Subject: u++ on Linux/PowerPC
Posted by leonardoce on Sat, 01 Apr 2006 19:51:05 GMT
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Hi all.
I've tried compiling upp 602 on my ubuntu linux for ppc (iBook).
The compilation works well but when I launch the ide I obtain a Segmentation Fault error.

Modifying the Makefile to work with gdb I obtained the attached stack trace.

Can you help me?
Thanks in advance,

Leonardo

```
ubuntu@ubuntu:~$ gdb
GNU gdb 6.4-debian
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welcome to change it and/or distribute copies of it under certain conditions.
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There is absolutely no warranty for GDB.  Type "show warranty" for details.
This GDB was configured as "powerpc-linux-gnu".
(gdb) file ide
Reading symbols from /home/ubuntu/ide...done.
Using host libthread_db library "/lib/libthread_db.so.1".
(gdb) r
Starting program: /home/ubuntu/ide
[Thread debugging using libthread_db enabled]
[New Thread 805457936 (LWP 24256)]

Program received signal SIGSEGV, Segmentation fault.
[Switching to Thread 805457936 (LWP 24256)]
0x102dfbc0 in PixelSet (image=@0x7fe1876c, dest=<value optimized out>, color=
     {<AssignValueTypeNo<Color,39u,Moveable<Color, EmptyClass> >> =
{<Moveable<Color,EmptyClass>> =  {<EmptyClass> = {<No data fields>}, <No data fields>}, <No
data fields>}, color = 2145486332})
    at /home/ubuntu/uppsrc/Draw/PixelArray.cpp:1662
1662                    memcpy(d, temp, 12);
(gdb) bt
#0  0x102dfbc0 in PixelSet (image=@0x7fe1876c, dest=<value optimized out>, color=
     {<AssignValueTypeNo<Color,39u,Moveable<Color, EmptyClass> >> =
{<Moveable<Color,EmptyClass>> =  {<EmptyClass> = {<No data fields>}, <No data fields>}, <No
data fields>}, color = 2145486332})
    at /home/ubuntu/uppsrc/Draw/PixelArray.cpp:1662
#1  0x102dff5c in AlphaSet (dest=@0x7fe18768, drect=@0x7fe18640, color=Cannot access
memory at addre ss 0x0
```

)
    at /home/ubuntu/uppsrc/Draw/PixelArray.cpp:1903
#2 0x102fd928 in Image::Data::Prepare (this=0x3002dc00, imb=@0x7fe18768)
    at /home/ubuntu/uppsrc/Draw/Image.cpp:541
#3 0x102fed78 in Image::Data::Instantiate (this=0x3002dc00, force_data=true)
    at /home/ubuntu/uppsrc/Draw/Image.cpp:565
#4 0x10301d74 in Image::PaintImage (this=<value optimized out>, draw=@0x7fe18fd4,
    src=@0x7fe188d8, dest=@0x7fe18908, fx=0) at /home/ubuntu/uppsrc/Draw/Image.cpp:735
#5 0x102d0c18 in Draw::DrawImageOp (this=0xd000000, rect=@0x0, img=@0x0, src=@0x0,
fx=0)
    at /home/ubuntu/uppsrc/Draw/Draw.cpp:39
#6 0x102d0988 in Draw::DrawImage (this=0x0, rect=@0x7fe18588, img=@0x0, src=@0x0, fx=0)
    at Draw.h:619
#7 0x102d1bdc in Draw::DrawImage (this=0x7fe18fd4, rect=@0x7fe18908, img=@0x105ef400,
fx=0)
    at /home/ubuntu/uppsrc/Draw/Draw.cpp:57
#8 0x102d1c28 in Draw::DrawImage (this=0x7fe18fd4, x=<value optimized out>,
    y=<value optimized out>, cx=<value optimized out>, cy=<value optimized out>,
img=@0x105ef400,
    fx=0) at /home/ubuntu/uppsrc/Draw/Draw.cpp:62
#9 0x102d1c8c in Draw::DrawImage (this=0x7fe18fd4, x=0, y=-109051893, img=@0x105ef400,
fx=0)
    at /home/ubuntu/uppsrc/Draw/Draw.cpp:68
---Type <return> to continue, or q <return> to quit---
#10 0x10144ba0 in Option::Paint (this=0x7fe19750, w=@0x7fe18fd4)
    at /home/ubuntu/uppsrc/CtrlLib/Button.cpp:405
#11 0x1036f22c in Ctrl::CtrlPaint (this=0x7fe19750, pw=@0x7fe18fd4, pr=@0x7fe18c40)
    at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:284
#12 0x1036f39c in Ctrl::DoCtrlPaint (this=<value optimized out>, w=0x7fe18fd4, q=0x7fe19750,
    pr=@0x7fe18cf8) at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:178
#13 0x1036f280 in Ctrl::CtrlPaint (this=0x7fe19678, pw=@0x7fe18fd4, pr=@0x7fe18f64)
    at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:293
#14 0x1036fe14 in Ctrl::UpdateArea (this=0x7fe19678, draw=@0x7fe190d8,
paintrect=@0x7fe190c8)
    at /home/ubuntu/uppsrc/CtrlCore/CtrlDraw.cpp:373
#15 0x1037a514 in Ctrl::DoPaint (this=0x7fe19678, invalid=@0x3003c748)
    at /home/ubuntu/uppsrc/CtrlCore/X11Wnd.cpp:82
#16 0x1037a794 in Ctrl::TimerAndPaint () at /home/ubuntu/uppsrc/CtrlCore/X11Wnd.cpp:214
#17 0x1037a8f8 in Ctrl::EventLoop (ctrl=0x7fe19678) at
/home/ubuntu/uppsrc/CtrlCore/X11Wnd.cpp:291
#18 0x10377564 in TopWindow::Run (this=0x7fe19678, appmodal=true)
    at /home/ubuntu/uppsrc/CtrlCore/TopWindow.cpp:273
#19 0x10058aec in Install () at /home/ubuntu/uppsrc/ide/Install.cpp:251
#20 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#21 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#22 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#23 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536
#24 0x1006aa10 in GuiMainFn_ () at /home/ubuntu/uppsrc/ide/idewin.cpp:536

Previous frame inner to this frame (corrupt stack?)
(gdb)

Subject: Re: u++ on Linux/PowerPC
Posted by mirek on Sat, 01 Apr 2006 20:36:34 GMT
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Not at the moment. There are unforutnately some "CPU" bugs in U++ that have to be resolved before it works on other than x86 CPUs... should happen during next month.

Even more unfortunate is that your stack trace leads to the part of code that is now being completely rewritten...

Mirek

Subject: Re: u++ on Linux/PowerPC
Posted by leonardoce on Sat, 01 Apr 2006 20:53:44 GMT
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Thanks for the really quick reply!
I will try to compile the development version (603-dev4) to see if I can make a more recent stacktrace.
I hope that will be useful.
Thanks,

Leonardo

Subject: Re: u++ on Linux/PowerPC
Posted by mirek on Sat, 01 Apr 2006 21:11:54 GMT
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leonardoce wrote on Sat, 01 April 2006 15:53Thanks for the really quick reply!
I will try to compile the development version (603-dev4) to see if I can make a more recent stacktrace.
I hope that will be useful.
Thanks,

Leonardo

I believe that it will lead to the same error. The new version of part of code in question (in fact,

raster bitmap support) is developed separately and is not part of "dev" releases yet.

Mirek
