

## CrystaX NDK - Bug #1380

### SIGSEGV in libcrystax.so - Irint

04/29/2016 04:27 AM - Chengyuan Lin

<b>Status:</b>	Duplicated	<b>Start date:</b>	04/29/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Dmitry Moskalchuk	<b>% Done:</b>	100%
<b>Category:</b>	libcrystax	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	11.0.0	<b>Android version:</b>	4.1 (android-16), 4.3 (android-18)
<b>CPU Architecture:</b>	arm	<b>CrystaX Version:</b>	10.3.1
<b>Host OS:</b>	Windows		
<b>Toolchain:</b>	clang-3.7		
<b>Description</b>			
<p>I know this is similar with one previous report Bug <a href="#">#1369</a>, however it is a different function Irint vs. Irintf.</p> <p>I met this problem when I was trying to compile OpenCV, it compiles well but when library is loaded (from Java), in the initialization of some static variables, function Irint is called and program crashes. The tricky thing here is for OpenCV, this happens when the library is getting loaded rather than normal function call, leaving it hard to locate the actual problem.</p> <p>Hope you can fix this bug soon, also hope this post will help whoever want to build OpenCV using Crystax (if any).</p>			
<b>Related issues:</b>			
Has duplicate CrystaX NDK - Bug #1369: SIGSEGV in libcrystax.so - Irintf		<b>Closed</b>	<b>04/21/2016</b>

#### History

##### #1 - 04/29/2016 12:30 PM - Dmitry Moskalchuk

- Subject changed from SIGSEGV in libsystax.so - Irint to SIGSEGV in libcrystax.so - Irint
- Category set to libcrystax
- Assignee set to Dmitry Moskalchuk

##### #2 - 05/04/2016 07:48 PM - Dmitry Moskalchuk

- Has duplicate Bug #1369: SIGSEGV in libcrystax.so - Irintf added

##### #3 - 05/04/2016 07:50 PM - Dmitry Moskalchuk

- Status changed from Open to Duplicated
- % Done changed from 0 to 100

This is actually the same bug as [#1369](#) – i.e. crash is caused by call of fegetenv – so close it as "duplicate".