Ruby - Bug #6084

Ruby 1.9.3p125 Segfault while running nanoc compile

02/25/2012 03:05 PM - Phrozen (Guillermo Estrada)

Status:	Rejected		
Priority:	Normal		
Assignee:			
Target version:	1.9.2		
ruby -v:	ruby 1.9.3p125 (2012-02-16) [i386-mingw32]	Backport:	

Description

Ruby interpreter segfaults with the compile command of nanoc for Ruby 1.9.3p125 under Windows. My windows version is Windows 7 Professional x64. While having checked with nanoc developer, this error does not appear on 1.9.3p0, and it is consistent with p125 under different windows machines, I don't think it can be reproduced easily with a new nanoc project, but I have several working projects that ran fine with 1.9.3p0 and each one of them segfaults in one or other place.

History

#1 - 02/25/2012 03:10 PM - naruse (Yui NARUSE)

- Priority changed from 5 to Normal

Could you show the small reproducible code?

#2 - 03/04/2012 09:57 PM - ktsj (Kazuki Tsujimoto)

- Status changed from Open to Feedback

#3 - 03/05/2012 01:23 AM - jonforums (Jon Forums)

I can't replicate with 1.9.3p134 or 1.9.3p155 [i386-mingw32] versions on Win7 32bit. One of my nanoc sites has a Rules file using erubis, redcarpet, and colorize_syntax https://github.com/thecodeshop/ruby/blob/gh-pages/_site_src/Rules

For your smallest failing nanoc project, please post a gist/hastebin of your Rules file, any custom Nanoc helpers, output of gem env, and your installed gems.

#4 - 10/31/2012 08:50 PM - mame (Yusuke Endoh)

- Status changed from Feedback to Rejected

Closing this ticket because it is too clueless. OP seems to be gone. I guess we cannot get a feedback.

Yusuke Endoh mame@tsg.ne.jp

Files

SegfaultNanocWindows.txt

16.6 KB

02/25/2012

Phrozen (Guillermo Estrada)