## Audacious 3.6 crashes on song change

March 08, 2015 10:42 - Nicholas N

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Major</td>
</tr>
<tr>
<td>Assignee:</td>
<td>libaudcore</td>
</tr>
<tr>
<td>Category:</td>
<td>libaudcore</td>
</tr>
<tr>
<td>Target version:</td>
<td>3.6.1</td>
</tr>
<tr>
<td>Affects version:</td>
<td>3.6</td>
</tr>
</tbody>
</table>

### Description

System: Linux PMM 3.18.6-1-ARCH #1 SMP PREEMPT Sat Feb 7 08:44:05 CET 2015 x86_64 GNU/Linux

Tested software: audacious-plugins-3.6-2-x86_64

Backtrace on crash:

```
Program received signal SIGSEGV, Segmentation fault.
0x00007ffff685fb0e in strstr_sse2 () from /usr/lib/libc.so.6
(gdb) set logging off
Done logging to aud-trace.log.
(gdb) bt full
#0 0x00007ffff685fb0e in strstr_sse2 () from /usr/lib/libc.so.6
#1 0x00007ffff685f977 in vfs_file_open (filename=0x7fffffffdbb0, mode=0x7fffd83c5da6 "r") at vfs.c:63
    scheme = [stack = 0x7fffffffdbb0, m_data = 0x7ffff7bc9b01 "://", __hasstack = 0x0] at /usr/include/string.h:336
    No symbol table info available.
    uri_get_scheme (uri=0x7fffffffdbb0) at audstrings.cc:590
        #3 0x00007ffff8f851f1 in load_auto_preset (filename=0x0) at ui_equalizer.cc:470
            eq_file = 0x0
            success = <optimized out>
            folder = <optimized out>
            base = <optimized out>
            #4 0x00007fffd83bf8f1 in hook_call (name=<optimized out>, data=0x0) at hook.cc:112
                item = {func = 0x7fffd83bf870 <playback_begin_cb(void*, void*)>, user = 0x0}
                i = 1
                key = {raw = 0xf82b05 "playback begin"}
            #6 0x00007fffd83bf651 in equalizerwin_read_audio_preset (filename=filename@entry=0x0) at ui_equalizer.cc:435
                preset = {name = [raw = 0x0], preamp = 2.41585812e-24, bands = [-1.62991566e+15, -6.3131253e+26, 0, -8.28228877e+14, 4.5916348e+41, -8.28334573e+14, 4.5916348e+41, 0, 0, -8.9908515e+33]}
                file = [m_filename = [raw = 0x0], m_error = {raw = 0x0}, m_impl = {ptr = 0x0}]
            #7 0x00007fffd83bf651 in equalizerwin_read_audio_preset (filename=filename@entry=0x0) at ui_equalizer.cc:435
                eq_file = 0x0
                success = <optimized out>
                folder = <optimized out>
                base = <optimized out>
            #8 0x00007fffd83bf651 in hook_call (name=<optimized out>, data=0x0) at hook.cc:112
                item = {func = 0x7fffd83bf870 <playback_begin_cb(void*, void*)>, user = 0x0}
                i = 1
                key = {raw = 0xf82b05 "playback begin"}
            #9 0x00007fffd83bf651 in equalizerwin_read_audio_preset (filename=filename@entry=0x0) at ui_equalizer.cc:435
                eq_file = 0x0
                success = <optimized out>
                folder = <optimized out>
                base = <optimized out>
            #10 0x00007fffd83bf651 in hook_call (name=<optimized out>, data=0x0) at hook.cc:112
                item = {func = 0x7fffd83bf870 <playback_begin_cb(void*, void*)>, user = 0x0}
                i = 1
                key = {raw = 0xf82b05 "playback begin"}
        #11 0x00007fffd83bd6709 in button_release (button=0xe181c0, event=0x1016330) at ui_skinned_button.cc:112
            data = 0x85430
            __PRETTY_FUNCTION = "gboolean button_release(GtkWidget*, GdkEventButton*)"
            #12 0x00007fffd846590 in ?? () from /usr/lib/libgtk-x11-2.0.so.0
            No symbol table info available.
```

June 27, 2024
#13 0x00007fff73c3175 in g_closure_invoke () from /usr/lib/libgobject-2.0.so.0
No symbol table info available.
#14 0x00007fff73d4a5c in ?? () from /usr/lib/libgobject-2.0.so.0
No symbol table info available.
#15 0x00007fff73dd205 in g_signal_emit_valist () from /usr/lib/libgobject-2.0.so.0
No symbol table info available.
#16 0x00007fff73dd951 in g_signal_emit () from /usr/lib/libgobject-2.0.so.0
No symbol table info available.
#17 0x00007fff657cb9c in ?? () from /usr/lib/libgtk-x11-2.0.so.0
No symbol table info available.
#18 0x00007fff6464054 in gtk_propagate_event () from /usr/lib/libgtk-x11-2.0.so.0
No symbol table info available.
#19 0x00007fff64644eb in gtk_main_do_event () from /usr/lib/libgtk-x11-2.0.so.0
No symbol table info available.
#20 0x00007fff60d95f in g_signal_emit () from /usr/lib/libgobject-2.0.so.0
No symbol table info available.
#21 0x00007fff60e71d in g_main_context_dispatch () from /usr/lib/libglib-2.0.so.0
No symbol table info available.
#22 0x00007fff60e9ab8 in ?? () from /usr/lib/libglib-2.0.so.0
No symbol table info available.
#23 0x00007fff60ed32 in g_main_loop_run () from /usr/lib/libglib-2.0.so.0
No symbol table info available.
#24 0x00007fff6463467 in gtk_main () from /usr/lib/libgtk-x11-2.0.so.0
No symbol table info available.
#25 0x00007fff7bb0128 in interface_run () at interface.cc:166
No locals.
#26 0x00007fff7bc11e8 in aud_run () at runtime.cc:320
autosave = {serial = 1, _running = true}
#27 0x00000000004052fc in main (argc=<optimized out>, argv=<optimized out>) at main.cc:370
FUNCTION = "main"

Here is log of gdb:

Starting program: /usr/bin/audacious
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/usr/lib/libthread_db.so.1".
[New Thread 0x7fffeffff700 (LWP 28834)]
[New Thread 0x7fffe4b2b700 (LWP 28833)]
[New Thread 0x7fffe32c700 (LWP 28832)]
[New Thread 0x7ffe39a3700 (LWP 28836)]
[Thread 0x7fffe4b2b700 (LWP 28833) exited]
[New Thread 0x7ffe7db700 (LWP 28872)]
[New Thread 0x7fffe700 (LWP 28841)]
[New Thread 0x7ffe175a700 (LWP 28838)]

Program received signal SIGSEGV, Segmentation fault.
0x00007fff685fb0e in __strstr_sse2 () from /usr/lib/libc.so.6

History

#1 - March 09, 2015 15:50 - Thomas Lange
I could reproduce the segfault when using the Winamp interface and enabled auto presets.
Until it is fixed you should disable auto presets (AUTO button in the equalizer window).

#2 - March 09, 2015 16:15 - Nicholas N
Thomas Lange wrote:
I could reproduce the segfault when using the Winamp interface and enabled auto presets.
Until it is fixed you should disable auto presets (AUTO button in the equalizer window).

I'm simply using 3.5.2 version.
Fixed.