

QGIS Application - Bug report #15643

Print composer: qgis crashes while changing colour

2016-09-30 03:49 AM - Filipe Dias

Status:	Closed	
Priority:	Severe/Regression	
Assignee:		
Category:	Map Composer/Printing	
Affected QGIS version:	master_2	Regression?: No
Operating System:	Ubuntu 16.04	Easy fix?: No
Pull Request or Patch supplied:		Resolution: duplicate
Crashes QGIS or corrupts data:		Copied to github as #: 23566
Description		
Load the attached shapefile		
Change style from "single symbol" to "categorized", select "select2" in "column"		
Click Ok		
Go back to style, double click on the symbol with value 0 and change "fill" to "Outline - simple line"		
Then double click on the symbol with value 1, click on colour and on the colour ramp tab click somewhere in the "reds" zone.		
QGIS crashes with this message. This does not happen in QGIS 2.16.3.		
src/core/qgsmrendererparalleljob.cpp: 88: (start) [0ms] QThreadPool max thread count is 8		
src/core/qgsmrendererparalleljob.cpp: 243: (renderLayerStatic) [0ms] [thread:0x7fbe5400a220] job 55785455e330 start (layer grid20160930114247733)		
src/core/qgsmrendererparalleljob.cpp: 265: (renderLayerStatic) [7ms] [thread:0x7fbe5400a220] job 55785455e330 end [7 ms] (layer grid20160930114247733)		
src/core/qgsmrendererjob.cpp: 328: (cleanupJobs) [2ms] caching image for grid20160930114247733		
src/core/qgsmrendererparalleljob.cpp: 204: (renderLayersFinished) [0ms] PARALLEL layers finished		
src/core/qgsmrenderercustompainterjob.cpp: 295: (drawLabeling) [0ms] [thread:0x7fbe5400b850] Draw labeling start		
src/core/qgsvectorlayer.cpp: 320: (drawLabels) [0ms] [thread:0x7fbe5400b850] Starting draw of labels: grid20160930114247733		
src/core/qgsmrenderercustompainterjob.cpp: 323: (drawLabeling) [0ms] [thread:0x7fbe5400b850] Draw labeling took (seconds): 0		
src/core/qgsmrendererparalleljob.cpp: 224: (renderingFinished) [0ms] PARALLEL finished		
src/gui/qgsmrenderer.cpp: 752: (rendererJobFinished) [0ms] CANVAS finish! 1		
src/core/qgsscalecalculator.cpp: 86: (calculate) [489ms] scale = 1.1434e+06 conversionFactor = 39.3701		
src/core/qgsmrenderer.cpp: 219: (updateDerived) [0ms] Map units per pixel (x,y) : 156.21536163063026947, 302.5246768535585602		
src/core/qgsmrenderer.cpp: 220: (updateDerived) [0ms] Pixmap dimensions (x,y) : 1013, 937		
src/core/qgsmrenderer.cpp: 221: (updateDerived) [0ms] Extent dimensions (x,y) : 158246.16133182845078409, 283465.62221178435720503		
src/core/qgsmrenderer.cpp: 222: (updateDerived) [0ms] -69433.3494964755082037,-288686.8605575928231701 : 88812.8118353529425804,-5221.2383458084659651		
src/core/qgsmrenderer.cpp: 223: (updateDerived) [0ms] Adjusted map units per pixel (x,y) : 302.5246768535585602, 302.5246768535585602		
src/core/qgsmrenderer.cpp: 224: (updateDerived) [0ms] Recalcd pixmap dimensions (x,y) : 1013, 937		
src/core/qgsmrenderer.cpp: 225: (updateDerived) [0ms] Scale (assuming meters as map units) = 1:1143400.35229600011371076		
src/core/qgsmrenderer.cpp: 226: (updateDerived) [0ms] Rotation: 0 degrees		
src/core/qgsmrenderer.cpp: 210: (adjustExtentToSize) [0ms] Map units per pixel (x,y) : 311.84336876983979892, 302.5246768535585602		
src/core/qgsmrenderer.cpp: 211: (adjustExtentToSize) [0ms] Pixmap dimensions (x,y) : 1013, 937		

src/core/qgsmrenderer.cpp: 212: (adjustExtentToSize) [0ms] Extent dimensions (x,y) : 315897.33256384771084413, 283465.62221178435720503

src/core/qgsmrenderer.cpp: 213: (adjustExtentToSize) [0ms] -148258.9351124851382338,-288686.8605575928231701 : 167638.3974513625726104,-5221.2383458084659651

src/core/qgsmrenderer.cpp: 221: (adjustExtentToSize) [0ms] Adjusted map units per pixel (x,y) : 311.84336876983979892, 311.84336876983974207

src/core/qgsmrenderer.cpp: 223: (adjustExtentToSize) [0ms] Recalced pixmap dimensions (x,y) : 1013, 936.9999999999998631

src/core/qgsscalecalculator.cpp: 129: (calculateGeographicDistance) [0ms] Distance across map extent (m): 6.2481e+09

src/core/qgsscalecalculator.cpp: 86: (calculate) [0ms] scale = 2.33118e+10 conversionFactor = 39.3701

src/core/qgsmrenderer.cpp: 228: (adjustExtentToSize) [0ms] Scale (assuming meters as map units) = 1:23311801255.54954910278320312

src/core/qgsmrenderer.cpp: 210: (adjustExtentToSize) [0ms] Map units per pixel (x,y) : 156.21536163063026947, 302.5246768535585602

src/core/qgsmrenderer.cpp: 211: (adjustExtentToSize) [1ms] Pixmap dimensions (x,y) : 1013, 937

src/core/qgsmrenderer.cpp: 212: (adjustExtentToSize) [0ms] Extent dimensions (x,y) : 158246.16133182845078409, 283465.62221178435720503

src/core/qgsmrenderer.cpp: 213: (adjustExtentToSize) [0ms] -69433.3494964755082037,-288686.8605575928231701 : 88812.8118353529425804,-5221.2383458084659651

src/core/qgsmrenderer.cpp: 221: (adjustExtentToSize) [0ms] Adjusted map units per pixel (x,y) : 302.5246768535585602, 302.5246768535585602

src/core/qgsmrenderer.cpp: 223: (adjustExtentToSize) [0ms] Recalced pixmap dimensions (x,y) : 1013, 937

src/core/qgsscalecalculator.cpp: 129: (calculateGeographicDistance) [0ms] Distance across map extent (m): 6.06139e+09

src/core/qgsscalecalculator.cpp: 86: (calculate) [0ms] scale = 2.26152e+10 conversionFactor = 39.3701

src/core/qgsmrenderer.cpp: 228: (adjustExtentToSize) [0ms] Scale (assuming meters as map units) = 1:22615183928.809539794921875

src/gui/qgsmrenderer.cpp: 52: (paint) [10ms] map paint DIFFERENT SIZE: img 1013,909 item 1044,937

src/gui/qgsmrenderer.cpp: 52: (paint) [20ms] map paint DIFFERENT SIZE: img 1013,909 item 1044,937

src/gui/qgsmrenderer.cpp: 695: (refresh) [469ms] CANVAS refresh scheduling

src/gui/qgsmrenderer.cpp: 705: (refreshMap) [1ms] CANVAS refresh!

src/core/qgsscalecalculator.cpp: 40: (setMapUnits) [1ms] Map units set to 2

src/core/qgsmrendererjob.cpp: 182: (prepareJobs) [1ms] CACHE VALID: 0

src/core/qgsmrendererjob.cpp: 192: (prepareJobs) [0ms] Rendering at layer item grid20160930114247733

src/core/qgsmrendererjob.cpp: 208: (prepareJobs) [0ms] layer grid: minscale:100000 maxscale:1e+08 scaledepvis:0 blendmode:0

src/core/symbology-ng/qgscategorizedsymbolrendererv2.cpp: 167: (QgsCategorizedSymbolRendererV2) [0ms] invalid symbol in a category! ignoring...

src/core/symbology-ng/qgscategorizedsymbolrendererv2.cpp: 167: (QgsCategorizedSymbolRendererV2) [1ms] invalid symbol in a category! ignoring...

src/core/symbology-ng/qgscategorizedsymbolrendererv2.cpp: 167: (QgsCategorizedSymbolRendererV2) [0ms] invalid symbol in a category! ignoring...

src/core/qgsvectorlayerrenderer.cpp: 95: (QgsVectorLayerRenderer) [0ms] rendering v2:
CATEGORIZED: idx select2
0::0::FILL SYMBOL (1 layers) color 0,0,0,255:1
1::1::FILL SYMBOL (1 layers) color 219,93,173,255:1
:::FILL SYMBOL (1 layers) color 135,200,23,255:1

src/core/qgsmrendererparalleljob.cpp: 88: (start) [0ms] QThreadPool max thread count is 8

src/core/qgsmrendererparalleljob.cpp: 243: (renderLayerStatic) [1ms] [thread:0x55784a0177c0] job 55785455e330 start (layer grid20160930114247733)

src/core/qgsmrendererparalleljob.cpp: 265: (renderLayerStatic) [14ms] [thread:0x55784a0177c0] job 55785455e330 end [14 ms] (layer grid20160930114247733)

src/core/qgsmrendererjob.cpp: 328: (cleanupJobs) [2ms] caching image for grid20160930114247733

src/core/qgsmrendererparalleljob.cpp: 204: (renderLayersFinished) [1ms] PARALLEL layers finished

src/core/qgsmrenderercustompainterjob.cpp: 295: (drawLabeling) [0ms] [thread:0x7f5e400a8a0] Draw labeling start

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src/core/qgsvectorlayer.cpp: 320: (drawLabels) [0ms] [thread:0x7fbe5400a8a0] Starting draw of labels: grid20160930114247733
src/core/qgsmaprenderercustompainterjob.cpp: 323: (drawLabeling) [0ms] [thread:0x7fbe5400a8a0] Draw labeling took (seconds): 0
src/core/qgsmaprendererpipelinejob.cpp: 224: (renderingFinished) [0ms] PARALLEL finished
src/gui/qgsmapcanvas.cpp: 752: (rendererJobFinished) [0ms] CANVAS finish! 1
src/core/layertree/qgslayertreemodel.cpp: 1471: (invalidateLegendMapBasedData) [487ms] Entering.
src/core/layertree/qgslayertreemodel.cpp: 1471: (invalidateLegendMapBasedData) [0ms] Leaving.
Segmentation fault (core dumped)
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History

#1 - 2016-09-30 01:39 PM - Nyall Dawson

- Status changed from Open to Feedback

Can you update your build and retest? This should have been fixed a day or so ago.

#2 - 2016-10-02 06:15 PM - Nyall Dawson

- Resolution set to duplicate
- Status changed from Feedback to Closed

Duplicate of #15634

#3 - 2016-10-03 01:26 AM - Filipe Dias

Fix confirmed, thanks

Files

bug.tar.gz	9.23 KB	2016-09-30	Filipe Dias
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