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## Subject: BufferPainter Clip Crash - Fatal error: Invalid memory access!

Posted by [devilsclaw](#) on Wed, 25 Jan 2023 16:02:12 GMT

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So I found a combination of actions that will cause clipping to return a invalid pointer in RenderPath of BufferPainter.

- 1) Use Clip and Draw out side of the clip region
- 2) Attach the object to follow the mouse
- 3) Repeatedly move the mouse in and out of the window frame at the bottom in random locations up to 30 seconds.

Attached is an example app in code of how to cause it.

Below is the offending code and the output of it getting a corrupted pointer

Y2 is the pointer getting corrupted. Also I am on linux

```
if(clip.GetCount()) {  
    printf("DC: Y1 = %i\n", y);  
    const ClippingLine& s = clip.Top()[y];  
    printf("DC: Y2 = %p\n", &s);  
    if(s.IsEmpty()) {  
        goto empty;  
    }  
    printf("DC: Y3 = %i\n", y);  
    if(!s.IsFull()) {  
        mf.Set(rg, s);  
        rf = &mf;  
    }  
}
```

Results:

```
DC: Y1 = 525  
DC: Y2 = 0x7f82b80571e8  
DC: Y1 = 526  
DC: Y2 = 0x7f82b80571f0  
DC: Y3 = 526  
DC: Y1 = 525  
DC: Y2 = 0x7f82b80571e8  
DC: Y1 = 526  
DC: Y2 = 0x7f82b80571f0  
DC: Y3 = 526  
DC: MouseMove: x 16620 : y 16906 : 00000000  
DC: Y1 = 526  
DC: Y2 = 0x1070
```

## File Attachments

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1) [DrawCrash.zip](#), downloaded 65 times

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