



CVE-2014-4334

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

Summary

CVE	CVE-2014-4334
State	PUBLISHED
Assigner	mitre
Source Priority	CVE Program / NVD first with legacy fallback
Published	2014-06-19 14:55:08 UTC
Updated	2026-05-06 22:30:45 UTC
Description	Stack-based buffer overflow in Ubisoft Rayman Legends before 1.3.140380 allows remote attackers to execute arbitrary co

Risk And Classification

Primary CVSS: v2.0 7.5 from nvd@nist.gov

AV:N/AC:L/Au:N/C:P/I:P/A:P

Problem Types: CWE-119 | n/a

CVSS v2.0 Breakdown

Access Vector

Network

Access Complexity

Low

Authentication

None

Confidentiality

Partial

Integrity

Partial

Availability

Partial

AV:N/AC:L/Au:N/C:P/I:P/A:P

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Ubi	Rayman Legends	1.0.95278	All	All	All

Application	Ubi	Rayman Legends	1.1.100477	All	All	All
Application	Ubi	Rayman Legends	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		
Zero Science Lab » Ubisoft Rayman Legends v1.2.103716 Remote Stack Buffer Overflow Vulnerability				af854a3a-2127-422b-91ae-364da26		
Ubisoft Rayman Legends 1.2.103716 Buffer Overflow ≈ Packet Storm				af854a3a-2127-422b-91ae-364da26		
Ubisoft Rayman Legends 'memset()' Function Stack Based Buffer Overflow Vulnerability				af854a3a-2127-422b-91ae-364da26		
Ubisoft Rayman Legends 1.2.103716 - Remote Stack Buffer Overflow Vulnerability				af854a3a-2127-422b-91ae-364da26		
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.						