fluidsynth/fluidsynth/src/sfloader/fluid\_defsfont.c Line 2443 in 62e375c

LITIE 2443 III 626375

3 sfont\_zone\_delete (sf, hz, (SFZone \*) (p2->data));

The core logic around it already exists since "Initial Revision", so I'm a bit cautious to touch it. It would probably be a good idea to write a bunch of test cases, before changing it.

mawe42 commented on Mar 14, 2021

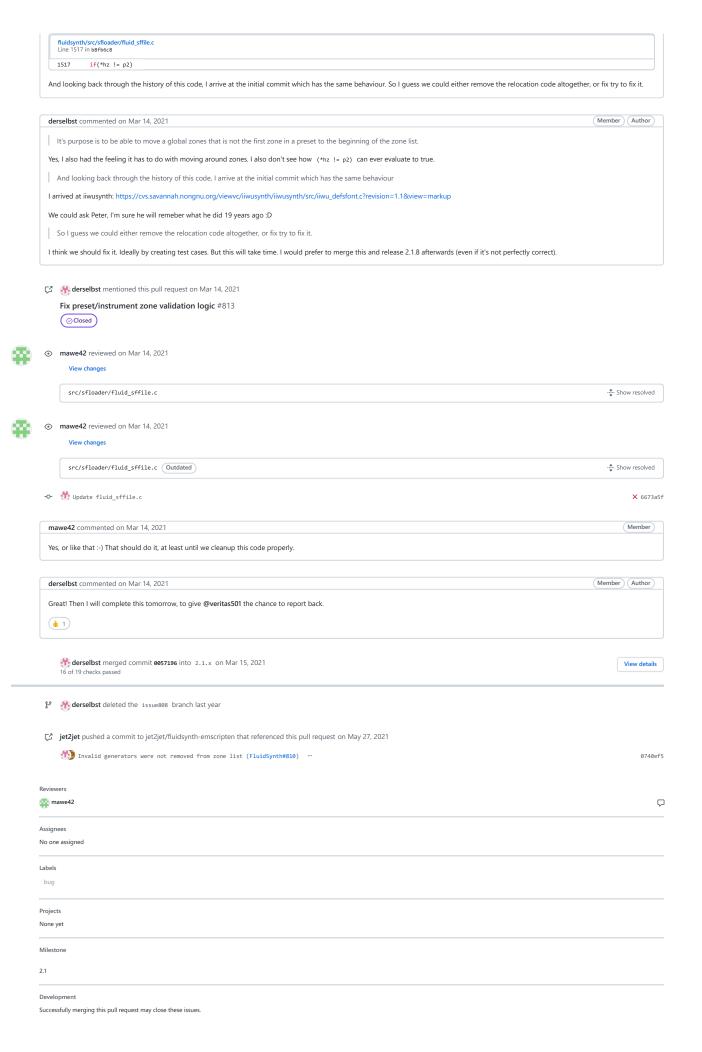
Member

Looking into load\_pgen() some more, I think the logic behind that hz pointer is completely broken... and not just in the place where this PR introduces a fix. It's purpose is to be able to move a global zones that is not the first zone in a preset to the beginning of the zone list. But as \*hz points to the local p2 variable (i.e. the current entry in the zone list), the preset->zone list is not updated correctly.

mawe42 commented on Mar 14, 2021

Member

I don't see how the global zone relocation code will ever have run. As far as I understand it, the following check will always be false, because \*hz and p2 point to the same memory location:



None yet

3 participants



