CVE-2021-28580

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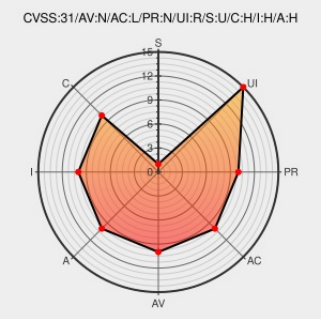

Certain versions of Medium from Adobe contain the following vulnerability:

Medium by Adobe version 2.4.5.331 (and earlier) is affected by a buffer overflow vulnerability when parsing a crafted file. An unauthenticated attacker could leverage this vulnerability to achieve remote code execution in the context of the current user. Exploitation of this issue requires user interaction in that a victim must open a malicious file.

CVE-2021-28580 has been assigned by psirt@adobe.com to track the vulnerability - currently rated as HIGH severity.

Affected Vendor/Software: **Adobe** - **Medium** version **<= 2.4.5.331**

Affected Vendor/Software: **Adobe** - **Medium** version **<= None**

Affected Vendor/Software: **Adobe** - **Medium** version **<= None**

Affected Vendor/Software: **Adobe** - **Medium** version **<= None**

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: 9.3 - HIGH

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

CVE References

Description	Tags	Link
Adobe Security Bulletin	helpx.adobe.com text/html	MISC helpx.adobe.com/security/products/medium/apsb21-34.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	Adobe	Medium	All	All	All	All
Hardware	Oculus	Rift	-	All	All	All
Hardware	Oculus	Rift S	-	All	All	All
Hardware	Oculus	Touch	-	All	All	All

cpe:2.3:a:adobe:medium:*:*:*:*:*:*:*:*:

cpe:2.3:h:oculus:rift:-:*:*:*:*:*:*:*:

cpe:2.3:h:oculus:rift_s:-:*:*:*:*:*:*:*:

cpe:2.3:h:oculus:touch:-:*:*:*:*:*:*:*:

No vendor comments have been submitted for this CVE

Social Mentions

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