

CrystaX NDK - Bug #1380

SIGSEGV in libcrystax.so - lrint

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

Status:	Duplicated	Start date:	04/29/2016
Priority:	Normal	Due date:	
Assignee:	Dmitry Moskalchuk	% Done:	100%
Category:	libcrystax	Estimated time:	0.00 hour
Target version:	11.0.0	Android version:	4.1 (android-16), 4.3 (android-18)
CPU Architecture:	arm	CrystaX Version:	10.3.1
Host OS:	Windows		
Toolchain:	clang-3.7		

Description

I know this is similar with one previous report Bug [#1369](#), however it is a different function lrint vs. lrintf.

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 lrint 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.

Hope you can fix this bug soon, also hope this post will help whoever want to build OpenCV using Crystax (if any).

Related issues:

Has duplicate CrystaX NDK - Bug #1369: SIGSEGV in libcrystax.so - lrintf	Closed	04/21/2016
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History

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

- Subject changed from SIGSEGV in libcrystax.so - lrint to SIGSEGV in libcrystax.so - lrint
- 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 - lrintf 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".