



CVE-2019-10069

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

Summary

CVE	CVE-2019-10069
State	PUBLIC
Assigner	cve@mitre.org
Source Priority	CVE Program / NVD first with legacy fallback
Published	2019-05-31 22:29:00 UTC
Updated	2019-06-03 15:37:00 UTC
Description	In Godot through 3.1, remote code execution is possible due to the deserialization policy not being applied correctly.

Risk And Classification

Problem Types: CWE-502

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Godotengine	Godot	All	All	All	All
Application	Godotengine	Godot	All	All	All	All
Application	Godotengine	Godot	All	All	All	All

References

Reference	Source	Link
Multiplayer API now respects allow_object_decoding by Faless · Pull Request #27398 · godotengine/godot · GitHub	MISC	github.com
News - OpenProject	MISC	godotengi
CVE Program record	CVE.ORG	www.cve.c
NVD vulnerability detail	NVD	nvd.nist.g

No vendor comments have been submitted for this CVE.

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

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Free CVE JSON API cve.report/api

CVE.report and Source URL Uptime Status status.cve.report