

darktable - Bug #10718

Crash during scrolling through the film strip in Map view.

11/14/2015 12:47 AM - John Morris

Status:	New	Start date:	11/13/2015
Priority:	Low	Due date:	
Assignee:	Jérémy Rosen	% Done:	0%
Category:	Lua	Estimated time:	0.00 hour
Target version:		bitness:	64-bit
Affected Version:	2.0rc1	hardware architecture:	amd64/x86
System:	Ubuntu		
Description			
Crashed in the Map view when scrolling through the film strip. Maybe a image cache problem?			
Related issues:			
Related to darktable - Bug #10741: Selecting 750 images in map view causes crash			Incomplete 11/26/2015

History

#1 - 11/14/2015 08:34 AM - Roman Lebedev

- Assignee set to Jérémy Rosen
- Category changed from Map / Geolocation to Lua

#2 - 11/14/2015 10:14 AM - Ulrich Pegelow

- File darktable_bt_4LX76X.txt added

Similar lua related issue here when working with the film strip in darkroom mode.

#3 - 11/14/2015 12:30 PM - Tobias Ellinghaus

This looks similar to a bug I discussed with boucman a while ago. If you can trigger it while being in gdb, please run call `dt_lua_debug_stack_internal(darktable.lua_state.state, "", 0)` when it crashed. Last time the problem was a non-empty Lua stack (IIRC).

#4 - 11/14/2015 04:21 PM - John Morris

I have not managed to reproduce it yet. Not sure if it's relevant, but I have only had Map view working for a couple of days, since Linux Mint 17.2 did not have libosgpsmap-1.0-0 available (only 0.7.3) and I had to install from a later Ubuntu repo.

#5 - 11/26/2015 10:58 AM - Roman Lebedev

- Related to Bug #10741: Selecting 750 images in map view causes crash added

Files

MapCrash.txt	1.19 KB	11/13/2015	John Morris
darktable_bt_V5EW7X.txt	34.4 KB	11/13/2015	John Morris
darktable_bt_4LX76X.txt	35.2 KB	11/14/2015	Ulrich Pegelow