

Doomsday Engine - Bug #563

Use of uninitialised value of size 8

2008-11-05 02:59 - yagisan

Status:	Closed	Start date:	2008-11-05
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			

Description

SVN 6033 is causing valgrind to halt when starting jhexen. It halts at this point

Failed to locate high resolution replacement resource for: TITLE

GL_NewTexture: Uploading (357:256x256) while not busy! Should be precached in busy mode?

2562

2562 Use of uninitialised value of size 8

2562 at 0x4874BE: GL_ConvertBuffer (gl_tex.c:212)

2562 by 0x48B8D5: GL_UploadTexture2 (gl_texmanager.c:882)

2562 by 0x47998C: GL_UploadTextureContent (gl_defer.c:210)

2562 by 0x479CC9: GL_NewTexture (gl_defer.c:326)

2562 by 0x48B73A: GL_UploadTexture (gl_texmanager.c:835)

2562 by 0x48EC4B: GL_BindTexRaw (gl_texmanager.c:2262)

2562 by 0x48EE29: GL_PrepareRawTex (gl_texmanager.c:2312)

2562 by 0x48EE82: GL_SetRawImage (gl_texmanager.c:2326)

2562 by 0x47A021: GL_DrawRawScreen_CS (gl_draw.c:92)

2562 by 0xFC841CB: FI_Drawer (f_infine.c:1803)

2562

2562 ---- Attach to debugger ? --- [Return/N/n/Y/y/C/c] ---- y

2562 starting debugger with cmd: /usr/bin/gdb -nw /proc/4578/fd/1014 4578

GNU gdb 6.8-debian

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This GDB was configured as "x86_64-linux-gnu"...

Attaching to program: /proc/4578/fd/1014, process 4578

0x0000000004874be in GL_ConvertBuffer (width=64, height=256, informat=1, outformat=3, in=0x12898b2c "", out=0x126cd1e4 "◆◆◆◆",

palette=0xd155d80

"\002\002\002\004\004\004\017\017\017\023\023\023\033\033\033\034\034\034!!!""---333999???.EEEEKKKQQQVVV\|\|\|\|\|bbbhpppyy
y\202\202\202\213\213\213\223\223\223\235\235\235◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆\035 \035&(
222;<;EHDNPMX]Vad_mph{p}\203y\206\215\202\220\227\213\231◆\224◆◆\235◆◆◆◆◆◆◆◆◆◆\26\035\026\033\$\033\037+\037#3#
+7+/?/3G3;k7?S;C[CK_GOgKWoo[sS_{Wg\203"...., gamma=true)

at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/gl_tex.c:212

212 out[a] = gammaTable[(palette + 3 * (*in) + a)];

(gdb) bt full

#0 0x0000000004874be in GL_ConvertBuffer (width=64, height=256, informat=1, outformat=3, in=0x12898b2c "", out=0x126cd1e4 "◆◆◆◆",

palette=0xd155d80

"\002\002\002\004\004\004\017\017\017\023\023\023\033\033\033\034\034\034!!!""---333999???.EEEEKKKQQQVVV\|\|\|\|\|bbbhpppyy
y\202\202\202\213\213\213\223\223\223\235\235\235◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆\035 \035%x
(%222;<;EHDNPMX]Vad_mph{p}\203y\206\215\202\220\227\213\231◆\224◆◆\235◆◆◆◆◆◆◆◆◆◆\26\035\026\033\$\033\037+\037#
3#+7+/?/3G3;k7?S;C[CK_GOgKWoo[sS_{Wg\203"...., gamma=true)

at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/gl_tex.c:212

inSize = 1

outSize = 3

i = 12820

numPixels = 16384

a = 0

#1 0x00000000048b8d6 in GL_UploadTexture2 (content=0x7effea00) at

/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/gl_texmanager.c:882

```
data = (  
byte *) 0x12895918 "b\202\202\177\201f\201", "002' <repeats 47 times>, "{002{g\202\201f\202", "002'  
<repeats 48 times>, "a\001g\200
```

History

#1 - 2008-11-05 08:44 - danij

After an extended debugging session with Yagisan, we have reached the conclusion that this isn't a Doomsday issue. I'll leave it here for now until we learn more.