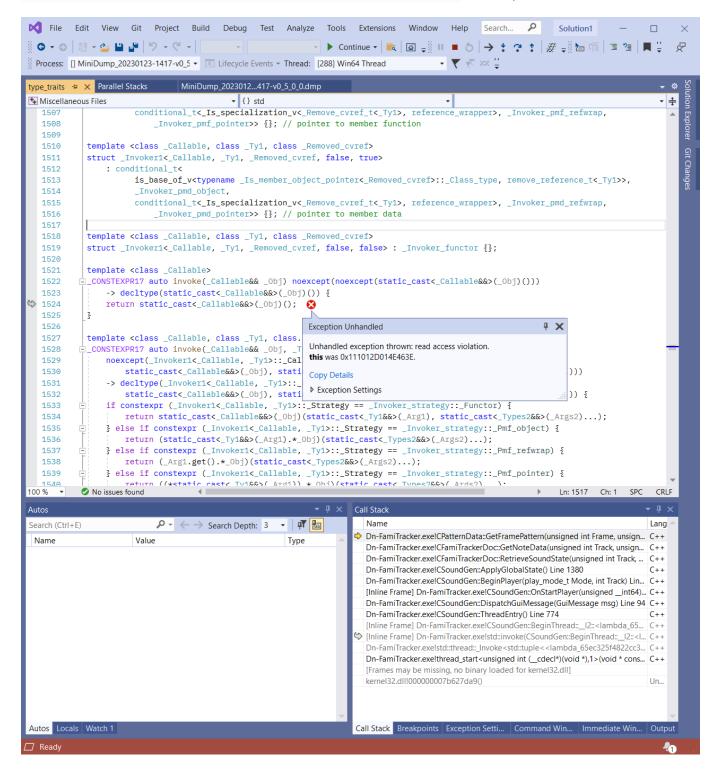
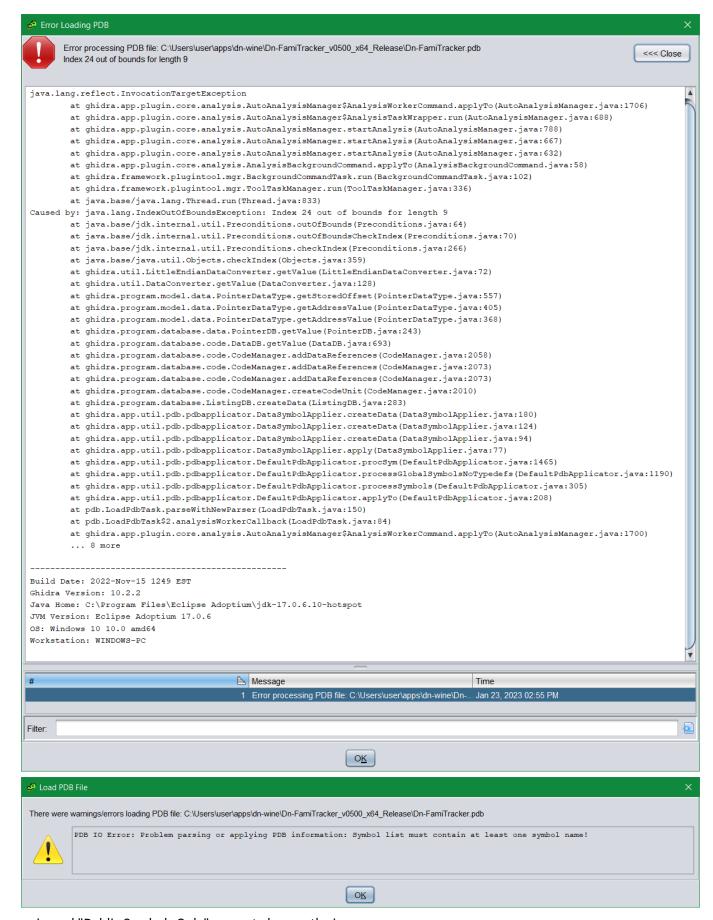
C:\Users\user\apps\dn-wine\Dn-FamiTracker_v0500_x64_Release but analyze on Windows.



the sinking feeling when you look at a crash dump and see the code you wrote

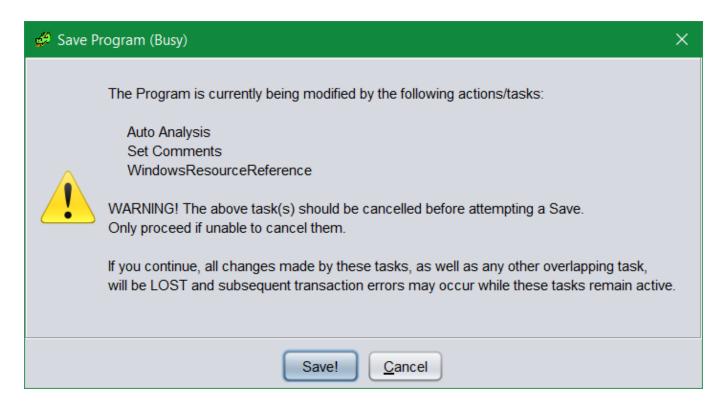
```
756
       Dvoid CSoundGen::ThreadEntry()
757
         £
758
             m_audioThreadID = std::this_thread::get_id();
759
760
             if (!InitInstance()) {
761
                 ExitInstance();
762
                 return;
763
             }
             while (true) {
764
765
                 while (auto pMessage = m_MessageQueue.front()) {
766
                     GuiMessage message = *pMessage;
767
                     m_MessageQueue.pop();
                     if (message.message == WM_QUIT) {
768
769
                          goto end_while;
770
                     }
                     if (!DispatchGuiMessage(message)) {
771
772
                          goto end_while;
                     3
773
                    3
774
775
776
                    Exception Unhandled
777
                 0n
                     Unhandled exception thrown: read access violation.
778
                     this was 0x111012D014E463E.
779
             end_wh
780
                     Copy Details
781
             ExitIn
                     Exception Settings
782
        3
783
```

ghidra v1



universal "Public Symbols Only" seems to bypass the issue.

ghidra hangs on analysis. why?



turn off WindowsResourceReference i guess

...now importing the whole hog pdb works?! it fucks up decomp but adds type info, so reanalyze.

...still fucked up names!

reimport time.

v2 reimport

- in analysis, uncheck WindowsResourceReference, apply and cancel.
- import pdb, universal, symbols only
 - it starts decomp
 - TODO
- import pdb, universal, types only.
 - now there are two separate CFamiTrackerDoc, an empty one from the demangler followed by a populated one from the pdb parser?!

v3 types first

- in analysis, uncheck WindowsResourceReference, apply and cancel.
- import pdb, universal, types only
 - creates CFamiTrackerDoc.
- import pdb, universal, symbols only
 - decompiles CFamiTrackerDoc::GetNoteData using real CFamiTrackerDoc!!!

```
*pData)
int Pattern;
stChanNote *p_Data;
CPatternData *pTrack;
pTrack = this->m_pTracks[Track];
/// ^ ~~pTrack is invalid!~~ or not? idk.
Pattern = CPatternData::GetFramePattern(pTrack,Frame,Channel);
        uint __thiscall CPatternData::GetFramePattern(CPatternData *this,uint
Frame, uint Channel)
        5
                         /* crash */
        return (uint)this->m_iFrameList[Frame][Channel];
p_Data = CPatternData::GetPatternData(pTrack,Channel,Pattern,Row);
memmove(pData,p_Data,0xc);
return;
3
```

we lose Track.

but the parent frame RetrieveSoundState has Track=0.

so why would track 0 have a corrupted m_pTracks?

or is it valid?! CFamiTrackerDoc::RetrieveSoundState has a similar this, and CPatternData::GetFramePattern was passed frame 4 billion!

What Channel? RAX=0000001C003D44E4 = Frame * 0x1c + RCX, RCX=0000000003D4500, solve for Frame:

- (0x0000001C003D44E4 0x0000000003D4500) / 0x1c
- = 4 294 967 295

Frame = (uint)-1!!!

i'm a dumbass. What is Channel?

Channel=R8=4.

i have determined that familtracker has crashed trying to restore channel state as of frame $(unsigned) - 1 = 0 \times ffffffffff$, on channel 4 (presumably it would crash on all channels and 4 is the first one restored)

```
void CSoundGen::BeginPlayer(play_mode_t Mode, int Track)
{
```

```
switch (Mode) { // optimized away!
        case:
               m_iPlayFrame = m_pTrackerView->GetSelectedFrame();
               [unsigned int CFamiTrackerView::GetSelectedFrame() const]
                       return m_pPatternEditor->GetFrame();
                               // **god save me, more data races... and the .dmp
didn't catch the other threads!**
                               // can you convert coredumpctl into a pdb?
                       [int CPatternEditor::GetFrame() const]
                               return m_cpCursorPos.m_iFrame;
                       3
               3
       case MODE_PLAY_MARKER:
                                      // // // 050B
               m_iPlayFrame = m_pTrackerView->GetMarkerFrame();
                               CFamiTrackerView::GetMarkerFrame() const] {
return CFamiTrackerView::m_iMarkerFrame; }
                                                      // // // 050B
       7
        . . .
       m_bPlaying
                                       = true;
       ApplyGlobalState();
        [void CSoundGen::ApplyGlobalState()] // // //
               IsPlaying()
                                IsPlaying() const] { return m_bPlaying; };
                       /// true, just set above.
               int Frame = ^ (=true) ? GetPlayerFrame() : ~~m pTrackerView-
>GetSelectedFrame()~~;
                [int CSoundGen::GetPlayerFrame() const]
               {
                       return CSoundGen::m_iPlayFrame;
                       /// = -1
               3
                       Frame = -1
               /// BUG: Frame = -1!!!
```

```
Who writes to CPatternEditor::m_cpCursorPos as CCursorPos?`::m_iFrame?
search m_cpCursorPos.m_iFrame.many readers.
not many pointers.
m_cpCursorPos\.m_iFrame *=[^=]?
idk.
```

one possibility is playing from a "row marker (bookmark)" when there was none ok i have a theory

i set and unset a row marker (ctrl+b) but it didn't disable static_cast<CFamiTrackerView*>(GetActiveView())>IsMarkerValid(), changed song options, then hit a shortcut by mistake to play from marker
or i played from marker, then changed song options, and it reset the marker and tried playing from the same spot
idk really

...but that is unlikely, i would never hit ctrl+f7 by mistake, and song properties doesn't erase row markers ...so the other theory i have involves multiple threads and unprotected sex data access in other words, "give up trying"