

Doomsday Engine - Bug #2062

Crash when binding controls (64-bit) [1.15 RC1]

2015-05-19 21:26 - skyjake

Status:	Closed	Start date:	2015-05-19
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.15		
Description			
Build 1598, OS X 64-bit.			
Crash when accessing the symbolic event description:			
<pre>Thread 0 Crashed:: Dispatch queue: com.apple.main-thread 0 libsystem_c.dylib 0x00007fff909be152 strlen + 18 1 libdeng_core.dylib 0x000000011151b583 de::String::String(char const*) + 35 2 hexen 0x000000011b53b51d common::menu::InputBindingWidget::handleEvent_Privileged(event_s const&) + 93 3 hexen 0x000000011b4f312e G_PrivilegedResponder + 30 4 Doomsday 0x000000010fe0b9e7 InputSystem::Instance::dispatchEvents(eventqueue_t*, double, bool) + 215 5 Doomsday 0x000000010fc23575 Loop_RunTics + 277</pre>			
Debugger shows the pointer to the event descriptor string is malformed.			

History

#1 - 2015-05-19 21:26 - skyjake

- % Done changed from 0 to 100

#2 - 2015-05-19 21:27 - skyjake

I have now (almost certainly) fixed this by replacing the conversion of signed 32-bit ints to 64-bit pointer with more robust code.

#3 - 2015-05-24 16:46 - skyjake

- Status changed from Resolved to Closed