

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		
<b>Description</b>  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