

## Multiple vulnerabilities in xrdp

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### Introduction

Based on the work of rdesktop, xrdp uses the remote desktop protocol to present a GUI to the user. The goal of this project is to provide a fully functional Linux terminal server, capable of accepting connections from rdesktop and Microsoft's own terminal server / remote desktop clients. (<http://xrdp.sourceforge.net>)

There are multiple buffer overflow vulnerabilities in xrdp which could be used by malicious attackers to execute arbitrary code on the system.

### Vulnerable version

xrdp <=0.4.1

### Vulnerability

There are multiple vulnerabilities in Xrdp server which may allow a remote attacker to execute arbitrary code.

1. A buffer overflow exists at line 880 in function “xrdp\_bitmap\_invalidate()” which is defined in "xrdp/xrdp\_bitmap.c". This vulnerability could be exploited when processing specially crafted requests. The technical details of the vulnerability is as follows:

```
xrdp_bitmap_invalidate(struct xrdp_bitmap* self, struct xrdp_rect* rect)
{
.
.
.
char text[256]; //The variable which is overflowed later
.
.
.
if (self->password_char != 0)
{
    g_memset(text, self->password_char, self->edit_pos);
    text[self->edit_pos] = 0;
}
else
g_strncpy(text, self->caption1, self->edit_pos); //text is overflowed by long size edit_pos
.
.
.
}
```

Table 1 – Vulnerability in xrdp\_bitmap\_invalidate

Function “g\_strncpy()” uses “self->edit\_pos” as the size parameter for copying “self->caption1” into text. We can increase self->edit\_pos value in xrdp\_bitmap\_def\_proc() function as described below. Since there is no limitation for self->edit\_pos, attacker can

overflow text array when copying self->caption1 into it. Successful exploitation allows execution of arbitrary code.

Line 1205 , xrdp\_bitmap.c, xrdp\_bitmap\_def\_proc() function:

```
.
.
.
    c = get_char_from_scan_code(param2, scan_code, self->wm->keys,
                                self->wm->caps_lock,
                                self->wm->num_lock,
                                self->wm->scroll_lock,
                                self->wm->session->client_info->keylayout);
    if ((unsigned char)c >= 32)
    {
        add_char_at(self->caption1, c, self->edit_pos);
        self->edit_pos++; //edit_pos is incremented by one
        xrdp_bitmap_invalidate(self, 0);
    }
.
.
.
```

Table 2 – edit\_pos can be controlled by attacker.

There is also another attack vector using edit\_pos in /xrdp/funcs.c, in xrdp\_bitmap\_def\_proc() function. There is no boundry checking in add\_char\_at() function when this function try to insert a character ( c ) in special position ( self->edit\_pos ) into string (self->caption1).

```
/* returns error */
int APP_CC
xrdp_bitmap_def_proc(struct xrdp_bitmap* self, int msg,
                    int param1, int param2)
{
    // code is summarized
    if (pressed_key==(left or up arrow) || pressed_key==(right or down arrow) ||
        pressed_key==backspace || pressed_key==delete || pressed_key==end || pressed_key==home
        ... )
    {
        //do proper action.
    }
    else
    {
        c = get_char_from_scan_code(param2, scan_code, self->wm->keys,
                                    self->wm->caps_lock,
                                    self->wm->num_lock,
                                    self->wm->scroll_lock,
                                    self->wm->session->client_info->keylayout);
        if ((unsigned char)c >= 32)
        {
            add_char_at(self->caption1, c, self->edit_pos);

            xrdp_bitmap_invalidate(self, 0);
        }
    }
}
```

```

}
}

```

Table 3 – Another attack vector in `xrdp_bitmap_def_proc()`

```

/* add a ch at index position in text, index starts at 0 */
/* if index = -1 add it to the end */
int APP_CC
add_char_at(char* text, char ch, int index)
{
    int len;
    int i;

    len = g_strlen(text);
    if (index >= len || index < 0)
    {
        text[len] = ch;
        text[len + 1] = 0;
        return 0;
    }
    for (i = len - 1; i >= index; i--)
    {
        text[i + 1] = text[i];
    }
    text[i + 1] = ch;
    text[len + 1] = 0;
    return 0;
}

```

Table 4 – `add_char_at()` implementation

2. Another vulnerability exists in the “`rdp_rdp_process_color_pointer_pdu ()`” function in “`rdp/rdp_rdp.c`” file when `xrdp` tries to establish a connection to another `rdp` server. In this function both ‘`dlen`’ and ‘`mten`’ are initialized from input data and both of these variables are used as the size parameter for `memcpy` without any boundary checking, so attacker can overflow `cursor->data` and `cursor->mask`. The technical details of the vulnerability is as follows:

```

/* Process a color pointer PDU */
static void APP_CC
rdp_rdp_process_color_pointer_pdu(struct rdp_rdp* self, struct stream* s)
{
    int cache_idx;
    int dlen;
    int mten;
    struct rdp_cursor* cursor;

    in_uint16_le(s, cache_idx);
    cursor = self->cursors + cache_idx;
    in_uint16_le(s, cursor->x);
    in_uint16_le(s, cursor->y);
    in_uint16_le(s, cursor->width);
    in_uint16_le(s, cursor->height);
}

```

```

in_uint16_le(s, mlen); /* mask length */ //s is of type stream(see below)
in_uint16_le(s, dlen); /* data length */ //
in_uint8a(s, cursor->data, dlen); //Vulnerable code. cursor->data may be overflowed
in_uint8a(s, cursor->mask, mlen); //Vulnerable code. cursor->mask may be overflowed
self->mod->server_set_cursor(self->mod, cursor->x, cursor->y,
                           cursor->data, cursor->mask);
}

```

“stream” is a structure to store input data.

```

/* parser state */
struct stream
{
    char* p;
    char* end;
    char* data;
    int size;
    /* offsets of various headers */
    char* iso_hdr;
    char* mcs_hdr;
    char* sec_hdr;
    char* rdp_hdr;
    char* channel_hdr;
    char* next_packet;
};

```

“in\_uint8a” is a macro to copy data from pointer “p” in stream to specified location

```

#define in_uint8a(s, v, n) \
{ \
    g_memcpy((v), (s)->p, (n)); \
    (s)->p += (n); \
}
struct rdp_cursor
{
    int x;
    int y;
    int width;
    int height;
    char mask[(32 * 32) / 8];
    char data[(32 * 32) * 3];
};

```

In this vulnerability we confirmed the overflow but no crash happens here.

### Workaround

There are currently no patches available for these vulnerabilities.

### Credit

This vulnerability has been discovered by *Hamid Ebadi* from Amirkabir university CSIRT laboratory.

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<https://www.ircert.cc>