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Subject: Re: GLDraw, GLCtrl would be nice to work properly

Posted by Klugier on Sun, 03 Jul 2022 20:51:35 GMT

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Hello Mirek,

Did you tested with 32 bit clang on Windows (not 64 bit)? I reproduce it with default CLANG build method (not CLANGx64). The error is only with 32 bit, 64 works without crash. It reproduces for both Nvidia and AMD GPU, so I am sure that it is not driver related. I attached screenshot with crash.

Here is backtrace:

```
Upp::Panic(msg=b2430c "Writes to ") at C:\Prototable\upp\uppsrc\Core\Util.cpp 119
Upp::BlkHeap<Upp::Heap::LargeHeapDetail,256>::DbgFreeCheck(p=7acfd58, size=2024) at
C:\Prototable\upp\uppsrc\Core\HeapImp.h 101
Upp::BlkHeap<Upp::Heap::LargeHeapDetail,256>::CheckFree(h=7acfd40) at
C:\Prototable\upp\uppsrc\Core\HeapImp.h 120
Upp::BlkHeap<Upp::Heap::LargeHeapDetail,256>::MakeAlloc(h=7acfd40, wcount=8) at
C:\Prototable\upp\uppsrc\Core\HeapImp.h 211
Upp::Heap::TryLAlloc(i0=5, wcount=8) at C:\Prototable\upp\uppsrc\Core\lheap.cpp 55
Upp::Heap::LAlloc(size=) at C:\Prototable\upp\uppsrc\Core\lheap.cpp 111
Upp::Heap::AllocSz(sz=) at C:\Prototable\upp\uppsrc\Core\sheap.cpp 167
Upp::MemoryAllocSz_(sz=) at C:\Prototable\upp\uppsrc\Core\sheap.cpp 458
Upp::MemoryAllocSz(size=) at C:\Prototable\upp\uppsrc\Core\heapdbg.cpp 142
Upp::MemoryAlloc(size=2032) at C:\Prototable\upp\uppsrc\Core\heapdbg.cpp 155
Upp::Index<Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key>::ReallocHash(n=73) at C:\Prototable\upp\uppsrc\Core\Index.hpp 41
Upp::Index<Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key>::GrowAdd<const
Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key &>(k=, sh=2394942300) at C:\Prototable\upp\uppsrc\Core\Index.hpp
78
Upp::Index<Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key>::AddS<const
Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key &>(m=, k=, sh=2394942300) at
C:\Prototable\upp\uppsrc\Core\Index.hpp 86
Upp::Index<Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key>::AddS<const
Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key &>(k=, sh=2394942300) at C:\Prototable\upp\uppsrc\Core\Index.hpp
102
Upp::Index<Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key>::Put0<const
Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long
long,unsigned long> >::Key &>(k=, sh=2394942300) at C:\Prototable\upp\uppsrc\Core\Index.hpp
237
```

Upp::Index<Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long long,unsigned long> >::Key>::Put(k=) at C:\Prototable\upp\uppsrc\Core\Index.h 92  
Upp::LRUCache<Upp::ImageGLData,Upp::Tuple<unsigned long long,unsigned long long,unsigned long> >::Get(m=) at C:\Prototable\upp\uppsrc\Core\Other.hpp 187  
Upp::GetTextureForImage(flags=3, img=, context=0) at C:\Prototable\upp\uppsrc\GLDraw\Texture.cpp 90  
Upp::GetTextureForImage(img=, context=167162738539356648) at C:\Prototable\upp\uppsrc\GLDraw\GLDraw.h 38  
Upp::GLDraw::PutImage(p=, img=, src=, color= #000000) at C:\Prototable\upp\uppsrc\GLDraw\GLDrawS.cpp 400  
Upp::SDraw::SysDrawImageOp(x=1674, y=593, img=, src=, color= #000000) at C:\Prototable\upp\uppsrc\Draw\SDrawPut.cpp 23  
Upp::SDraw::DrawTextOp(x=1674, y=605, angle=1200, text=251e5d8, font=<:12>, ink= #000000, n=1, dx=0) at C:\Prototable\upp\uppsrc\Draw\SDrawText.cpp 81  
Upp::Draw::DrawTextA(x=1694, y=640, angle=1200, text=7b09610, font=<:254>, ink= #000000, n=23, dx=0) at C:\Prototable\upp\uppsrc\Draw\DrawText.cpp 49  
Upp::Draw::DrawTextA(x=1694, y=640, angle=1200, text=, font=<null>, ink= #FE0000, dx=0) at C:\Prototable\upp\uppsrc\Draw\DrawText.cpp 162  
Upp::Draw::DrawTextA(x=1694, y=640, angle=1200, text=7b468d0 "x Text w", charset=0, font=<:254>, ink= #FE0000, n=23, dx=0) at C:\Prototable\upp\uppsrc\Draw\DrawText.cpp 174  
Upp::Draw::DrawTextA(x=1694, y=640, angle=1200, text=7b468d0 "x Text w", font=<:254>, ink= #FE0000, n=23, dx=0) at C:\Prototable\upp\uppsrc\Draw\DrawText.cpp 189  
Upp::Draw::DrawTextA(x=1694, y=640, angle=1200, text=, font=<:640>, ink= #FE0000, dx=0) at C:\Prototable\upp\uppsrc\Draw\DrawText.cpp 203  
OpenGLExample::GLPaint() at C:\Prototable\upp\reference\GLDrawDemo\main.cpp 31  
Upp::GLCtrl::DoGLPaint() at C:\Prototable\upp\uppsrc\GLCtrl\GLCtrl.cpp 24  
Upp::GLCtrl::GLPane::WindowProc::<lambda0>::operator>() at C:\Prototable\upp\uppsrc\GLCtrl\Win32GLCtrl.cpp 135  
Upp::Function<void ()>::Wrapper< lambda at C:\Prototable\upp\uppsrc\GLCtrl\Win32GLCtrl.cpp:135:21'>::Execute() at C:\Prototable\upp\uppsrc\Core\Function.h 17  
Upp::Function<void ()>::operator>() at C:\Prototable\upp\uppsrc\Core\Function.h 76  
Upp::GLCtrl::GLPane::ExecuteGL(hDC=e7011033, paint=, swap\_buffers=1) at C:\Prototable\upp\uppsrc\GLCtrl\Win32GLCtrl.cpp 113  
Upp::GLCtrl::GLPane::WindowProc(message=15, wParam=0, lParam=0) at C:\Prototable\upp\uppsrc\GLCtrl\Win32GLCtrl.cpp 135  
Upp::Ctrl::WndProc(hWnd=25064c, message=15, wParam=0, lParam=0) at C:\Prototable\upp\uppsrc\CtrlCore\Win32Wnd.cpp 645  
759a7c92  
7598714a  
75985d7f  
74bcc889  
759a7c92  
7598714a  
75986bda  
7598fa9f  
76f4719c  
Upp::Ctrl::UpdateDHCtrls() at C:\Prototable\upp\uppsrc\CtrlCore\DHCtrl.cpp 126

Upp::Ctrl::UpdateDHCtrls() at C:\Prototable\upp\uppsrc\CtrlCore\DHCtrl.cpp 123  
Upp::Ctrl::WindowProc(message=15, wParam=0, lParam=0) at  
C:\Prototable\upp\uppsrc\CtrlCore\Win32Proc.cpp 261  
Upp::TopWindow::WindowProc(message=15, wParam=0, lParam=0) at  
C:\Prototable\upp\uppsrc\CtrlCore\TopWin32.cpp 70  
Upp::Ctrl::WndProc(hWnd=16067a, message=15, wParam=0, lParam=0) at  
C:\Prototable\upp\uppsrc\CtrlCore\Win32Wnd.cpp 645  
759a7c92  
7598714a  
75986bda  
7598fa9f  
76f4719c  
759855b0  
Upp::Ctrl::sProcessMSG(msg=) at C:\Prototable\upp\uppsrc\CtrlCore\Win32Wnd.cpp 740  
Upp::Ctrl::ProcessEvent(quit=251fb47) at C:\Prototable\upp\uppsrc\CtrlCore\Win32Wnd.cpp 762  
Upp::Ctrl::ProcessEvents(quit=251fb47) at C:\Prototable\upp\uppsrc\CtrlCore\Win32Wnd.cpp 781  
Upp::Ctrl::EventLoop(ctrl=251fcf8) at C:\Prototable\upp\uppsrc\CtrlCore\Win32Wnd.cpp 805  
Upp::TopWindow::Run(appmodal=0) at C:\Prototable\upp\uppsrc\CtrlCore\TopWindow.cpp 323  
GuiMainFn\_() at C:\Prototable\upp\reference\GLDrawDemo\main.cpp 49  
Upp::AppExecute\_\_(app=621500) at C:\Prototable\upp\uppsrc\Core\App.cpp 450  
WinMain(hInstance=620000, lpCmdLine=27e0721 "", nCmdShow=10) at  
C:\Prototable\upp\reference\GLDrawDemo\main.cpp 40  
main()  
WinMainCRTStartup()  
74d66739  
76f38fef  
76f38fbd

As I wrote previously, using malloc instead of our allocator solves the problem in this case.

Klugier

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