

Doomsday Engine - Bug #2144

Crash when resetting engine with a map loaded

2015-12-25 13:12 - skyjake

Status:	Closed	Start date:	2015-12-25
Priority:	Urgent	% Done:	100%
Assignee:	Deng Team		
Category:	Defect		
Target version:	2.0 – Home UI & Packages		
Description			
Version 1.15.6			
<ul style="list-style-type: none">• Game: doom1-ultimate• No additional resources loaded			
Start up a game to E1M1, type "reset" in console:			
Crashed Thread: 0 Dispatch queue: com.apple.main-thread			
Exception Type: EXC_BAD_ACCESS (SIGSEGV)			
Exception Codes: EXC_I386_GPFLT			
Exception Note: EXC_CORPSE_NOTIFY			
Thread 0 Crashed:: Dispatch queue: com.apple.main-thread			
0 libdeng_core.2.0.0.dylib 0x000000010785b550 de::Record::operator[] (de::String const&) const + 16			
1 libdeng_core.2.0.0.dylib 0x0000000107861e54 de::RecordAccessor::gets (de::String const &) const + 20			
2 net.dengine.doomsday 0x0000000106d862b5 MapDef::composeUri() const + 69			
3 net.dengine.doomsday 0x0000000106fd002e de::Map::mapInfo() const + 46			
4 net.dengine.doomsday 0x0000000106d964fe GL_TotalRestore() + 78			
5 net.dengine.doomsday 0x0000000106d6310e DD_UpdateEngineState() + 286			
6 net.dengine.doomsday 0x0000000106d666f9 CCmdReset + 9			
7 libdeng_doomsday.1.15.5.dylib 0x00000001084a97e6 Con_CheckExecBuffer() + 2406			
8 libdeng_doomsday.1.15.5.dylib 0x00000001084aa6fb Con_Execute + 43			
Unstable 2.0 build 1819 (OS X with Address Sanitizer)			
ERROR: AddressSanitizer: heap-use-after-free on address 0x6070007a4f40 at pc 0x000105fc8e3a bp 0x7 fff5fbf7360 sp 0x7fff5fbf7358			
READ of size 8 at 0x6070007a4f40 thread T0			
#0 0x105fc8e39 in de::RecordAccessor::accessedRecord() const recordaccessor.cpp:33			
#1 0x105fc8f88 in de::RecordAccessor::get(de::String const&) const recordaccessor.cpp:49			
#2 0x105fc943a in de::RecordAccessor::gets(de::String const&) const recordaccessor.cpp:109			
#3 0x100207809 in res::MapManifest::composeUri() const mapmanifest.h:54			
#4 0x100c60d68 in de::Map::mapInfo() const map.cpp:1546			
#5 0x100221338 in GL_TotalRestore() gl_main.cpp:638			
#6 0x10016cd27 in DD_UpdateEngineState() dd_main.cpp:2253			
"heap-use-after-free" would suggest that some deleted object is being accessed after the reset.			

Associated revisions

Revision b67126be - 2015-12-25 13:30 - skyjake

Fixed|libdoomsday: Avoid a crash when resetting engine state

Map observes when its manifest is deleted.

IssueID #2144

History

#1 - 2015-12-25 13:13 - skyjake

- Description updated

#2 - 2015-12-25 13:13 - skyjake

- Tags set to Resources

#3 - 2015-12-25 13:32 - skyjake

With [b67126be1](#) applied, the problem now is:

```
==73021==ERROR: AddressSanitizer: heap-use-after-free on address 0x606002c277e0 at pc 0x0001007f39f4 bp 0x7fff5fbf6780 sp 0x7fff5fbf6778
READ of size 4 at 0x606002c277e0 thread T0
#0 0x1007f39f3 in TextureVariantSpec::operator==(TextureVariantSpec const&) const texturevariant.cpp:149
#1 0x1007ccc68 in de::Texture::chooseVariant(de::Texture::ChooseVariantMethod, TextureVariantSpec const&, bool) texture.cpp:193
#2 0x1007ccdef in de::Texture::chooseVariant(de::Texture::ChooseVariantMethod, TextureVariantSpec const&, bool) texture.cpp:210
#3 0x1007cd075 in de::Texture::prepareVariant(TextureVariantSpec const&) texture.cpp:222
#4 0x1005ca4e1 in R_GetPatchInfo api_resource.cpp:339
#5 0x1003ac463 in loadViewBorderPatches() r_draw.cpp:74
#6 0x1003ac136 in R_SetBorderGfx r_draw.cpp:114
#7 0x112fbb3c0 in R_InitRefresh g_game.cpp:693
#8 0x112fd87a8 in G_UpdateState g_update.cpp:110
#9 0x10016cef2 in DD_UpdateEngineState() dd_main.cpp:2282
```

Looks like another case of trying to access objects destroyed during the reset.

#4 - 2016-09-02 13:19 - skyjake

- Status changed from New to Resolved

- Target version set to 2.0 – Home UI & Packages

- % Done changed from 0 to 100

I believe this was fixed when the new package loading UI was implemented, when working on the dialog for automatically loading packages required by a savegame.

#5 - 2016-10-03 09:51 - skyjake

- Status changed from Resolved to Closed