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

Posted by [masu](#) on Mon, 25 Feb 2008 19:18:26 GMT

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I found the problem.

In X11DHCtrl.cpp in Init() class member UserVisuallInfo is allocated on heap by calling custom visual info creation function in GLCtrl (CreateVisual()) that returns a pointer to the structure.

This structure is deleted in Init() (from line 156 on) right after using it, but it has to live until it is needed in GLCtrl::AfterInit() in X11GLCtrl.cpp line 111 by calling DHCtrl::GetVisuallInfo().

A fix is delete lines 155 to 160 in X11DHCtrl.cpp:

```
// Frees VisuallInfo
if (UserVisuallInfo)
{
    XFree( (char *)UserVisuallInfo);
    UserVisuallInfo = 0;
}
```

and add it to DHCtrl destructor.

Of course, I don't know if that imposes any problems elsewhere.

Matthias

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