Subject: [SOLVED] Invalid memory access on ImageDraw::Init (X11)
Posted by Xemuth on Thu, 04 Jul 2019 16:05:23 GMT
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Hello,

On my raspberryPi, this code :

PNGEncoder png;
png.SaveFile("temp.png", myGraph.DrawGraph()); //myGraph.DrawGraph() return me an ImageDraw

Raise an "invalid memory access" error :

Just to try, I did a "sudo chmod 777" to the folder and program and error still happening.

Do someone have any idea ?

Thanks in advance.
Have a nice day

Subject: Re: Invalid memory access while PNGEncoder.SaveFile()
Posted by Novo on Thu, 04 Jul 2019 18:21:40 GMT
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Compile a debug version of your app (or Release with debug information).
Run it with gdb.
When it crashes run a gdb command "bt".
Post its output here ...

Subject: Re: Invalid memory access while PNGEncoder.SaveFile()
Posted by Klugier on Thu, 04 Jul 2019 18:23:08 GMT
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Hello,

Please post call-stack from TheIDE - you need to catch the crash and make print screen with open call stack. I will be working on copy to clipboard option - https://www.ultimatepp.org/redmine/issues/1972.

Sincerely,
Klugier

Subject: Re: Invalid memory access while PNGEncoder.SaveFile()
Posted by Novo on Thu, 04 Jul 2019 18:51:33 GMT
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Klugier wrote on Thu, 04 July 2019 14:23Hello,

Please post call-stack from TheIDE - you need to catch the crash and make print screen with open call stack. I will be working on copy to clipboard option - https://www.ultimatepp.org/redmine/issues/1972.

Sincerely,
Klugier
AFAIK, this is already implemented: Debug -> "Copy backtrace".

Subject: Re: Invalid memory access while PNGEncoder.SaveFile()
Posted by Xemuth on Thu, 04 Jul 2019 19:42:15 GMT
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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: 0x1200002
  Serial number of failed request: 23
  Current serial number in output stream: 26

by using debug I can figure out PNG Encoder have nothing to do with my crash.
Apprently, the cause is the problem, Since I use StdFont (const Integer That Represent my Font Size) everywhere, maybe can stdFont is buggy on Raspbery / Debian ??

Subject: Re: Invalid memory access while PNGEncoder.SaveFile()
Posted by Xemuth on Thu, 04 Jul 2019 19:58:31 GMT
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```
void Font::InitStdFont()
{
 ONCELOCK { // TODO: This is now sort of obsolete function....
 // Mutex::Lock __(sFontLock);
 // FaceList();
  AStdFont = Arial(12);
 // SyncStdFont();
 }
}
```
Maybe Arial does not exist on raspbian and it occurs a Crash?

Subject: Re: Invalid memory access while PNGEncoder.SaveFile()
Posted by Xemuth on Thu, 04 Jul 2019 20:08:11 GMT
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Or Maybe since I compiled my project only with the "NOGTK" flags the ImageDraw used is the windows version Trying to recompile it with X11 flag

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 programm in debug Mode :

The programm 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-gnueabihf/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, envptr=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-gnueabihf/libc.so.6

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

Subject: Re: Invalid memory access on ImageDraw::Init (X11)
Posted by Xemuth on Mon, 08 Jul 2019 06:57:05 GMT
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Hello, probleme just came from my code and not Upp.
