

kiyochii / **tinyobjloader** Public

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- [Pull requests](#)
- [Actions](#)
- [Projects](#)
- [Security and quality](#)
- [Insights](#)

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fix:buffer overflow

release

1 parent [d56555b](#) commit 386b73b

1 file changed

+1 -1

-
- [↑ Top](#)
-

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- experimental
 - tinyobj_loader_opt.h

Search within code

```

experimental/tinyobj_loader_opt.h
@@ -724,7 +724,7 @@ static void LoadMtl(std::map<std::string, int>
 *material_map,
724 724 #ifdef _MSC_VER
725 725     sscanf_s(token, "%s", namebuf, (unsigned)_countof(namebuf));
726 726 #else
727 -     sscanf(token, "%S", namebuf);
727 +     sscanf(token, "%4095s", namebuf);
728 728 #endif
729 729     material.name = namebuf;
730 730     continue;

```

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