
Subject: u++ on Linux/PowerPC
Posted by [leonardoce](#) on Sat, 01 Apr 2006 19:51:05 GMT
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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
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welcome to change it and/or distribute copies of it under certain conditions.
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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)
