

Unagi Compositing Manager - Bug #14

Random (?) crashes with map notifies

02/11/2010 03:57 PM - Uli Schlachter

Status:	Closed	Start date:	02/11/2010
Priority:	High	Due date:	
Assignee:	Arnaud Fontaine	% Done:	100%
Category:	Core	Estimated time:	0.00 hour
Target version:	0.2		
Description			
I open awesome's awful.menu and move my mouse around wildly. After a couple of attempts, valgrind tells me:			
<pre>DEBUG: event_handle_destroy_notify:479: DestroyNotify: parent=111, window=2035fc DEBUG: event_handle_create_notify:443: CreateNotify: parent=111, window=20367b (100x19 +427 +181) WARN: window_add_requests_finalise:384: GetWindowAttributes failed for window 20367b WARN: event_handle_create_notify:450: Can't create window 20367b DEBUG: event_handle_map_notify:510: MapNotify: event=111, window=20367b ==21977== Invalid read of size 8 ==21977== at 0x4050CF: event_handle_map_notify (event.c:513) ==21977== by 0x5641C6A: xcb_event_poll_for_event_loop (event.c:98) ==21977== by 0x407BDE: main (unagi.c:383) ==21977== Address 0x8 is not stack'd, malloc'd or (recently) free'd</pre>			

Associated revisions

Revision a1995669 - 02/12/2010 05:37 PM - Arnaud Fontaine

Fix random crashes on MapNotify (closes #14)

In the meantime the MapNotify event handler is called, the window might have disappeared, so let's just ignore it in this case. Thanks to Uli Schlachter for pointing out this issue.

History

#1 - 02/12/2010 05:05 PM - Arnaud Fontaine

- Category set to Core
- Assignee set to Arnaud Fontaine
- Target version set to 0.2
- Category set to Core
- Assignee set to Arnaud Fontaine
- Target version set to 0.2

#2 - 02/12/2010 05:46 PM - Arnaud Fontaine

- Status changed from New to Closed
- % Done changed from 0 to 100
- Status changed from New to Closed
- % Done changed from 0 to 100

Applied in changeset commit:"24db52145e4aa3293378c273a27b4bb95729708a".