
Subject: Re: Invalid memory access on ImageDraw::Init (X11)

Posted by [Xemuth](#) on Thu, 04 Jul 2019 20:55:44 GMT

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Ok, after recompiling with only "X11" flag and running the program in debug Mode :

The program crash at this line : (ImageX11.cpp, CtrlCore)

```
void ImageDraw::Init()
```

```
{
    GuiLock __;
    dw = XCreatePixmap(Xdisplay, Xroot, max(size.cx, 1), max(size.cy, 1), Xdepth); //This line
generate the crash
    gc = XCreateGC(Xdisplay, dw, 0, 0);
    xftdraw = XftDrawCreate(Xdisplay, (Drawable) dw, DefaultVisual(Xdisplay, Xscreenno),
Xcolormap);
```

```
    alpha.dw = XCreatePixmap(Xdisplay, Xroot, max(size.cx, 1), max(size.cy, 1), Xdepth);
    alpha.gc = XCreateGC(Xdisplay, alpha.dw, 0, 0);
    alpha.xftdraw = XftDrawCreate(Xdisplay, (Drawable) alpha.dw, DefaultVisual(Xdisplay,
Xscreenno), Xcolormap);
```

```
    Vector<Rect> clip;
    clip.Add(RectC(0, 0, size.cx, size.cy));
    SystemDraw::Init(clip, Point(0, 0));
    alpha.Init(clip, Point(0, 0));
```

```
    has_alpha = false;
}
```

The PANIC message on console is :

```
***** PANIC: Invalid memory access!
```

Invalid memory access!

X Error of failed request: BadFont (invalid Font parameter)

Major opcode of failed request: 46 (X_CloseFont)

Resource id in failed request: 0x1400002

Serial number of failed request: 23

Here is BackTrace :

```
-----
Thread: 1
```

XCreatePixmap () from /usr/lib/arm-linux-gnueabi/libX11.so.6

```

Upp::ImageDraw::Init (this=0x7effd4d8) at /home/xemuth/upp/uppsrc/CtrlCore/ImageX11.cpp:270
Upp::ImageDraw::ImageDraw (this=0x7effd4d8, cx=1920, cy=1080) at
/home/xemuth/upp/uppsrc/CtrlCore/ImageX11.cpp:377
GraphDotCloud::GraphDotCloud (this=0x7effd448, _XSize=1920, _YSize=1080,
_GraphName=..., _XName=..., _YName=...) at
/home/xemuth/Upp/myApps/GraphBuilder/GraphBuilder.cpp:729
Discord_Overwatch::DrawStatsEquipe (this=0x7effe340, payload=...) at
/home/xemuth/Upp/myApps/Discord_Overwatch/Discord_Overwatch.cpp:652
Discord_Overwatch::<lambda(Upp::ValueMap)>::operator()(Upp::ValueMap) const
(__closure=0x748f65d8, e=...) at
/home/xemuth/Upp/myApps/Discord_Overwatch/Discord_Overwatch.cpp:54
Upp::Function<void(Upp::ValueMap)>::Wrapper<Discord_Overwatch::Discord_Overwatch(Upp::St
ring, Upp::String)::<lambda(Upp::ValueMap)> >::Execute(Upp::ValueMap) (this=0x748f65d0,
args#0=...) at /home/xemuth/upp/uppsrc/Core/Function.h:17
Upp::Function<void (Upp::ValueMap)>::operator()(Upp::ValueMap) const (this=0x74966c50,
args#0=...) at /home/xemuth/upp/uppsrc/Core/Function.h:76
Discord_Overwatch::EventsMessageCreated (this=0x7effe340, payload=...) at
/home/xemuth/Upp/myApps/Discord_Overwatch/Discord_Overwatch.cpp:60
SmartBotUpp::Event (this=0x7effe4f0, payload=...) at
/home/xemuth/Upp/myApps/SmartUppBot/SmartBotUpp.cpp:65
SmartBotUpp::<lambda(Upp::ValueMap)>::operator()(Upp::ValueMap) const
(__closure=0x748f65f8, payload=...) at
/home/xemuth/Upp/myApps/SmartUppBot/SmartBotUpp.cpp:27
Upp::Function<void(Upp::ValueMap)>::Wrapper<SmartBotUpp::Launch():<lambda(Upp::ValueMa
p)> >::Execute(Upp::ValueMap) (this=0x748f65f0, args#0=...) at
/home/xemuth/upp/uppsrc/Core/Function.h:17
Upp::Function<void (Upp::ValueMap)>::operator()(Upp::ValueMap) const (this=0x7efff15c,
args#0=...) at /home/xemuth/upp/uppsrc/Core/Function.h:76
Upp::Discord::Dispatch (this=0x7effe500, payload=...) at
/home/xemuth/Upp/myApps/SmartUppBot/Discord.cpp:136
Upp::Discord::Listen (this=0x7effe500) at
/home/xemuth/Upp/myApps/SmartUppBot/Discord.cpp:304
SmartBotUpp::Launch (this=0x7effe4f0) at
/home/xemuth/Upp/myApps/SmartUppBot/SmartBotUpp.cpp:28
ConsoleMainFn_ () at /home/xemuth/Upp/myApps/SmartUppBot/main.cpp:25
Upp::AppExecute__ (app=0x19d54 <ConsoleMainFn_(>)) at
/home/xemuth/upp/uppsrc/Core/App.cpp:343
main (argc=1, argv=0x7efff5e4, envp=0x7efff5ec) at
/home/xemuth/Upp/myApps/SmartUppBot/main.cpp:14

```

Thread: 3

```

nanosleep () at ../sysdeps/unix/syscall-template.S:84
Upp::Thread::Sleep (msec=41250) at /home/xemuth/upp/uppsrc/Core/Mt.cpp:407
Upp::Discord::RepeatSendHeartbeat (this=0x7effe500, ms=41250, keepRunning=...) at
/home/xemuth/Upp/myApps/SmartUppBot/Discord.cpp:57
Upp::CallbackN<> Upp::callback2<Upp::Discord, Upp::Discord, int,

```

```
std::reference_wrapper<std::atomic<bool> >, unsigned int, std::atomic<bool>&>(Upp::Discord*,
void (Upp::Discord::*)(unsigned int, std::atomic<bool>&), int,
std::reference_wrapper<std::atomic<bool> >>::{lambda()#1}::operator>() const
(__closure=0x74984e98) at /home/xemuth/upp/uppsrc/Core/CallbackNP.i:38
Upp::Function<void ()>::Wrapper<Upp::CallbackN<> Upp::callback2<Upp::Discord, Upp::Discord,
int, std::reference_wrapper<std::atomic<bool> >, unsigned int,
std::atomic<bool>&>(Upp::Discord*, void (Upp::Discord::*)(unsigned int, std::atomic<bool>&), int,
std::reference_wrapper<std::atomic<bool> >>::{lambda()#1}>::Execute() (this=0x74984e90) at
/home/xemuth/upp/uppsrc/Core/Function.h:17
Upp::Function<void ()>::operator>() const (this=0x748f66b0) at
/home/xemuth/upp/uppsrc/Core/Function.h:76
Upp::sThreadRoutine (arg=0x748f66b0) at /home/xemuth/upp/uppsrc/Core/Mt.cpp:83
start_thread (arg=0x7471e130) at pthread_create.c:458
/lib/arm-linux-gnueabi/libc.so.6
```

My upp version is : 13469
My hardware is Raspberry pi 3b+
