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
1) DrawCrash.zip, downloaded 130 times

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by devilsclaw on Wed, 25 Jan 2023 17:13:45 GMT
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I also tested it in windows and it just straight crashes the program with out the crash handler like in linux.

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by devilsclaw on Mon, 30 Jan 2023 16:49:38 GMT
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So I am guessing no one has a clue how to fix it or could not confirm the bug ?

I am more of a C programmer and not sure how to handle a situation where the pointer should always be valid because of the object& return type and it not being valid.

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by zouql on Thu, 13 Apr 2023 14:08:36 GMT
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hi, all.
I also encountered this exception. If someone has solved this problem, please help.

File Attachments
1) bufferpainter_renderpath.jpg, downloaded 711 times

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by devilsclaw on Thu, 13 Apr 2023 14:36:59 GMT
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I re-wrote how the mouse handler works by overloading it and it fixed the problem for me

below is sample code of what I did. I made it work more like how the java mouse handling works

//Header
enum {

```
  MOUSE_NONE   = (0 << 0),
  MOUSE_LEFT   = (1 << 1),
  MOUSE_RIGHT  = (1 << 2),
  MOUSE_MIDDLE = (1 << 3),
  MOUSE_DOWN   = (1 << 4),
  MOUSE_UP     = (1 << 5),
  MOUSE_DOUBLE = (1 << 6),
  MOUSE_TRIPLE = (1 << 7),
  MOUSE_DRAG   = (1 << 8),
  MOUSE_MOVE   = (1 << 9),
};

virtual Upp::Image MouseEvent(int event, Upp::Point p, int zdelta, Upp::dword keyflags);
virtual void MouseWheel(Upp::Point p, int zdelta, Upp::dword keyflags);
virtual void MouseClicked(Upp::Point p, Upp::dword keyflags, unsigned int type, int clicks);
virtual void MouseReleased(Upp::Point p, Upp::dword keyflags, unsigned int type);
virtual void MouseDrag(Upp::Point p, Upp::dword keyflags, unsigned int type);
virtual void MouseMove(Upp::Point p, Upp::dword keyflags);
virtual void MouseEnter(Upp::Point p, Upp::dword keyflags);
virtual void MouseLeave();

//CPP
void frm_network::MouseWheel(Upp::Point p, int zdelta, Upp::dword keyflags) {
}

void frm_network::MouseEnter(Upp::Point p, Upp::dword keyflags) {
}

void frm_network::MouseLeave() {
}

void frm_network::MouseDrag(Upp::Point p, Upp::dword keyflags,  unsigned int type) {
}

void frm_network::MouseClicked(Upp::Point pos, Upp::dword keyflags, unsigned int type, int
clicks) {
}

void frm_network::MouseReleased(Upp::Point p, Upp::dword keyflags, unsigned int type) {
}

void frm_network::MouseMove(Upp::Point p, Upp::dword keyflags) {
}

Upp::Image frm_network::MouseEvent(int event, Upp::Point p, int zdelta, Upp::dword keyflags) {
  int mouse_event = event & ~(LEFT | RIGHT | MIDDLE);
  Upp::dword mouse_flags =  keyflags & (Upp::K_MOUSELEFT | Upp::K_MOUSERIGHT |
Upp::K_MOUSEMIDDLE | Upp::K_MOUSEDOUBLE | Upp::K_MOUSETRIPLE);
```

```
  if(mouse_event == REPEAT || mouse_event == CURSORIMAGE) {
    goto exit;
  }

  switch(mouse_event) {
    case MOUSEWHEEL: {
      MouseWheel(p, zdelta, keyflags);
      goto exit;
    }
    case MOUSEENTER: {
      MouseEnter(p, keyflags);
      goto exit;
    }
    case MOUSELEAVE: {
      MouseLeave();
      goto exit;
    }
  }

  if(mouse_event != UP && keyflags == 0) {
    mouse_state = 0;
  }

  if((mouse_state & MOUSE_UP)) {
    mouse_state = 0;
  }

  //Add rejection of other buttons once one is in use
  if((mouse_state & MOUSE_LEFT) != 0 && (keyflags & (Upp::K_MOUSERIGHT |
Upp::K_MOUSEMIDDLE)) != 0) {
    goto exit;
  }
  if((mouse_state & MOUSE_RIGHT) != 0 && (keyflags & (Upp::K_MOUSELEFT |
Upp::K_MOUSEMIDDLE)) != 0) {
    goto exit;
  }
  if((mouse_state & MOUSE_MIDDLE) != 0 && (keyflags & (Upp::K_MOUSERIGHT |
Upp::K_MOUSELEFT)) != 0) {
    goto exit;
  }

  if((keyflags & Upp::K_MOUSELEFT) == Upp::K_MOUSELEFT) {
    mouse_state |= MOUSE_LEFT;
  } else if((keyflags & Upp::K_MOUSERIGHT) == Upp::K_MOUSERIGHT) {
    mouse_state |= MOUSE_RIGHT;
  } else if((keyflags & Upp::K_MOUSEMIDDLE) == Upp::K_MOUSEMIDDLE) {
    mouse_state |= MOUSE_MIDDLE;
  }
```

```
  if((keyflags & Upp::K_MOUSETRIPLE) == Upp::K_MOUSETRIPLE) {
    mouse_state &= ~(MOUSE_DOWN | MOUSE_UP | MOUSE_DOUBLE | MOUSE_MOVE |
MOUSE_DRAG);
    mouse_state |= MOUSE_TRIPLE;
  } else if((keyflags & Upp::K_MOUSEDOUBLE) == Upp::K_MOUSEDOUBLE) {
    mouse_state &= ~(MOUSE_DOWN | MOUSE_UP  | MOUSE_MOVE | MOUSE_DRAG);
    mouse_state |= MOUSE_DOUBLE;
  } else if(mouse_event == DOWN) {
    mouse_state &= ~(MOUSE_UP | MOUSE_MOVE | MOUSE_MOVE | MOUSE_DRAG);
    mouse_state |= MOUSE_DOWN;
  } else if(mouse_event == UP) {
    mouse_state &= ~(MOUSE_DOWN | MOUSE_DOUBLE | MOUSE_TRIPLE | MOUSE_MOVE |
MOUSE_DRAG);
    mouse_state |= MOUSE_UP;
  } else if(mouse_event == DRAG) {
    mouse_state &= ~(MOUSE_DOWN | MOUSE_MOVE | MOUSE_UP);
    mouse_state |= MOUSE_DRAG;
  } else if((mouse_state & MOUSE_DRAG) != MOUSE_DRAG) {
    mouse_state |= MOUSE_MOVE;
  }

  if(mouse_state & MOUSE_DRAG) {
    MouseDrag(p, keyflags, mouse_state & (MOUSE_LEFT | MOUSE_RIGHT |
MOUSE_MIDDLE));
  } else if((mouse_state & MOUSE_DOWN) && (mouse_state & MOUSE_MOVE) == 0) {
    MouseClicked(p, keyflags, mouse_state & (MOUSE_LEFT | MOUSE_RIGHT |
MOUSE_MIDDLE), 1);
  } else if((mouse_state & MOUSE_DOUBLE) && (mouse_state & MOUSE_MOVE) == 0) {
    MouseClicked(p, keyflags, mouse_state & (MOUSE_LEFT | MOUSE_RIGHT |
MOUSE_MIDDLE), 2);
  } else if((mouse_state & MOUSE_TRIPLE) && (mouse_state & MOUSE_MOVE) == 0) {
    MouseClicked(p, keyflags, mouse_state & (MOUSE_LEFT | MOUSE_RIGHT |
MOUSE_MIDDLE), 3);
  } else if(mouse_state & MOUSE_UP) {
    MouseReleased(p, keyflags, mouse_state & (MOUSE_LEFT | MOUSE_RIGHT |
MOUSE_MIDDLE));
  } else if(mouse_state & MOUSE_MOVE) {
    MouseMove(p, keyflags);
  }

exit:
  return Upp::Image::Arrow();
}
```

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by devilsclaw on Thu, 13 Apr 2023 14:39:08 GMT
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Yes I know goto statements are frowned on in C++. I come from the linux kernel coding style and embeded programming mostly.

It should be easy enough to remove goto statements.

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by mirek on Thu, 13 Apr 2023 16:16:46 GMT
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devilsclaw wrote on Thu, 13 April 2023 16:39Yes I know goto statements are frowned on in C++. I come from the linux kernel coding style and embeded programming mostly.

It should be easy enough to remove goto statements.

goto statements are considered fine in U++, as long as they are the most direct solution to the problem...

However, would it be possible to post complete testcase to save my time? :) (ideally .zip of whole package)

EDIT: Appologies, I missed it. All is fine now, investigating.

Mirek

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by mirek on Fri, 14 Apr 2023 03:27:46 GMT
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Hopefully fixed in master.

Mirek

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by zouql on Sat, 15 Apr 2023 08:16:47 GMT
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hi, mirek
The program is working well now, thank you very much.
The clip.Top() may be sometimes empty.

File Attachments
1) render.jpg, downloaded 684 times

Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by mirek on Sun, 16 Apr 2023 06:02:39 GMT
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Correct, that is exactly what I have fixed:

https://github.com/ultimatepp/ultimatepp/commit/a2cefe2b6648 006f308c237649f802dc095a4a6d