CVE-2021-26825

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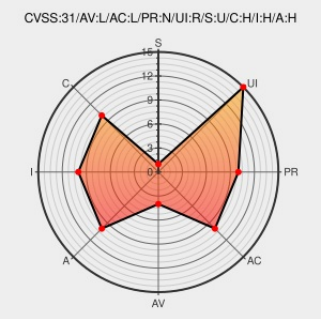

Certain versions of Godot Engine from Godotengine contain the following vulnerability:

An integer overflow issue exists in Godot Engine up to v3.2 that can be triggered when loading specially crafted.TGA image files. The vulnerability exists in ImageLoaderTGA::load_image() function at line: const size_t buffer_size = (tga_header.image_width * tga_header.image_height) * pixel_size; The bug leads to Dynamic stack buffer overflow. Depending on the context of the application, attack vector can be local or remote, and can lead to code execution and/or system crash.

CVE-2021-26825 has been assigned by cve@mitre.org to track the vulnerability - currently rated as HIGH severity.

CVSS3 Score: 7.8 - HIGH

Attack Vector	Attack Complexity	Privileges Required	User Interaction
LOCAL	LOW	NONE	REQUIRED
Scope	**Confidentiality Impact**	**Integrity Impact**	**Availability Impact**
UNCHANGED	HIGH	HIGH	HIGH

CVSS2 Score: 6.8 - MEDIUM

Access Vector	Access Complexity	Authentication
NETWORK	MEDIUM	NONE
Confidentiality Impact	**Integrity Impact**	**Availability Impact**
PARTIAL	PARTIAL	PARTIAL

CVE References

Description	Tags	Link
[3.2] Fix a crash in the TGA loader with malformed input by bruvb	Patch	MISC

[3.2] Fix a crash in the TGA loader with malformed input by hpvb · Pull Request #45702 · godotengine/godot · GitHub	Patch Third Party Advisory github.com text/html	MISC github.com/godotengine/godot/pull/45702/files
[3.2] Fix a crash in the TGA loader with malformed input by hpvb · Pull Request #45702 · godotengine/godot · GitHub	Patch Third Party Advisory github.com text/html	MISC github.com/godotengine/godot/pull/45702

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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	Godotengine	Godot Engine	All	All	All	All

cpe:2.3:a:godotengine:godot_engine:*:*:*:*:*:*:*:*:

No vendor comments have been submitted for this CVE

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