

Unagi Compositing Manager - Bug #43

segfault when bringing guake window in front

03/23/2012 01:22 AM - flo stoeffelmayr

Status:	New	Start date:	03/23/2012
Priority:	Normal	Due date:	
Assignee:	Arnaud Fontaine	% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:			
Description			
<p>Guake is a top-down terminal for Gnome (in the style of Yakuake for KDE, Tilda or the terminal used in Quake).</p> <p>It is written in python, and I do not think it uses a special window type - maybe I am wrong...</p> <pre>unagi output: WARN: event_handle_error:186: X error: request=DamageCreate (major=152, minor=1, resource=140066a) , error=BadDrawable WARN: event_handle_error:186: X error: request=DamageCreate (major=152, minor=1, resource=e00099), error=BadDrawable WARN: event_handle_error:186: X error: request=DamageSubtract (major=152, minor=3, resource=2a0003 f), error=BadDamage WARN: event_handle_unmap_notify:636: Window 1c00023 disappeared Segmentation fault (core dumped)</pre> <p>I am using ubuntu precise pangolin, in a virtual box virtual machine, with pure vesa graphics.</p> <p>I tried to use gdb, but that freezes the machine when I do sth with guake.. no keyboard or mouse events possible then - acpi shutdown works though</p>			

History

#1 - 03/23/2012 06:52 PM - flo stoeffelmayr

after trying to figure out whats going on I figured out that it could have also partly sth. to do with easygestures, the mouse gesture program I use. I can issue some gestures with no problem, others fail.

When I issue my gesture to activate guake, it reproduceably segfaults. When I use the keyboard for that, it works sometimes to show guake, but I also have seen segfaults here..

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its definetely a problem with the guake window...
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#2 - 03/26/2012 03:36 AM - Arnaud Fontaine

- Assignee set to Arnaud Fontaine

Thanks for your bug report. I tried to reproduce the issue with guake on Debian GNU/Linux (Sid), but I couldn't (unagi with guake seems to working quite well). Which version of unagi are you using BTW?

If you do a gdb in a terminal on the same X server running Unagi, it will freeze entirely your display when gdb will break somewhere in unagi as unagi is responsible of painting the screen... What you should do instead is run gdb outside of X or use Xephyr (as explained in the README) and run gdb. You can also try with a core dump (generated after doing "ulimit -c unlimited" and upon SIGSEGV). Thanks for your help!

#3 - 03/26/2012 03:44 PM - flo stoeffelmayr

Arnaud Fontaine wrote:

Thanks for your bug report. I tried to reproduce the issue with guake on Debian GNU/Linux (Sid), but I couldn't (unagi with guake seems to working quite well). Which version of unagi are you using BTW

it's the 0.3.1 package from debian actually..

If you do a gdb in a terminal on the same X server running Unagi, it will freeze entirely your display when gdb will break somewhere in unagi as unagi is responsible of painting the screen... What you should do instead is run gdb outside of X or use Xephyr (as explained in the README) and run gdb. You can also try with a coredump (generated after doing "ulimit -c unlimited" and upon SIGSEGV). Thanks for your help!

ok I will try

#4 - 06/05/2012 04:58 AM - Arnaud Fontaine

Are you able to reproduce this issue with the latest Git revision? Thanks.

#5 - 06/18/2012 10:34 AM - flo stoeffelmayr

I was in vacances...
Will try and report.