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Subject: Re: [BUG] OpenGL reference example X11 crash

Posted by [masu](#) on Sun, 24 Feb 2008 18:02:26 GMT

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I debugged it up to the crash point.

Back trace output is:

```
Upp::Ctrl::GetWindow (this=0xbfbfea98) at CtrlCore.h:768
Upp::GLCtrl::AfterInit (this=0xbfbfea98, Error=false) at X11GLCtrl.cpp:128
Upp::DHCtrl::Init (this=0xbfbfea98) at X11DHCtrl.cpp:249
Upp::DHCtrl::State (this=0xbfbfea98, reason=13) at X11DHCtrl.cpp:304
Upp::Ctrl::StateDeep (this=0xbfbfea98, reason=13) at Ctrl.cpp:173
Upp::Ctrl::StateDeep (this=0xbfbfe97c, reason=13) at Ctrl.cpp:175
Upp::Ctrl::StateH (this=0xbfbfe97c, reason=13) at Ctrl.cpp:186
Upp::Ctrl::WndShow (this=0xbfbfe97c, b=true) at X11Wnd.cpp:540
Upp::TopWindow::Open (this=0xbfbfe97c, owner=0x0) at TopWinX11.cpp:216
Upp::TopWindow::Open (this=0xbfbfe97c) at TopWinX11.cpp:259
GuiMainFn_ () at /home/masu/upp_uvs/reference/OpenGL/main.cpp:71
main (argc=Error accessing memory address 0x0: Bad address.
```

Matthias

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