
Subject: [SOLVED] OpenGL reference example X11 crash

Posted by [masu](#) on Fri, 22 Feb 2008 23:00:47 GMT

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Hi,

I compiled the OpenGL package inside the reference assembly and got a program crash under X11 compiled in debug mode and a total X server crash when compiled in release mode.

I first verified if my GL installation is working with glut examples and it works, so GL library and graphics card is not the problem.

I get the following X11 error message dialog:

X error: BadMatch (invalid parameter attributes)

resource id: 27262979 = 1A00003

and after closing this dialog, a warning one

Heap leaks detected!

I made an xwininfo run on the application window before closing the error dialog:

xwininfo: Window id: 0x1a00001 (has no name)

Absolute upper-left X: 30

Absolute upper-left Y: 56

Relative upper-left X: 6

Relative upper-left Y: 29

Width: 682

Height: 512

Depth: 24

Visual Class: TrueColor

Border width: 0

Class: InputOutput

Colormap: 0x20 (installed)

Bit Gravity State: ForgetGravity

Window Gravity State: NorthWestGravity

Backing Store State: NotUseful

Save Under State: no

Map State: IsViewable

Override Redirect State: no

Corners: +30+56 -312+56 -312-200 +30-200

-geometry 682x512+30+56

I hope somebody understands what's going on and can help me trace down the problem.

By the way, is it running under Linux ?

FreeBSD 6, 801.r105

Matthias

File Attachments

- 1) [OpenGL.2008-02-22-23-56-10.buglog](#), downloaded 436 times
 - 2) [OpenGL.log](#), downloaded 621 times
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Subject: Re: [BUG] OpenGL reference example X11 crash

Posted by [masu](#) on Sun, 24 Feb 2008 18:02:26 GMT

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I debugged it up to the crash point.

Back trace output is:

```
Upp::Ctrl::GetWindow (this=0xbfbfea98) at CtrlCore.h:768
Upp::GLCtrl::AfterInit (this=0xbfbfea98, Error=false) at X11GLCtrl.cpp:128
Upp::DHCtrl::Init (this=0xbfbfea98) at X11DHCtrl.cpp:249
Upp::DHCtrl::State (this=0xbfbfea98, reason=13) at X11DHCtrl.cpp:304
Upp::Ctrl::StateDeep (this=0xbfbfea98, reason=13) at Ctrl.cpp:173
Upp::Ctrl::StateDeep (this=0xbfbfe97c, reason=13) at Ctrl.cpp:175
Upp::Ctrl::StateH (this=0xbfbfe97c, reason=13) at Ctrl.cpp:186
Upp::Ctrl::WndShow (this=0xbfbfe97c, b=true) at X11Wnd.cpp:540
Upp::TopWindow::Open (this=0xbfbfe97c, owner=0x0) at TopWinX11.cpp:216
Upp::TopWindow::Open (this=0xbfbfe97c) at TopWinX11.cpp:259
GuiMainFn_ () at /home/masu/upp_uv/reference/OpenGL/main.cpp:71
main (argc=Error accessing memory address 0x0: Bad address.
```

Matthias

Subject: Re: [BUG] OpenGL reference example X11 crash

Posted by [masu](#) on Sun, 24 Feb 2008 20:30:51 GMT

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I found that the error occurs in a call to
`glXMakeCurrent((Display*)Xdisplay, GetWindow(), WindowContext);`

in X11GLCtrl.cpp line 128.

This call is not successful returning a 'BadMatch', I got an explanation from
http://caesar.informatik.uni-freiburg.de/people/reisert/open_gi/doc/glXMakeCurrent.html:
Quote:BadMatch is generated if drawable was not created with the same X screen and visual as
ctx. It is also generated if drawable is None and ctx is not None..

Anybody who knows, what's going wrong here?

Matthias

Subject: Re: [BUG] OpenGL reference example X11 crash

Posted by [masu](#) on Mon, 25 Feb 2008 19:18:26 GMT

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I found the problem.

In X11DHCtrl.cpp in Init() class member UserVisuallInfo is allocated on heap by calling custom visual info creation function in GLCtrl (CreateVisual()) that returns a pointer to the structure.

This structure is deleted in Init() (from line 156 on) right after using it, but it has to live until it is needed in GLCtrl::AfterInit() in X11GLCtrl.cpp line 111 by calling DHCtrl::GetVisuallInfo().

A fix is delete lines 155 to 160 in X11DHCtrl.cpp:

```
// Frees VisuallInfo
if (UserVisuallInfo)
{
    XFree( (char *)UserVisuallInfo);
    UserVisuallInfo = 0;
}
```

and add it to DHCtrl destructor.

Of course, I don't know if that imposes any problems elsewhere.

Matthias
