

Re: How to develop a random number generation device

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- *From:* Nobody <nobody@xxxxxxxxxxxx>
 - *Date:* Tue, 11 Sep 2007 17:28:32 +0100
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On Tue, 11 Sep 2007 07:44:01 -0700, John Larkin wrote:

Cool. When can we expect buffer overrun exploits to be impossible under Windows?

When it stops letting you run arbitrary machine code.

Nothing the OS does can prevent machine code from overrunning a buffer. The only thing that the OS can do in this regard is to either restrict what machine code you can run (e.g. cryptographic signing), and/or run untrusted code in a heavily-restricted environment so that a buffer overrun cannot be "exploited".

Given that:

- a) this would make Windows totally incompatible with most existing software, and
- b) about the only thing that Windows has in its favour is the mass of existing Windows software,

I don't expect this to happen any time soon.

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