

Doomsday Engine - Bug #564

Conditional jump or move depends on uninitialised value(s)

2008-11-05 03:03 - yagisan

Status:	Closed	Start date:	2008-11-05
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			
Description			
SVN 6033 is causing valgrind to halt when starting jhexen. It halts at this point.			
GL_NewTexture: Uploading (469:15x21) while not busy! Should be precached in busy mode?			
2562			
2562 Conditional jump or move depends on uninitialised value(s)			
2562 at 0x4B9695: P_MobjTicker (p_ticker.c:76)			
2562 by 0x4B93F7: P_IterateThinkers (p_think.c:124)			
2562 by 0x4B980B: P_Ticker (p_ticker.c:150)			
2562 by 0x453217: DD_Ticker (dd_loop.c:314)			
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 now /proc/4818/fd/1014 4818			
GNU gdb 6.8 debian			
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This is free software: you are free to change and redistribute it.			
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This GDB was configured as "x86_64 linux-gnu".			
Attaching to program: /proc/4818/fd/1014, process 4818			
0x0000000004b9695 in P_MobjTicker (th=0x11e4989e, context=0x0) at			
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/p_ticker.c:76			
76 if (mo->lumIdx == 0 LO_IsClipped(mo->lumIdx, i))			
(gdb) bt full			
#0 0x0000000004b9695 in P_MobjTicker (th=0x11e4989e, context=0x0) at			
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/p_ticker.c:76			
f = 0			
haloFactor = (byte *) 0x11e4997e ""			
i = 0			
mo = (mobj_t *) 0x11e4989e			
#1 0x0000000004b93f8 in P_IterateThinkers (type=0, callback=0x4b961c <P_MobjTicker>, context=0x0)			
at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/p_think.c:124			
result = true			
th = (thinker_t *) 0x11e4989e			
next = (thinker_t *) 0x11e49a3e			
#2 0x0000000004b980c in P_Ticker (time=0.017000000000280124) at			
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/p_ticker.c:150			
fixed = {duration = 0.028571428571428571, accum = 0.0014285714287715183}			
#3 0x000000000453218 in DD_Ticker (time=0.017000000000280124) at			
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/dd_loop.c:314			
realFrameTimePos = 0.949975848			
#4 0x000000000453496 in DD_RunTics () at /home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/dd_loop.c:461			
frameTime = 0			
ticLength = 0.017000000000280124			
nowTime = 2935.7950000000001			
#5 0x000000000452f77 in DD_GameLoop () at			
/home/yagisan/opensource/deng/trunk/doomsday/engine/portable/src/dd_loop.c:170			
exitCode = 0			

