364da2
aluigi.org/poc/unrealcbof.txt	af854a3a-2127-422b-91ae-364da2
osvdb.org/66039	af854a3a-2127-422b-91ae-364da2
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.