
Subject: XmlRpc: possible crash fixed

Posted by [zsolt](#) on Mon, 18 Apr 2011 11:53:36 GMT

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In ValueGetStruct_ function, value checking is missing. This is allowing the client to crash your server.

Adding the line

```
ValueCheck(IsNull(v) || IsValueMap(v));
```

to the beginning of the function template <class T>

void ValueGetStruct_(T& x, const Value& v) at line 196 of XmlRpc.h eliminated the crashes of my server app.
