## Suricata - Bug #3657

**Multiple DetectEngineReload and bad insertion into linked list lead to buffer overflow**

04/20/2020 12:04 PM - Philippe Antoine

<table>
<thead>
<tr>
<th>Status</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee</td>
<td>Philippe Antoine</td>
</tr>
<tr>
<td>Category</td>
<td></td>
</tr>
<tr>
<td>Target version</td>
<td>6.0.0rc1</td>
</tr>
<tr>
<td>Affected Versions</td>
<td>5.0.2</td>
</tr>
<tr>
<td>Difficulty</td>
<td></td>
</tr>
<tr>
<td>Label</td>
<td>Needs backport, Needs backport to 4.1, Needs backport to 5.0</td>
</tr>
</tbody>
</table>

### Description

Found by oss-fuzz


### Related issues:

- Copied to Bug #3659: Multiple DetectEngineReload and bad insertion into linke... (Closed)
- Copied to Bug #3660: Multiple DetectEngineReload and bad insertion into linke... (Closed)

### History

#### #1 - 04/20/2020 12:49 PM - Philippe Antoine

- Status changed from New to In Review
- Assignee set to Philippe Antoine
- Target version set to 6.0.0rc1

[https://github.com/OISF/suricata/pull/4836](https://github.com/OISF/suricata/pull/4836)

#### #2 - 04/20/2020 05:17 PM - Jeff Lucovsky

- Copied to Bug #3659: Multiple DetectEngineReload and bad insertion into linked list lead to buffer overflow added

#### #3 - 04/20/2020 05:18 PM - Jeff Lucovsky

- Copied to Bug #3660: Multiple DetectEngineReload and bad insertion into linked list lead to buffer overflow added

#### #4 - 04/20/2020 06:50 PM - Victor Julien

- Status changed from In Review to Closed

[https://github.com/OISF/suricata/pull/4836](https://github.com/OISF/suricata/pull/4836)