

This bug occurs without use of SharedArrayBuffer,

In the test case I just use an Uint8Array in worker without use SharedArrayBuffer or ArrayBuffer

I just made a test with latest version of Firefox Nightly

(<https://ftp.mozilla.org/pub/firefox/nightly/2018/01/2018-01-13-10-02-55-mozilla-central/firefox-59.0a1.en-US.win64.zip>) and I have a crash

Crash report :

<https://crash-stats.mozilla.com/report/index/bp-776b9d69-b236-4cff-ab85-aa8550180113>

```
MOZ_CRASH Reason : MOZ_CRASH(There should be no edges from the debuggee to the debugger.)
Crash Reason      EXCEPTION_BREAKPOINT

Crashing Thread (29), Name: DOM Worker

0      xul.dll  `anonymous namespace'::Wrap                                dom/workers/RuntimeService.cpp:935
1      xul.dll  JSCompartment::getOrCreateWrapper(JSContext*, JS::Handle<JSObject*>, JS::MutableHandle<JSObject*>)  js/src/jscompartment.cpp:433
2      xul.dll  JSCompartment::wrap(JSContext*, JS::MutableHandle<JS::Value>)  js/src/jscompartmentinlines.h:155
3      xul.dll  js::CrossCompartmentWrapper::nativeCall(JSContext*, bool (*)(JS::Handle<JS::Value>),    js/src/proxy/CrossCompartmentWrapper.cpp:407
        bool (*)(JSContext*, JS::CallArgs const&), JS::CallArgs const&)
4      xul.dll  js::Proxy::nativeCall(JSContext*, bool (*)(JS::Handle<JS::Value>), bool (*)(    js/src/proxy/Proxy.cpp:543
        JSContext*, JS::CallArgs const&), JS::CallArgs const&)
5      xul.dll  TypedArray_lengthGetter                                    js/src/vm/TypedArrayObject.cpp:1414
```

[bug1428725bis.html](#) :

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN" "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en">
<head>
  <meta http-equiv="Content-Type" content="text/html; charset=ISO-8859-1"/>
  <script type="text/javascript">
var array = new Uint8Array(10);
console.log("BROWSER :");
console.log(array);

var worker = new Worker("bug1428725bis.js");
  </script>
</head>
<body>
</body>
</html>
```

[bug1428725bis.js](#) :

```
var array = new Uint8Array(10);
console.log("WORKER :");
console.log(array);
```

Tests done with fresh installation, empty profile and no customization

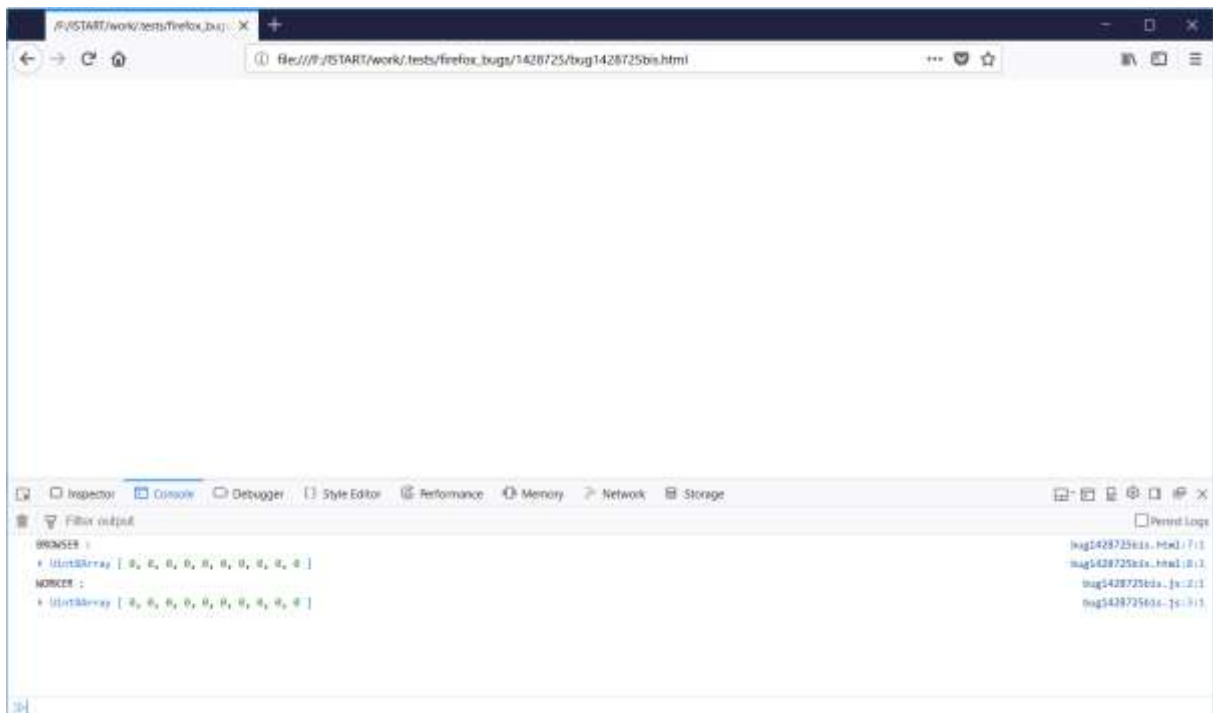
1. Firefox 57.0.4 64bits :

buildID: "20180103231032"

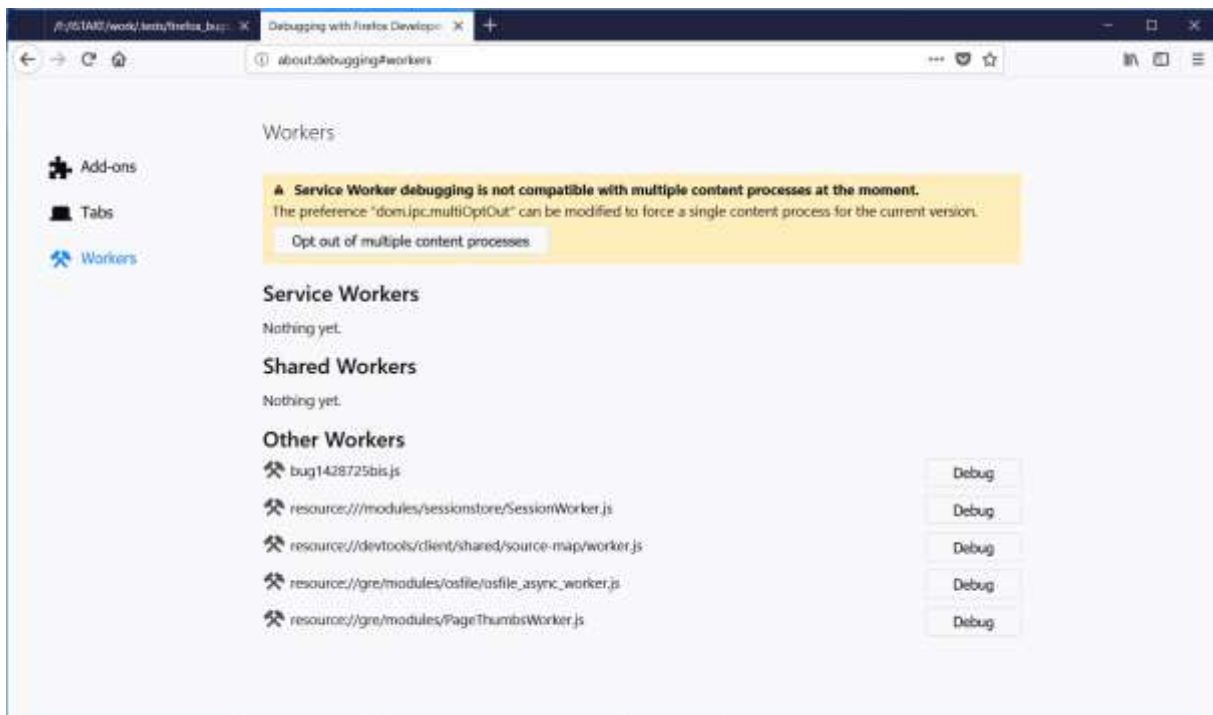
oscpu: "Windows NT 10.0; Win64; x64"

userAgent: "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:57.0) Gecko/20100101 Firefox/57.0"

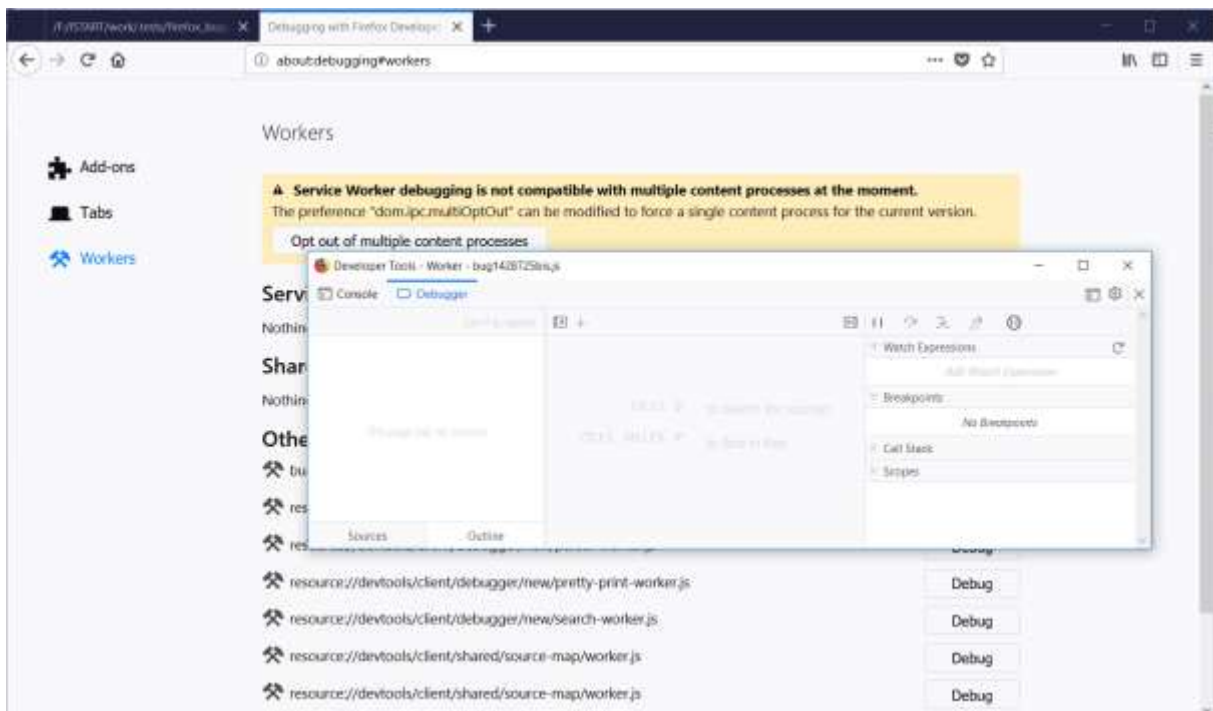
Step 1 : open Firefox with bug1428725bis.html and open Web Console



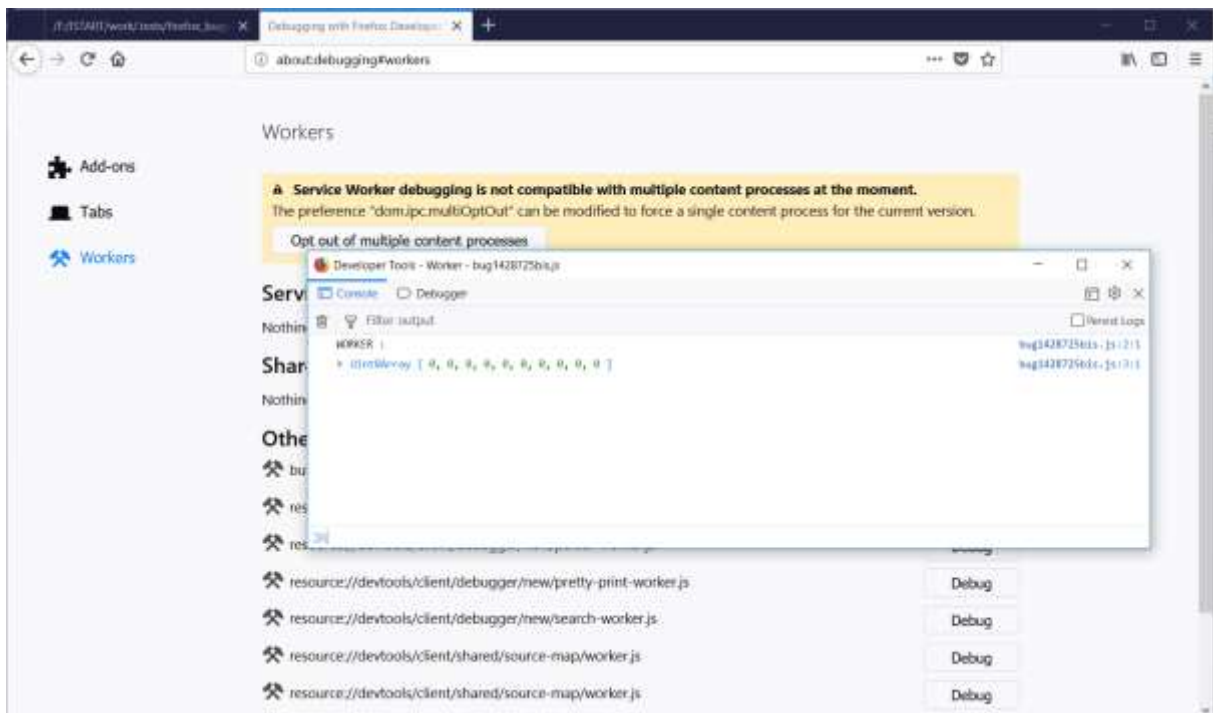
Step 2 : open a new tab on about:debugging and go to Workers



Step 3 : click on Debug button for bug1428725bis.js



Step 4 : Activate Console tab in new window



NO CRASH

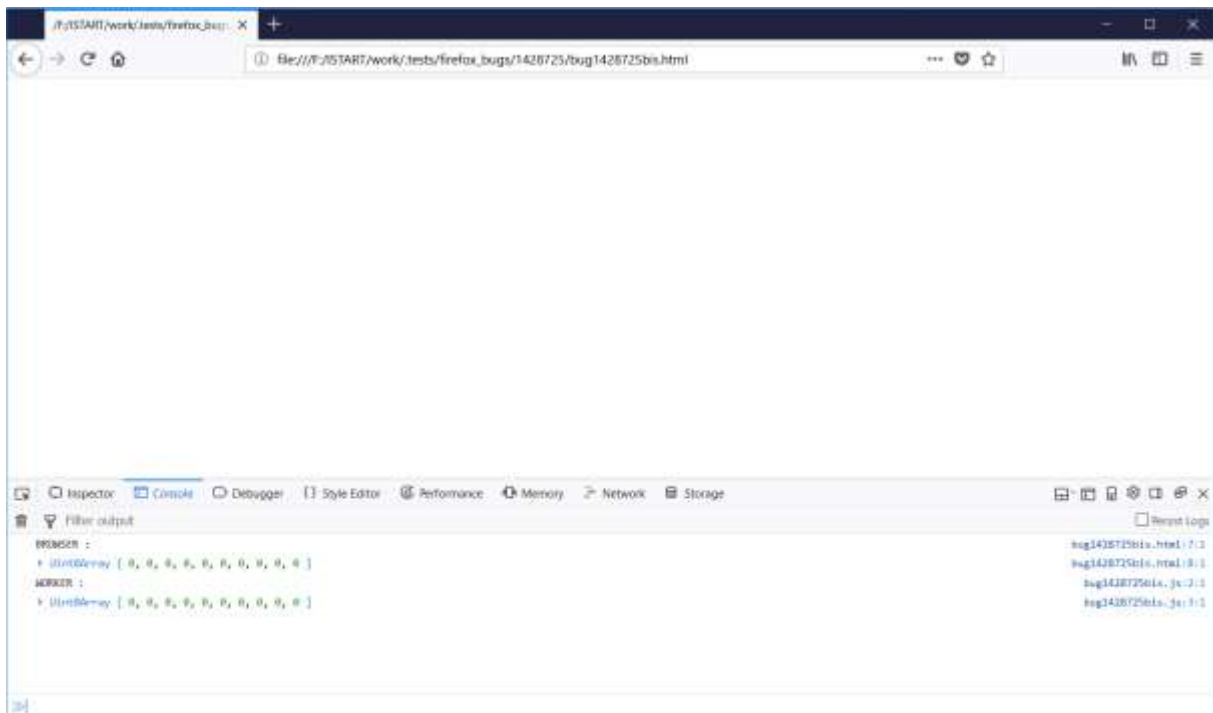
2. Nightly 59.0a1 (2018-01-13) 64bits

buildID: "20180113100255"

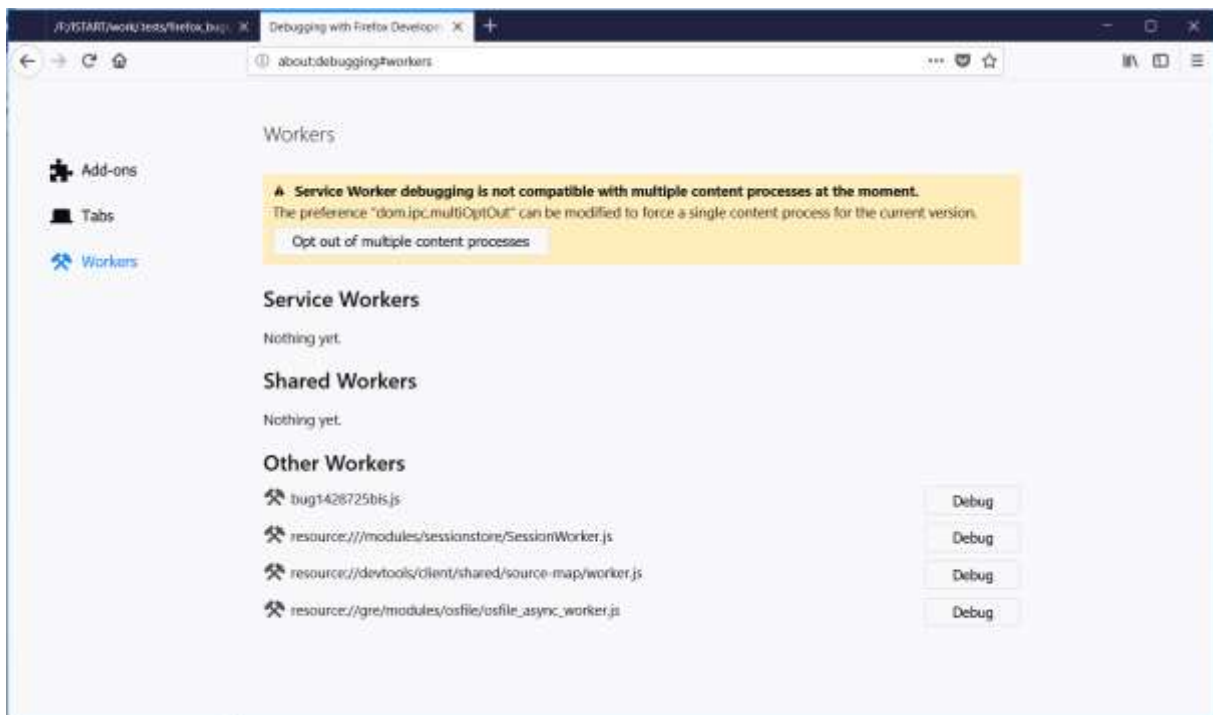
oscpu: "Windows NT 10.0; Win64; x64"

userAgent: "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:59.0) Gecko/20100101 Firefox/59.0"

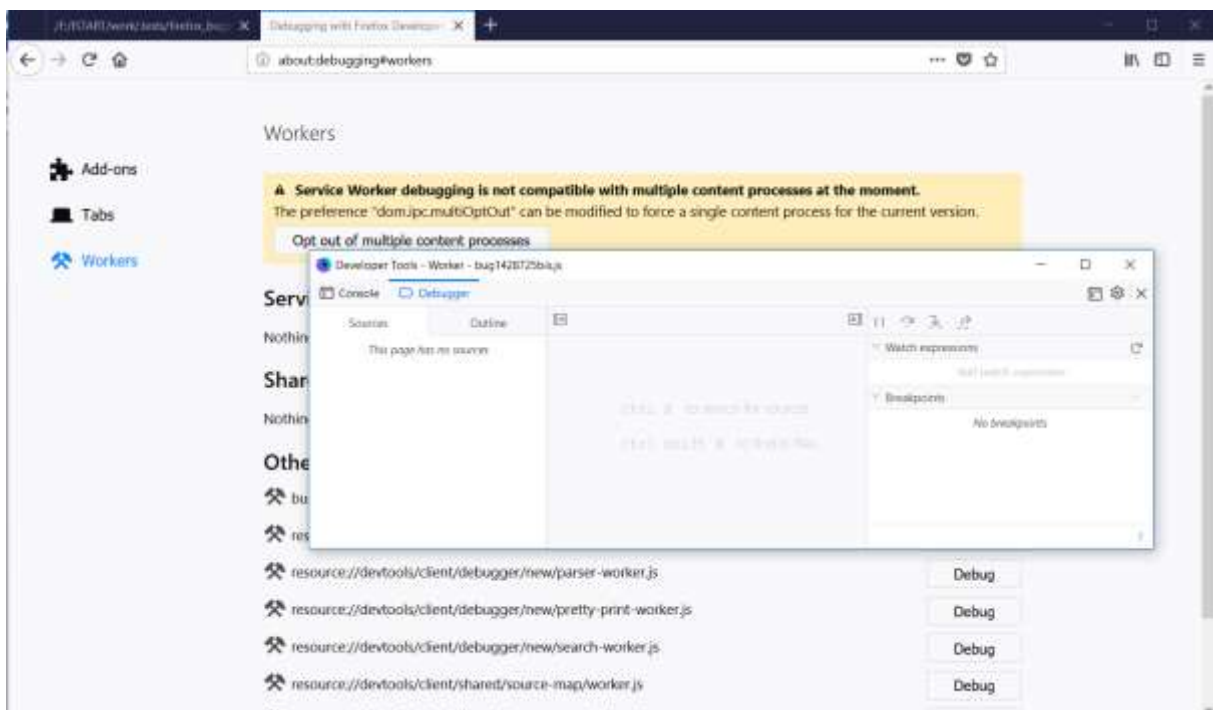
Step 1 : open Nightly with bug1428725bis.html and open Web Console



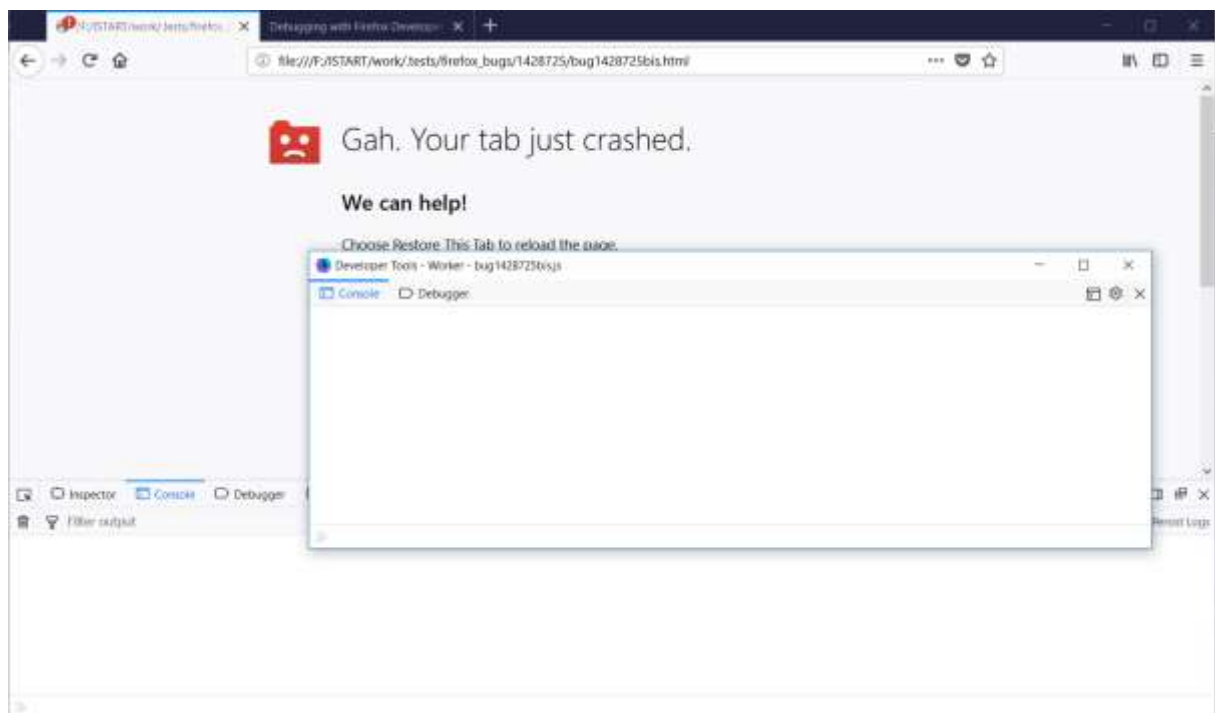
Step 2 : open a new tab on about:debugging and go to Workers



Step 3 : click on Debug button for bug1428725bis.js



Step 4 : Activate Console tab in new window



No trace in worker console

And tab just crashed