

DCMTK - Bug #816

DcmVR::setVR() should check whether internal VR is acceptable

2018-03-09 14:28 - Jörg Riesmeier

<b>Status:</b>	Closed	<b>Start date:</b>	2018-03-09
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jörg Riesmeier	<b>% Done:</b>	100%
<b>Category:</b>	Library	<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>		<b>Compiler:</b>	
<b>Module:</b>	dcmdata		
<b>Operating System:</b>			
<b>Description</b>			
Commit 40c9085 fixes a heap overflow issue that is caused by an invalid dataset. This is done by making sure that internal VRs (such as "PixelData" and "OverlayData") are handled appropriately in DcmItem::newDicomElement().			
However, this is just a workaround. It would probably make more sense to check for these internal VRs already in DcmVR::setVR(const char*), which is also called by the corresponding constructor of this class. Special attention should be paid that required mappings from internal VR names to the associated enum (e.g. in dump2dcm?) still works.			

History

#1 - 2018-03-12 18:21 - Jörg Riesmeier

- Status changed from New to Closed
- Assignee set to Jörg Riesmeier
- % Done changed from 0 to 100

Fixed by commit 0c4cf6e.

#2 - 2020-05-25 13:29 - Michael Onken

- Target version deleted (3.6.6)