

Doomsday Engine - Bug #557

Conditional jump or move depends on uninitialised value(s)

2008-11-04 11:30 - yagisan

Status:	Closed	Start date:	2008-11-04
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			
Description			
SVN 6031 is causing valgrind to halt when roaming around on doom2 map1. It halts at this point.			
27647 Thread 1:			
27647 Conditional jump or move depends on uninitialised value(s)			
27647 at 0x4E1AAC: allocateData (rend_list.c:764)			
27647 by 0x4E4713: RL_AddPoly (rend_list.c:1621)			
27647 by 0x4E969F: renderPlane2 (rend_main.c:1342)			
27647 by 0x4EC432: Rend_RenderPlane (rend_main.c:2474)			
27647 by 0x4EC7D3: Rend_RenderSubsector (rend_main.c:2614)			
27647 by 0x4EC817: Rend_RenderNode (rend_main.c:2628)			
27647 by 0x4EC89D: Rend_RenderNode (rend_main.c:2642)			
27647 by 0x4EC89D: Rend_RenderNode (rend_main.c:2642)			
27647 by 0x4EC880: Rend_RenderNode (rend_main.c:2641)			
27647 by 0x4EC880: Rend_RenderNode (rend_main.c:2641)			
27647			
27647 ---- Attach to debugger ? --- [Return/N/n/Y/y/C/c] ---- y			
27647 starting debugger with cmd: /usr/bin/gdb nw /proc/27881/fd/1014-27881			
GNU gdb 6.8-debian			
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License GPLv3+: GNU GPL version 3 or later < http://gnu.org/licenses/gpl.html >			
This is free software: you are free to change and redistribute it.			
There is NO WARRANTY, to the extent permitted by law. Type "show copying"			
and "show warranty" for details.			
This GDB was configured as "x86_64-linux-gnu"...			
Attaching to program: /proc/27881/fd/1014, process 27881			
0x0000000004e1aac in allocateData (list=0x1117b34a, bytes=72) at			
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_list.c:764			
764 if(hdr>indices != NULL)			
(gdb) bt full			
#0 0x0000000004e1aac in allocateData (list=0x1117b34a, bytes=72) at			
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_list.c:764			
isDone = false			
oldData = (byte) 0x1117b402 "\204"			
cursorOffset = 972			
lastOffset = 884			
required = 1060			
startOffset = 972			
hdr = (primhdr_t *) 0x1117d9de			
#1 0x0000000004e4714 in RL_AddPoly (rvertices=0x124e70aa, rcolors=0x124e720a, numVertices=5, params=0x7feffe7c0)			
at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_list.c:1621			
base = 0			
li = (rendlist_t *) 0x1117b34a			
hdr = (primhdr_t *) 0x5			
useLights = false			
PRETTY_FUNCTION = "RL_AddPoly"			
#2 0x0000000004e96a0 in renderPlane2 (rvertices=0x124e70aa, numVertices=5, p=0x7feffe8f0)			
at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:1342			
params = {isWall = false, type = RP_FLAT, flags = 0, texOrigin = {{-64, 2496, 48}, {128, 2432, 48}}, texOffset = {0, 0}, tex = {id = 433,			
magMode = 61444, width = 64, height = 64, masked = false, detail = {id = 0, width = 0, height = 0, scale = 0}}, interTex = {id = 0, magMode = 0,			
width = 0, height = 0, masked = false, detail = {id = 0, width = 0, height = 0, scale = 0}}, interPos = 0, lightListIdx = 0,			

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blendMode = BM_NORMAL,
wall = 0x0}
rcolors = (rcolor_t *) 0x124e720a
#3 0x0000000004ec433 in Rend_RenderPlane (subsector=0x1243234e, planeID=0)
at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2474
tempflags = 10
params = {type = RP_FLAT, flags = 0, texOrigin = {{-64, 2496, 48}, {128, 2432, 48}}, texOffset = {0, 0}, normal = 0x1249191a,
alpha = 1,
sectorLightLevel = 0x1127ae3a, sectorLightColor = 0x1127ae42, surfaceColor = 0x1249195a, tex = {id = 433, magMode =
61444, width = 64, height = 64,
masked = false, detail = {id = 0, width = 0, height = 0, scale = 0}}, interTex = {id = 0, magMode = 0, width = 0, height = 0,
masked = false,
detail = {id = 0, width = 0, height = 0, scale = 0}}, interPos = 0, lightListIdx = 0, blendMode = BM_NORMAL, isShiny = false,
shiny = {tex = 0,
blendMode = BM_NORMAL, shininess = 0, minColor = {0, 0, 0}, maskTex = 0, maskWidth = 0, maskHeight = 0}, mapObject =
0x1243234e, elmlidx = 0,
affection = 0x12491ab2, tracker = 0x12491a8e}
numVertices = 5
rvertices = (rvertex_t *) 0x124e70aa
sector = (sector_t *) 0x1127ae12
height = 48
surface = (surface_t *) 0x124918fe
polySector = (sector_t *) 0x1127ae12
vec = {145.132126, 681.622559, 48.9096527}
plane = (plane_t *) 0x124918be
#4 0x0000000004ec7d4 in Rend_RenderSubsector (ssecidx=2) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2614
i = 0
ssec = (subsector_t *) 0x1243234e
seg = (seg_t *) 0xc2b9938
ptr = (seg_t *) 0x1243842e
sect = (sector_t *) 0x1127ae12
sceil = 176
sfloor = 48
#5 0x0000000004ec818 in Rend_RenderNode (bspnum=2147483650) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2628
No locals.
---Type <return> to continue, or q <return> to quit--
#6 0x0000000004ec89e in Rend_RenderNode (bspnum=1) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2642
bsp = (node_t *) 0x1242f24e
side = 0 '\0'
#7 0x0000000004ec89e in Rend_RenderNode (bspnum=2) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2642
bsp = (node_t *) 0x1242f28a
side = 0 '\0'
#8 0x0000000004ec881 in Rend_RenderNode (bspnum=3) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2641
bsp = (node_t *) 0x1242f2c6
side = 0 '\0'
#9 0x0000000004ec881 in Rend_RenderNode (bspnum=4) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2641
bsp = (node_t *) 0x1242f302
side = 1 '\001'
#10 0x0000000004ec89e in Rend_RenderNode (bspnum=5) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2642
bsp = (node_t *) 0x1242f33e
side = 0 '\0'
#11 0x0000000004ec89e in Rend_RenderNode (bspnum=11) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2642
bsp = (node_t *) 0x1242f4a6
side = 1 '\001'
#12 0x0000000004ec89e in Rend_RenderNode (bspnum=12) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2642
bsp = (node_t *) 0x1242f4e2
side = 1 '\001'
#13 0x0000000004ec881 in Rend_RenderNode (bspnum=13) at

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/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2641
bsp = (node_t *) 0x1242f51e
side = 1 ^001'
#14 0x0000000004ec881 in Rend_RenderNode (bspnum=14) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2641
bsp = (node_t *) 0x1242f55a
side = 0 ^0'
#15 0x0000000004ec881 in Rend_RenderNode (bspnum=31) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2641
bsp = (node_t *) 0x1242f956
side = 0 ^0'
#16 0x0000000004ec89e in Rend_RenderNode (bspnum=40) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2642
bsp = (node_t *) 0x1242fb72
side = 1 ^001'
#17 0x0000000004ec881 in Rend_RenderNode (bspnum=87) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2641
bsp = (node_t *) 0x12430676
side = 0 ^0'
#18 0x0000000004ec881 in Rend_RenderNode (bspnum=204) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2641
bsp = (node_t *) 0x124321e2
side = 0 ^0'
#19 0x0000000004ed07f in Rend_RenderMap () at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/rend_main.c:2832
viewside = 22253
doLums = true
#20 0x0000000004c2a6a in R_RenderPlayerView (num=0) at
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/r_main.c:799
i = 20
oldFlags = 536870912
player = (player_t *) 0x87f4e0
#21 0x00000000fc38c96 in ?? ()
No symbol table info available.
#22 0x00000007feffee4c in ?? ()
---Type <return> to continue, or q <return> to quit---
No symbol table info available.
#23 0x0000000000000000 in ?? ()
No symbol table info available.
```