
Subject: Crash in Painter

Posted by [zsoft](#) on Tue, 29 Jan 2013 17:10:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

One of my beta tester sent me some crash files:

Typical start of them is:

Access violation reading at 0x00000002

0x005be950: class Upp::Image Upp::DownScale(class Upp::Image const &,int,int) + 0x150 bytes

Recognized stack dwords:

0x005c03cd:

??\$Sort@PAUCell@Rasterizer@Upp@@@U?\$StdLess@UCell@Rasterizer@Upp@@@3@@Up
p@@YAXPAUCell@Rasterizer@0@0ABU?\$StdLess@UCell@Rasterizer@Upp@@@0@@Z +
0x29d bytes

0x006f95d1: __ehandler\$?DownScale@Upp@@YA?AVImage@1@ABV21@HH@Z + 0x0
bytes

0x005beb80: void Upp::PainterImageSpan::Set(struct Upp::Xform2D const &,class Upp::Image
const &) + 0xf0 bytes

0x007021e8: __ehandler\$?WorkPage@Heap@Upp@@QAEPAUPage@12@H@Z + 0x0 bytes

0x006f95eb:
__ehandler\$?Set@PainterImageSpan@Upp@@QAEAXform2D@2@ABVImage@2@@Z
+ 0x0 bytes

0x005bb7ee: class Upp::Vector<struct Upp::RGBA> & Upp::operator<=(class
Upp::Vector<struct Upp::RGBA> &,class Upp::Vector<struct Upp::RGBA> const &) + 0x30 bytes

0x006f63de:
__ehandler\$??\$DeepCopyConstruct@UPos@HelpWindow@Upp@@@Upp@@YAAAUPos@
HelpWindow@0@PAXABU120@@@Z + 0x0 bytes

0x005bb250: struct Upp::Xform2D Upp::operator*(struct Upp::Xform2D const &,struct
Upp::Xform2D const &) + 0x9 bytes

0x005bf2e1: void Upp::BufferPainter::RenderImage(double,class Upp::Image const &,struct
Upp::Xform2D const &,unsigned long) + 0xf1 bytes

I was able to reproduce it, but it is not easy.

It crashes in this code:

```
while(s < e) {  
    for(int n = nx; n--;)  
        t->Put(*s++);  
    t++;  
}
```

The problem is that in this line:

```
t->Put(*s++);
```

s variable points to a not accessible memory address.
