

## Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #361

### memory corruption during attempt to use another plugin from the cue plugin

October 21, 2013 07:26 - Andrey Karpenko

<b>Status:</b>	Rejected	<b>Start date:</b>	October 21, 2013
<b>Priority:</b>	Major	<b>Due date:</b>	
<b>Assignee:</b>	Andrey Karpenko	<b>% Done:</b>	0%
<b>Category:</b>	core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.5		
<b>Affects version:</b>	3.4.1, 3.5		
<b>Description</b> I have tried to make some improvement of cue plugin. During my attempt I have found a strange memory corruption. It happens not every time. It is only happens after: base_tuple = aud_file_read_tuple (filename, decoder); It is easy to find that place in cue.c.  It breaks data stored in memory allocated form the heap using malloc() .  To reproduce it I need to open using "open files" the same cue file ( a lot of tracks and only one flac file) 5-10 times. I will get distorted lengths of the songs. My system is Ubuntu 13.04.			

#### History

##### #1 - October 23, 2013 00:35 - John Lindgren

Two important questions:

- 1) What change did you make to the cue plugin?
- 2) Did the memory corruption occur before or after you made that change?

##### #2 - October 23, 2013 10:40 - Andrey Karpenko

Hi John  
I have made double check to be sure.  
And I have found the problem.  
I have configured audacious again with recommended command './configure --prefix=/usr' instead of './configure' , and all bugs have disappeared, original and improved version of cue plugin work without problems.

May be the old version from ubuntu repository was not completely uninstalled and it was a mix of old and new files. I don't know why ;( because, I have used purge option to do it.

Thank you for your help. I think it a time to close this bug ;)

Ones more question. How can I add the improved cue plugin to main stream source code.  
Thanks

**#3 - October 24, 2013 00:07 - John Lindgren**

- Status changed from New to Rejected

Andrey Karpenko wrote:

Thank you for your help. I think it a time to close this bug ;)

Closing.

Ones more question. How can I add the improved cue plugin to main stream source code.

First say how you improved it.

**#4 - October 24, 2013 20:23 - Andrey Karpenko**

Hello John

I have already implement "express cue file repair possibility"

1) file extension auto detect (usually cue files containing links to files with .wav extension, but actually a media contains \*.flac or \*.mp3 files)

2) relative paths auto remove (usually cue files containing a wrong relative paths, but actually current directory contains the required audio files)

And I am going to implement some more improvements

for example:

1) possibility to read cue files containing links to multiple files and also the track number is bigger then number of files. Nowadays cue plugin cannot read such files correctly.

2)...