

Audacious - Bug #478

skins: Segfault after last title was played

November 05, 2014 02:32 - Thomas Lange

Status:	Closed	Start date:	November 05, 2014
Priority:	Minor	Due date:	
Assignee:		% Done:	100%
Category:	libaudcore	Estimated time:	0.00 hour
Target version:	3.6		
Affects version:	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