

## Doomsday Engine - Bug #562

### Conditional jump or move depends on uninitialised value(s)

2008-11-05 02:34 - yagisan

<b>Status:</b>	Closed	<b>Start date:</b>	2008-11-05
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b>			
SVN 6033 is causing valgrind to halt when starting jhexen. It halts at this point			
2562 Conditional jump or move depends on uninitialised value(s)			
2562 at 0x4C1C2E: R_CheckViewerLimits (r_main.c:391)			
2562 by 0x4C1FEE: R_NewSharpWorld (r_main.c:489)			
2562 by 0x4532BA: DD_Ticker (dd_loop.c:356)			
2562 by 0x453495: DD_RunTics (dd_loop.c:461)			
2562 by 0x452F76: DD_GameLoop (dd_loop.c:170)			
2562 by 0x453D6D: DD_Main (dd_main.c:438)			
2562 by 0x51A443: main (dd_uinit.c:419)			
2562			
2562 ---- Attach to debugger ? --- [Return/N/n/Y/y/C/c] ---- y			
2562 starting debugger with cmd: /usr/bin/gdb <del>now /proc/3467/fd/1014 3467</del>			
<del>GNU gdb 6.8 debian</del>			
<del>Copyright (C) 2008 Free Software Foundation, Inc.</del>			
<del>License GPLv3+: GNU GPL version 3 or later &lt;<a href="http://gnu.org/licenses/gpl.html">http://gnu.org/licenses/gpl.html</a>&gt;</del>			
<del>This is free software: you are free to change and redistribute it.</del>			
<del>There is NO WARRANTY, to the extent permitted by law. Type "show copying"</del>			
<del>and "show warranty" for details.</del>			
<del>This GDB was configured as "x86_64 linux-gnu"...</del>			
<del>Attaching to program: /proc/3467/fd/1014, process 3467</del>			
<del>0x0000000004c1c2e in R_CheckViewerLimits (src=0x7ebda8, dst=0x7feffdf0) at</del>			
<del>/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/r_main.c:391</del>			
<del>391 if(abs((int) dst&gt;angle - (int) src-&gt;angle) &gt;= ANGLE_45)</del>			
<del>(gdb) bt full</del>			
<del>#0 0x0000000004c1c2e in R_CheckViewerLimits (src=0x7ebda8, dst=0x7feffdf0)</del>			
<del>at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/r_main.c:391</del>			
<del>No locals.</del>			
<del>#1 0x0000000004c1fef in R_NewSharpWorld () at</del>			
<del>/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/r_main.c:489</del>			
<del>sharpView = {pos = {2.56529973e-21, 1.22857141, 1.97687154e-29}, angle = 1, pitch = 2.56529973e-21}</del>			
<del>vd = (viewdata_t *) 0x7ebda0</del>			
<del>plr = (player_t *) 0x87f4e0</del>			
<del>i = 0</del>			
<del>#2 0x0000000004532bb in DD_Ticker (time=0.028571428571428571) at</del>			
<del>/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/dd_loop.c:356</del>			
<del>realFrameTimePos = 0</del>			
<del>#3 0x000000000453496 in DD_RunTics () at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/dd_loop.c:461</del>			
<del>frameTime = 0.032428571428571376</del>			
<del>ticLength = 0.028571428571428571</del>			
<del>nowTime = 56.018999999999998</del>			
<del>#4 0x000000000452f77 in DD_GameLoop () at</del>			
<del>/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/dd_loop.c:170</del>			
<del>exitCode = 0</del>			
<del>#5 0x000000000453d6e in DD_Main () at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/dd_main.c:438</del>			
<del>winWidth = 640</del>			
<del>winHeight = 480</del>			
<del>winBPP = 32</del>			
<del>winX = 0</del>			
<del>winY = 0</del>			
<del>winFlags = 5</del>			
<del>noCenter = false</del>			

