Suricata - Bug #4752
Memory leak in SNMP with DetectEngineState
10/12/2021 11:28 AM - 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>7.0rc1</td>
</tr>
<tr>
<td>Affected Versions:</td>
<td>6.0.3</td>
</tr>
<tr>
<td>Difficulty:</td>
<td></td>
</tr>
<tr>
<td>Label:</td>
<td>Needs backport to 5.0, Needs backport to 6.0</td>
</tr>
</tbody>
</table>

**Description**

Found by oss-fuzz:
https://bugs.chromium.org/p/oss-fuzz/issues/detail?id=39863

Also for NTP it appears with git grep sc_detect_engine_state_free\( rust

**Related issues:**

- Copied to Bug #4787: Memory leak in SNMP with DetectEngineState
- Copied to Bug #4788: Memory leak in SNMP with DetectEngineState

**History**

#1 - 10/14/2021 07:39 PM - Philippe Antoine
- Status changed from New to In Review

Gitlab

#2 - 10/28/2021 02:07 PM - Jeff Lucovsky
- Copied to Bug #4787: Memory leak in SNMP with DetectEngineState added

#3 - 10/28/2021 02:07 PM - Jeff Lucovsky
- Copied to Bug #4788: Memory leak in SNMP with DetectEngineState added

#4 - 11/19/2021 12:01 PM - Philippe Antoine
- Status changed from In Review to Closed

https://github.com/OISF/suricata/commit/28a3181a2de0101b0796058eefac0180eef55d6

#5 - 12/15/2021 08:52 AM - Philippe Antoine
- Private changed from Yes to No