Subject: u++ on Linux/PowerPC
Posted by leonardoce on Sat, 01 Apr 2006 19:51:05 GMT
View Forum Message <> Reply to Message

Hi all.
I've tried compiling upp 602 on my ubuntu linux for ppc (iBook).
The compilation works well but when I launch the ide I obtain a Segmentation Fault error.

Modifying the Makefile to work with gdb I obtained the attached stack trace.

Can you help me?
Thanks in advance,

Leonardo

```
ubuntu@ubuntu:~$ gdb
GNU gdb 6.4-debian
Copyright 2005 Free Software Foundation, Inc.
GDB is free software, covered by the GNU General Public License, and you are
welcome to change it and/or distribute copies of it under certain conditions.
Type "show copying" to see the conditions.
There is absolutely no warranty for GDB.  Type "show warranty" for details.
This GDB was configured as "powerpc-linux-gnu".
(gdb) file ide
Reading symbols from /home/ubuntu/ide...done.
Using host libthread_db library "/lib/libthread_db.so.1".
(gdb) r
Starting program: /home/ubuntu/ide
[Thread debugging using libthread_db enabled]
[New Thread 805457936 (LWP 24256)]

Program received signal SIGSEGV, Segmentation fault.
[Switching to Thread 805457936 (LWP 24256)]
0x102dfbc0 in PixelSet (image=@0x7fe1876c, dest=<value optimized out>, color=
     {<AssignValueTypeNo<Color,39u,Moveable<Color, EmptyClass> >> =
{<Moveable<Color,EmptyClass>> =  {<EmptyClass> = {<No data fields>}, <No data fields>}, <No
data fields>}, color = 2145486332})
    at /home/ubuntu/uppsrc/Draw/PixelArray.cpp:1662
1662                    memcpy(d, temp, 12);
(gdb) bt
#0  0x102dfbc0 in PixelSet (image=@0x7fe1876c, dest=<value optimized out>, color=
     {<AssignValueTypeNo<Color,39u,Moveable<Color, EmptyClass> >> =
{<Moveable<Color,EmptyClass>> =  {<EmptyClass> = {<No data fields>}, <No data fields>}, <No
data fields>}, color = 2145486332})
    at /home/ubuntu/uppsrc/Draw/PixelArray.cpp:1662
#1  0x102dff5c in AlphaSet (dest=@0x7fe18768, drect=@0x7fe18640, color=Cannot access
memory at addre ss 0x0
```

)
    at /home/ubuntu/uppsrc/Draw/PixelArray.cpp:1903
#2 0x102fd928 in Image::Data::Prepare (this=0x3002dc00, imb=@0x7fe18768)
    at /home/ubuntu/uppsrc/Draw/Image.cpp:541
#3 0x102fed78 in Image::Data::Instantiate (this=0x3002dc00, force_data=true)
    at /home/ubuntu/uppsrc/Draw/Image.cpp:565
#4 0x10301d74 in Image::PaintImage (this=<value optimized out>, draw=@0x7fe18fd4,
    src=@0x7fe188d8, dest=@0x7fe18908, fx=0) at /home/ubuntu/uppsrc/Draw/Image.cpp:735
#5 0x102d0c18 in Draw::DrawImageOp (this=0xd000000, rect=@0x0, img=@0x0, src=@0x0,
fx=0)
    at /home/ubuntu/uppsrc/Draw/Draw.cpp:39
#6 0x102d0988 in Draw::DrawImage (this=0x0, rect=@0x7fe18588, img=@0x0, src=@0x0, fx=0)
    at Draw.h:619
#7 0x102d1bdc in Draw::DrawImage (this=0x7fe18fd4, rect=@0x7fe18908, img=@0x105ef400,
fx=0)
    at /home/ubuntu/uppsrc/Draw/Draw.cpp:57
#8 0x102d1c28 in Draw::DrawImage (this=0x7fe18fd4, x=<value optimized out>,
    y=<value optimized out>, cx=<value optimized out>, cy=<value optimized out>,
img=@0x105ef400,
    fx=0) at /home/ubuntu/uppsrc/Draw/Draw.cpp:62
#9 0x102d1c8c in Draw::DrawImage (this=0x7fe18fd4, x=0, y=-109051893, img=@0x105ef400,
fx=0)
    at /home/ubuntu/uppsrc/Draw/Draw.cpp:68
---Type <return> to continue, or q <return> to quit---
#10 0x10144ba0 in Option::Paint (this=0x7fe19750, w=@0x7fe18fd4)
    at /home/ubuntu/uppsrc/CtrlLib/Button.cpp:405
#11 0x1036f22c in Ctrl::CtrlPaint (this=0x7fe19750, pw=@0x7fe18fd4, pr=@0x7fe18c40)
    at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:284
#12 0x1036f39c in Ctrl::DoCtrlPaint (this=<value optimized out>, w=0x7fe18fd4, q=0x7fe19750,
    pr=@0x7fe18cf8) at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:178
#13 0x1036f280 in Ctrl::CtrlPaint (this=0x7fe19678, pw=@0x7fe18fd4, pr=@0x7fe18f64)
    at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:293
#14 0x1036fe14 in Ctrl::UpdateArea (this=0x7fe19678, draw=@0x7fe190d8,
paintrect=@0x7fe190c8)
    at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:373
#15 0x1037a514 in Ctrl::DoPaint (this=0x7fe19678, invalid=@0x3003c748)
    at /home/ubuntu/uppsrc/CtrlCore/X11Wnd.cpp:82
#16 0x1037a794 in Ctrl::TimerAndPaint () at /home/ubuntu/uppsrc/CtrlCore/X11Wnd.cpp:214
#17 0x1037a8f8 in Ctrl::EventLoop (ctrl=0x7fe19678) at
/home/ubuntu/uppsrc/CtrlCore/X11Wnd.cpp:291
#18 0x10377564 in TopWindow::Run (this=0x7fe19678, appmodal=true)
    at /home/ubuntu/uppsrc/CtrlCore/TopWindow.cpp:273
#19 0x10058aec in Install () at /home/ubuntu/uppsrc/ide/Install.cpp:251
#20 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#21 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#22 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#23 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#24 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536

Previous frame inner to this frame (corrupt stack?)
(gdb)