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Subject: Re: Current porting state?

Posted by [mirek](#) on Wed, 13 Sep 2006 09:39:28 GMT

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Quote:

0xffff86f8 in \_\_bzero () at

/System/Library/Frameworks/System.framework/PrivateHeaders/processor\_capabilities.h:187

101::memset(&obj, 0, sizeof(obj));

What about backtrace? (stack)

Quote:

Program received signal EXC\_BAD\_ACCESS, Could not access memory.

Reason: KERN\_INVALID\_ADDRESS at address: 0x3a262ff8

0x0026e500 in UnpackRLE (t=0x3a262ff8, s=0x421995

/Users/lundman/uppsrc/uppsrc/Draw/ImageBlit.cpp:51

51 \*t++ = h;

Also seems odd, perhaps still related to the first issue, so I need to track that down first.

Backtrace?

Could you please check

```
CONSOLE_APP_MAIN {  
DUMP((void *)new byte[100]);  
}
```

to find out where OSX tends to place allocations? (0x3a262ff8 seems a little high for me...).

Mirek