

QGIS Application - Bug report #1460
crash when closing project that has an open GRASS mapset

2008-12-14 11:02 AM - Maciej Sieczka -

Status:	Closed	
Priority:	Low	
Assignee:	nobody -	
Category:	GRASS	
Affected QGIS version:		Regression?: No
Operating System:	All	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 11520
Description		
1. open a GRASS mapset		
2. save a project		
3. close mapset		
4. start a new project - QGIS crashes because of "Uncaught fatal GRASS - MAPSET is not set"		

Associated revisions

Revision c772a068 - 2009-04-19 11:12 AM - Jürgen Fischer

fix #1460

git-svn-id: <http://svn.osgeo.org/qgis/trunk/qgis@10596> c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision e59c8d5c - 2009-04-19 11:12 AM - Jürgen Fischer

fix #1460

git-svn-id: <http://svn.osgeo.org/qgis/trunk@10596> c8812cc2-4d05-0410-92ff-de0c093fc19c

History

#1 - 2008-12-16 10:05 AM - Jürgen Fischer

not reproducible here.

#2 - 2008-12-16 12:23 PM - Maciej Sieczka -

Replying to [comment:1 jef]:

| not reproducible here.

Still reproducible here. Add step:

0. Load some map from the mapset you will open in step 1.

BTW - the error message in Polish locale has a corrupted char:

MAPSET nie zostaÅł ustawiony

instead of:

MAPSET nie został ustawiony

#3 - 2009-04-19 12:10 AM - Paolo Cavallini

I confirm the bug:

Debug: current properties:

Debug: name: properties

Debug: key: <GRASS> subkey: <GRASS>

Debug: name: GRASS

Debug: key: <WorkingLocation> value: CEA_location

Debug: key: <WorkingGisdbase> value: /home/Documenti/datigrass/

Debug: key: <WorkingMapset> value: Cea_GRASS

Debug: key: <Gui> subkey: <Gui>

Debug: name: Gui

Debug: key: <SelectionColorBluePart> value: 0

Debug: key: <CanvasColorGreenPart> value: 255

Debug: key: <CanvasColorRedPart> value: 255

Debug: key: <SelectionColorRedPart> value: 255

Debug: key: <SelectionColorGreenPart> value: 255

Debug: key: <CanvasColorBluePart> value: 255

Debug: key: <PositionPrecision> subkey: <PositionPrecision>

Debug: name: [[PositionPrecision]]

Debug: key: <DecimalPlaces> value: 2

Debug: key: <Automatic> value: true

Debug: there are 3 property scopes

Debug: current properties:

Debug: name: properties

Debug: key: <GRASS> subkey: <GRASS>

Debug: name: GRASS

Debug: key: <WorkingLocation> value:

Debug: key: <WorkingGisdbase> value:

Debug: key: <WorkingMapset> value:

Debug: key: <Gui> subkey: <Gui>

Debug: name: Gui

Debug: key: <SelectionColorBluePart> value: 0

Debug: key: <CanvasColorGreenPart> value: 255

Debug: key: <CanvasColorRedPart> value: 255

Debug: key: <SelectionColorRedPart> value: 255

Debug: key: <SelectionColorGreenPart> value: 255

Debug: key: <CanvasColorBluePart> value: 255

Debug: key: <PositionPrecision> subkey: <PositionPrecision>

Debug: name: [[PositionPrecision]]
Debug: key: <DecimalPlaces> value: 2
Debug: key: <Automatic> value: true
Debug: there are 3 property scopes
Abortito

#4 - 2009-04-19 02:13 AM - Jürgen Fischer

- *Resolution set to fixed*
- *Status changed from Open to Closed*

fixed in /

#5 - 2009-08-22 01:02 AM - Anonymous

Milestone Version 1.0.2 deleted