**Audacious - Bug #518**

### Audacious 3.6 crashes on song change

March 08, 2015 10:42 - Nicholas N

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
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<tbody>
<tr>
<td>Priority:</td>
<td>Major</td>
</tr>
<tr>
<td>Assignee:</td>
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<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>
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</tbody>
</table>

**Start date:** March 08, 2015  
**Due date:**            
**% Done:** 100%  
**Estimated time:** 0.00 hour  

**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
    No symbol table info available.
    #1 0x00007ffff7ba94db in strstr (_needle=0x7ffff7bc9b01 ":/", __haystack=0x0) at /usr/include/string.h:336
    No locals.
    #2 uri_get_scheme (uri=uri@entry=0x0) at audstrings.cc:590
    No locals.
    #3 0x00007ffff77bc5097 in VFSFile::VFSFile (this=0x7fffffffdb00, filename=0x0, mode=0x7fffd83c5da6 "r") at vfs.cc:63
    scheme = [stack = 0x7fffdffdb00, m_data = 0x7fffd7bab470 <add_cb(void const*, void*)>
    "AUATUSH²1136&5/|203354/030dH123/004%\(, m_len = 6627328]
    sub = 0x7fffdffdbb0 "
    nosub = [stack = 0x7fffffffdbb0, m_data = 0xd8b94cca183aeb00 <error: Cannot access memory at address 0xd8b94cca183aeb00>,
    m_len = 16288448]
    #4 0x00007fffd83bf651 in equalizerwin_read_au_adjpreset (filename=filenam@entry=0x0) at ui_equalizer.cc:435
    preset = [name = [raw = 0x0], preamp = 2.41585812e-24, bands = [-1.62991566e+15, -6.31313253e+26, 0, -8.28228877e+14,
    4.59163468e-41, -8.28334573e+14, 4.59163468e-41, 0, 0, -8.9908515e+33]]
    file = [m_filename = [raw = 0x0], m_error = [raw = 0x0], m_impl = [ptr = 0x0]]
    #5 0x00007fffd83bf8f1 in load_auto_adjpreset (filename=0x0) at ui_equalizer.cc:470
    eq_file = 0x0
    success = <optimized out>
    folder = <optimized out>
    base = <optimized out>
    #6 playback_begin_cb () at ui_equalizer.cc:497
    No locals.
    #7 0x00007fffd7baf1c4 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 = 0xf82b065 "playback begin"]
    #8 0x00007fffd7bb95f9 in playlist_next_song (playlist_num=0, repeat=<optimized out>) at playlist.cc:2077
    playlist = <optimized out>
    hint = <optimized out>
    change = NextSong
    #9 0x00007fffd83bd5d5 in aud_drct_pl_next () at drct.cc:116
    playlist = <optimized out>
    #10 0x00007fffd83bd8b5 in seek_release (rewind=0, event=<optimized out>, widget=<optimized out>) at ui_main.cc:616
    No locals.
    #11 0x00007fffd83b76709 in button_release (button=0xe181c0, event=0x1016330) at ui_skinned_button.cc:112
    data = 0x185430
    __PRETTY_FUNCTION = "gboolean button_release(GtkWidget*, GdkEventButton*)"
    #12 0x00007fffe64590f in ?? () from /usr/lib/libgtk-x11-2.0.so.0
    No symbol table info available.
```
Here is log of gdb:

Starting program: /usr/bin/audacious

Program received signal SIGSEGV, Segmentation fault.
0x00007ffff685fb0e 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.