



CVE-2021-26952

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CVE-2021-26952

[Source: Mitre](#)[Source: NIST](#)[CVE.ORG](#)[Print: PDF](#) 

Certain versions of [Ms3d](#) from [Ms3d Project](#) contain the following vulnerability:

An issue was discovered in the ms3d crate before 0.1.3 for Rust. It might allow attackers to obtain sensitive information from uninitialized memory locations via `IoReader::read`.

CVE-2021-26952 has been assigned by [M](#) cve@mitre.org to track the vulnerability - currently rated as **HIGH** severity.

CVSS3 Score: **7.5 - HIGH**

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

CVSS2 Score: **5 - MEDIUM**

Access Vector	Access Complexity	Authentication
NETWORK	LOW	NONE
Confidentiality Impact	Integrity Impact	Availability Impact
PARTIAL	NONE	NONE

CVE References

Description	Tags	Link
About RustSec › RustSec Advisory Database	Exploit Vendor Advisory rustsec.org text/html	MISC rustsec.org/advisories/RUSTSEC-2021-0016.html

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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	Ms3d Project	Ms3d	All	All	All	All
Application	Ms3d Project	Ms3d	All	All	All	All
cpe:2.3:a:ms3d_project:ms3d:*.~.*.*:rust:~.*:~.*						
cpe:2.3:a:ms3d_project:ms3d:*.~.*.*:rust:~.*:~.*						

No vendor comments have been submitted for this CVE

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