

## Audacious - Bug #478

### skins: Segfault after last title was played

November 05, 2014 02:32 - Thomas Lange

<b>Status:</b>	Closed	<b>Start date:</b>	November 05, 2014
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<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		

#### Description

When the last title was played and "Repeat" is disabled, a segfault occurs with the Winamp interface.

The backtrace and a patch are attached.  
Is the fix correct?

#### History

##### #1 - November 05, 2014 03:22 - John Lindgren

- Category changed from *plugins/skins* to *libaudcore*
- Status changed from *New* to *Closed*
- % Done changed from *0* to *100*

Yes, that's the correct fix, though it needed to be done in two places.

#### Files

trace.log	2.23 KB	November 05, 2014	Thomas Lange
playlist_entry_get_tuple.patch	531 Bytes	November 05, 2014	Thomas Lange