




Issue Details (XML)

Key: FP-1265
Type:  Bug
Status:  Community
Priority:  None
Assignee: Charles Liss
Reporter: Sean Barrett
Votes: 0
Watchers: 0

Flash Player**avm2 getlex crashes with abnormal scope stack and incorrect namespace**

Created: 12/31/08 03:53 PM Updated: 12/31/08 05:02 PM

Component/s: ActionScript Runtime Errors**Security Level:** **Public** (All JIRA Users)**File** 1.  crash_1.swf (0.4 kb)**Attachments:****Severity:** Crash/Hang**Reproducibility:** Every Time**Found in Version:** Flash Player 9 - 9_0_115_0**Affected OS(s):** Windows - XP

Steps to Reproduce: Steps to reproduce: « Hide
 1. run attached crash_1.swf in flash player
 2.
 3.

Actual Results:
 Crash

Expected Results:
 Should run then produce an error since MainTimeline is not defined.

Additional comments:
 The error was created while assembling AVM2 code directly, rather than through Flash CS, using the following as the constructor for the script defining MainTimeline:

```
pushbyte 0
pushscope
getlex ::Sprite // this is a notation for the public namespace, but something like foo::Object also crashes
returnvoid
```

Note that the "pushbyte 0 / pushscope" deviates entirely from normal CS-generated code, since it pushes something irrelevant on the scope stack, but

that irrelevant data is normally harmless; for example, the following works as expected:

```
pushbyte 0
pushscope
getlex flash.display::Sprite
construct 0
returnvoid
```

Crash occurs in both FlashPlayer 9 and 10.

I have not tested whether this bug occurs with getlex even after initialization, nor whether findproperty/findpropstrict/getproperty have similar issues.

Language Found: English
Bugbase Id: none
Participants: [Charles Liss](#) and [Sean Barrett](#)
Browser: Firefox 2.x

All Comments

Sort Order: 

[Sean Barrett](#) - [12/31/08 05:02 PM]

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Further testing suggest the error occurs when running 'findproperty' with any undefined qname, e.g.:

```
pushbyte 0
pushscope
findproperty ::crap
returnvoid
```