

QGIS Application - Bug report #17616

qgis crash when moving a georef raster in the list of the layers

2017-12-04 10:15 AM - Lee Han

Status: Closed	
Priority: High	
Assignee:	
Category: Rasters	
Affected QGIS version: master	Regression?: Yes
Operating System:	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: not reproducible
Crashes QGIS or corrupts data: Yes	Copied to github as #: 25513

Description

It happens very often. When I just have georeferenced and added a raster in the canvas, moving it the layer windows makes qgis freezes then crashes.

(rasters are on a local network if it helps)

User Feedback

Report Details

Crash ID: d22c4ba134070fe7c524a52662e070f58bb91bea

Stack Trace

```
QgsMapCanvas::setMapTool qgsmapcanvas.cpp:1617
QgisApp::activateDeactivateLayerRelatedActions qgisapp.cpp:11522
QtPrivate::FunctorCall<QtPrivate::IndexesList<0>,QtPrivate::List<QgsMapLayer *>,void,void (__thiscall
QgisApp::*)(QgsMapLayer *)>::call qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgisApp::*)(QgsMapLayer *)>::call<QtPrivate::List<QgsMapLayer *>,void>
qobjectdefs_impl.h:169
QtPrivate::QSlotObject<void (__thiscall QgisApp::*)(QgsMapLayer *),QtPrivate::List<QgsMapLayer *>,void>::impl
qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QgsLayerTreeView::onCurrentChanged qgslyartreeview.cpp:231
QtPrivate::FunctorCall<QtPrivate::IndexesList<>,QtPrivate::List<>,void,void (__thiscall QgsLayerTreeView::*)(void)>::call
qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgsLayerTreeView::*)(void)>::call<QtPrivate::List<>,void> qobjectdefs_impl.h:169
QtPrivate::QSlotObject<void (__thiscall QgsLayerTreeView::*)(void),QtPrivate::List<>,void>::impl qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QAbstractItemView::rowsAboutToBeRemoved :
QItemSelectionModel::qt_static_metacall :
QMetaObject::activate :
QMetaObject::activate :
QAbstractItemModel::beginRemoveRows :
QgsLayerTreeModel::nodeWillRemoveChildren qgslyartreemodel.cpp:709
QtPrivate::FunctorCall<QtPrivate::IndexesList<0,1,2>,QtPrivate::List<QgsLayerTreeNode *,int,int>,void,void (__thiscall
QgsLayerTreeModel::*)(QgsLayerTreeNode *,int,int)>::call qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgsLayerTreeModel::*)(QgsLayerTreeNode
*,int,int)>::call<QtPrivate::List<QgsLayerTreeNode *,int,int>,void> qobjectdefs_impl.h:169
QtPrivate::QSlotObject<void (__thiscall QgsLayerTreeModel::*)(QgsLayerTreeNode *,int,int),QtPrivate::List<QgsLayerTreeNode
*,int,int>,void>::impl qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QtPrivate::FunctorCall<QtPrivate::IndexesList<0,1,2>,QtPrivate::List<QgsLayerTreeNode *,int,int>,void,void (__thiscall
QgsLayerTreeNode::*)(QgsLayerTreeNode *,int,int)>::call qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgsLayerTreeNode::*)(QgsLayerTreeNode
*,int,int)>::call<QtPrivate::List<QgsLayerTreeNode *,int,int>,void> qobjectdefs_impl.h:169
```

```
QtPrivate::QSlotObject<void (__thiscall QgsLayerTreeNode::*)(QgsLayerTreeNode *,int,int),QtPrivate::List<QgsLayerTreeNode
*,int,int>,void>::impl qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QgsLayerTreeNode::removeChildrenPrivate qgslyartreenode.cpp:239
QgsLayerTreeGroup::removeChildren qgslyartreegroup.cpp:163
QgsLayerTreeModel::removeRows qgslyartreemodel.cpp:1064
QAbstractItemView::autoScrollMargin :
QAbstractItemView::startDrag :
QAbstractItemView::startDrag :
QAbstractItemView::mouseMoveEvent :
QTreeViewPrivate::itemDecorationAt :
QTreeView::mouseMoveEvent :
QWidget::event :
QWidgetItem::isEmpty :
RtlInitUnicodeString :
QFrame::event :
QAbstractScrollArea::viewportEvent :
QAbstractItemView::viewportEvent :
QGestureEvent::widget :
QGestureRecognizer::unregisterRecognizer :
QGestureRecognizer::unregisterRecognizer :
QTreeView::viewportEvent :
QStackedWidget::trUtf8 :
QAbstractScrollArea::eventFilter :
QListData::shared_null :
```

QGIS Info

QGIS Version: 2.99.0-Master
QGIS code revision: commit:d0e927a84f
Compiled against Qt: 5.9.2
Running against Qt: 5.9.2
Compiled against GDAL: 2.2.3
Running against GDAL: 2.2.3

System Info

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

History

#1 - 2017-12-06 04:42 PM - Giovanni Manghi

- Priority changed from Normal to High
- Status changed from Open to Feedback
- Subject changed from *qgis crash when moving a georef raster in the list of the layers.* to *qgis crash when moving a georef raster in the list of the layers*

What about if the georeferenced raster is saved on a local drive?

What about if you load the georeferenced raster in a fresh project, both from a local network or from a local drive?

#2 - 2017-12-06 04:42 PM - Giovanni Manghi

I assume that following the very same steps is all ok on 2.1.14?

#3 - 2018-02-13 10:49 AM - Nyal Dawson

- Resolution set to not reproducible

- *Status changed from Feedback to Closed*

Closing due to lack of feedback