

✓ Null pointer Reference in blender_headless

Actions

✓ Closed, Resolved
 🌐 Public

Assigned To

Campbell Barton (campbellbart...)

Authored By

Sangjun Park (Sangjun)
 Jul 14 2022, 6:09 PM

Tags

- 👛 BF Blender (Backlog)
- 👛 EEVEE & Viewport (Backlog)

Subscribers

Pratik Borhade (PratikPB2123)
Robert Guetzkow (rjg)
Sangjun Park (Sangjun)

Description

System Information

Operating system: Ubuntu 20.04.4 LTS
 Graphics card: 2b:00.0 VGA compatible controller: NVIDIA Corporation TU116 [GeForce GTX 1650 SUPER] (rev a1)

Blender Version

Broken: Blender 3.3.0 Alpha branch : master, commit **3b15467e97abf473d4d25c7382999115d3169a57** Date: Thu Jul 14 16:33:21 2022 +0200

Worked: -

Short description of error

when use blender-headless that include blender
 return Null ptr in option -a added

Exact steps for others to reproduce the error

1. build blender using

make headless

2. ./blender -b [blend file path] -s 1 -e 25 -a ./blender -b [blend file path] -a

both can reproduce null ptr reference. I think its caused by "a" options

POC video below

https://youtu.be/_ys1VEdZ3Co

POC blend file below

the blend file is regular and produced by blender(UI) that just basic square that app basically served



basic-square.blend 809 KB

Download

both is same

https://drive.google.com/file/d/1VLDLbVASAhKm8_x8UoX-ljlspAwmaBLm/view?usp=sharing

Note

Maybe this bug occurred in

```
source/blender/gpu/opengl/gl_backend.cc`` that include void GPBackend::platform_init()
```

Revisions and Commits

rB Blender



Closed

D15463 **Fix T99706: Crash rendering with headless builds**

rB00dc7477022a **Fix T99706: Crash rendering with headless builds**

Related Objects

Mentions

Mentioned Here

rB3b15467e97ab: **Fix T99702: Gpencil Flip strokes did not support multiframe edit**

- Sangjun Park (Sangjun)** created this task. Jul 14 2022, 6:09 PM
- Robert Guetzkow (rjg)** added a subscriber: **Robert Guetzkow (rjg)**. Jul 14 2022, 6:40 PM
- Campbell Barton (campbellbarton)** added a revision: **~~D15463: Fix T99706: Crash rendering with headless builds.~~**
Jul 15 2022, 6:32 AM
- Pratik Borhade (PratikPB2123)** changed the task status from *Needs Triage* to *Confirmed*. Jul 15 2022, 6:58 AM
- Pratik Borhade (PratikPB2123)** added a project: **EEVEE & Viewport**.
- Pratik Borhade (PratikPB2123)** added a subscriber: **Pratik Borhade (PratikPB2123)**.

- ✔ **Campbell Barton (campbellbarton)** closed this task as *Resolved* by committing **rB00dc7477022a: Fix T99706: Crash rendering with headless builds.** Jul 15 2022, 2:18 PM
- 👤 **Campbell Barton (campbellbarton)** claimed this task.
- 🔗 **Campbell Barton (campbellbarton)** added a commit: **rB00dc7477022a: Fix T99706: Crash rendering with headless builds.**

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