



# CVE-2020-6016

[MITRE](#)[NVD](#)[CVE.ORG](#)[JSON API](#)[Print: PDF !\[\]\(003082e50e3009141f59bd5df831749f\_img.jpg\)](#)

## Summary

<b>CVE</b>	CVE-2020-6016
<b>State</b>	PUBLIC
<b>Assigner</b>	cve@checkpoint.com
<b>Source Priority</b>	CVE Program / NVD first with legacy fallback
<b>Published</b>	2020-11-18 15:15:00 UTC
<b>Updated</b>	2022-10-21 19:37:00 UTC
<b>Description</b>	Valve's Game Networking Sockets prior to version v1.2.0 improperly handles unreliable segments with negative offsets in f

## Risk And Classification

**Problem Types:** CWE-787

## NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Valvesoftware	Game Networking Sockets	All	All	All	All
Application	Valvesoftware	Game Networking Sockets	All	All	All	All

## References

Reference	Source	Link
Drop unreliable segments with weird offset/size. · ValveSoftware/GameNetworkingSockets@e0c86dc · GitHub	MISC	<a href="#">github.com</a>
Game On - Finding vulnerabilities in Valve's "Steam Sockets" - Check Point Research	MISC	<a href="#">research.checkpoint.com</a>
CVE Program record	CVE.ORG	<a href="#">www.cve.org</a>
NVD vulnerability detail	NVD	<a href="#">nvd.nist.gov</a>

No vendor comments have been submitted for this CVE.

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

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