

# Sonic Visualiser - Bug #809

## problems representing output from cqvamp

2013-11-28 03:17 PM - Chris Cannam

<b>Status:</b>	New	<b>Start date:</b>	2013-11-28
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Chris Cannam	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			

### Description

The CQVamp plugin has fixed-sample-rate dense 3d model output in which each output vector has a timestamp.

SV has a bit of trouble with it, for a few reasons. To start with, the features began at a time earlier than zero, which crashed SV completely. Having chopped off the pre-zero features, SV is displaying the results but introducing gaps into the display of the output occasionally (rounding error?). And occasionally it will crash late on in processing, with a seg fault at

(gdb) where

```
#0 0xb6f0403b in ?? () from /usr/lib/libQt5Gui.so.5
#1 0xb6f04d72 in ?? () from /usr/lib/libQt5Gui.so.5
#2 0xb6f16d9b in ?? () from /usr/lib/libQt5Gui.so.5
#3 0xb6f196a0 in ?? () from /usr/lib/libQt5Gui.so.5
#4 0xb6f350a2 in ?? () from /usr/lib/libQt5Gui.so.5
#5 0xb6f397ba in QRasterPaintEngine::drawImage(QPointF const&, QImage const&)
    () from /usr/lib/libQt5Gui.so.5
#6 0xb6f5ac02 in QPainter::drawImage(QPointF const&, QImage const&) ()
    from /usr/lib/libQt5Gui.so.5
#7 0x081e39f2 in Colour3DPlotLayer::paintDense(View*, QPainter&, QRect) const
    ()
#8 0x081e4145 in Colour3DPlotLayer::paint(View*, QPainter&, QRect) const ()
#9 0x08197b35 in View::paintEvent(QPaintEvent*) ()
#10 0x0818963a in Pane::paintEvent(QPaintEvent*) ()
#11 0xb7384faf in QWidget::event(QEvent*) () from /usr/lib/libQt5Widgets.so.5
#12 0xb74a1f4c in QFrame::event(QEvent*) () from /usr/lib/libQt5Widgets.so.5
#13 0xb7342ba4 in QApplicationPrivate::notify_helper(QObject*, QEvent*) ()
    from /usr/lib/libQt5Widgets.so.5
```

### History

#1 - 2013-11-28 03:21 PM - Chris Cannam

Also lots of

```
QImage::setPixel: coordinate (52,207) out of range
QImage::setPixel: coordinate (52,208) out of range
QImage::setPixel: coordinate (52,209) out of range
QImage::setPixel: coordinate (52,210) out of range
QImage::setPixel: coordinate (52,211) out of range
QImage::setPixel: coordinate (52,212) out of range
QImage::setPixel: coordinate (52,213) out of range
QImage::setPixel: coordinate (52,214) out of range
QImage::setPixel: coordinate (52,215) out of range
```

QImage::setPixel: coordinate (101,143) out of range  
QImage::setPixel: coordinate (101,142) out of range  
QImage::setPixel: coordinate (101,141) out of range  
QImage::setPixel: coordinate (101,140) out of range

**#2 - 2013-12-13 03:23 PM - Chris Cannam**

Troubles with negative start times fixed