

Audacious - Bug #464

TupleData::copy\_on\_write doesn't work right with streams

September 19, 2014 22:25 - Ariadne Conill

<b>Status:</b>	Closed	<b>Start date:</b>	September 19, 2014
<b>Priority:</b>	Major	<b>Due date:</b>	
<b>Assignee:</b>	John Lindgren	<b>% Done:</b>	100%
<b>Category:</b>	libaudcore	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.6		
<b>Affects version:</b>	3.6		
<b>Description</b>  TupleData::copy_on_write overwrites uninitialized String objects when Tuple::fetch_stream_data() is called, resulting in String::raw_unref(0x1000000000000) and similar being called.  This has the unfortunate effect of crashing the player immediately when listening to streams. Making Tuple::fetch_stream_data() no-op removes the instability.			

History

#1 - September 20, 2014 03:34 - John Lindgren

- Category set to libaudcore
- Status changed from New to Closed
- Target version set to 3.6
- % Done changed from 0 to 100

I had changed the assignment in Tuple::set\_str() to a placement new but missed the one in TupleData's copy constructor. Sorry about that.