

## Re: Securing a Windows 2003 server

**Source:**

<http://www.tech-archive.net/Archive/Windows/microsoft.public.windows.server.networking/2004-05/0086.html>

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**From:** Roger Abell [MVP] (*mvpNoSpam\_at\_asu.edu*)

**Date:** 05/02/04

Date: Sun, 2 May 2004 09:48:34 -0700

"Alun Jones [MS MVP]" <alun@taxis.invalid> wrote in message  
news:HyNkc.3985\$PV3.659@newssvr24.news.prodigy.com...

> *In article <eqXpT#zLEHA.2632@TK2MSFTNGP09.phx.gbl>, "Roger Abell [MVP]"*

> *<mvpNoSpam@asu.edu> wrote:*

>> *They do not need to hammer on it, as they can access the source*

>> *and know where to go, assuming they can see something there . . .*

>

> *Oh, I don't know – in many ways, it's easier to hammer on the outside than*

> *to look at the source. You can find a buffer overflow, generally, much*

> *quicker by passing in huge buffers than by poring line-by-line through the*

> *code and trying to figure out where it might be possible.*

>

> *Um... not that I've tried that myself, you understand... oh no.*

>

> *Alun.*

> *~~~~~*

>

yea, right . . . :-)

I mean, yes as far as overflows are concerned.

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Roger

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