

QGIS Application - Bug report #17460

crash when removing layer

2017-11-14 03:15 PM - Lee Han

Status: Closed	
Priority: High	
Assignee:	
Category: Map Legend	
Affected QGIS version: master	Regression?: Yes
Operating System: windows 64	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: not reproducible
Crashes QGIS or corrupts data: Yes	Copied to github as #: 25357

Description

QGIS 2.99
right clic on a layer and left clic to remove it makes qgis crashes.

report :
h2. User Feedback

Report Details

Crash ID: 8f6702be48dfce900f68095b8588e5343a9ab391

Stack Trace

```
QByteArray::QByteArray :
QgsShadowEffect::boundingRect :
QgsShadowEffect::boundingRect :
QgsShadowEffect::boundingRect :
QgsShadowEffect::boundingRect :
QgsShadowEffect::boundingRect :
QgsShadowEffect::boundingRect :
QgsExternalResourceConfigDlg::metaObject :
QgsExternalResourceConfigDlg::metaObject :
QWidget::event :
QCoreApplicationPrivate::sendThroughApplicationEventFilters :
QFrame::event :
QApplicationPrivate::notify_helper :
QWidgetPrivate::hide_helper :
QWidget::setVisible :
QWidget::setVisible :
QDialog::setVisible :
QWidget::hide :
QDialog::done :
```

QGIS Info

QGIS Version: 2.99.0-Master
QGIS code revision: commit:82644fb37f
Compiled against Qt: 5.9.2
Running against Qt: 5.9.2
Compiled against GDAL: 2.2.2
Running against GDAL: 2.2.2

System Info

CPU Type: x86_64
Kernel Type: winnt
Kernel Version: 6.1.7601

History

#1 - 2017-11-14 03:19 PM - Giovanni Manghi

- *Regression?* changed from *No* to *Yes*
- *Priority* changed from *Normal* to *High*
- *Category* changed from *Unknown* to *Map Legend*

#2 - 2018-01-15 05:27 AM - Nyal Dawson

- *Status* changed from *Open* to *Feedback*

There's not enough detail here to action this report, and the stacktrace is invalid (it may have been using out-of-date debug symbols, or an earlier version of the crash handler).

#3 - 2018-01-24 09:12 AM - Nyal Dawson

- *Resolution* set to *not reproducible*
- *Status* changed from *Feedback* to *Closed*

Closed due to lack of feedback