

QGIS Application - Bug report #17857

QGIS crashes upon exit

2018-01-15 05:33 PM - Kurt Menke

Status: Closed
Priority: Normal
Assignee:
Category: Unknown
Affected QGIS version: master
Operating System: Windows 10 64 bit
Pull Request or Patch supplied:
Crashes QGIS or corrupts data:

Regression?: No
Easy fix?: No
Resolution: fixed/implemented
Copied to github as #: 25752

Description

User Feedback

QGIS 2.99 crashes upon exit. It can either be closing a new empty project or after working in an existing project. In either case, every time I shut down I get this crash message.

Report Details

Crash ID: 9ed3306a7c877999da68082ebf1fb34a00fee032

Stack Trace

```
QAction::setEnabled :
QgisApp::refreshActionFeatureAction qgisapp.cpp:11902
QtPrivate::FunctorCall<QtPrivate::IndexesList<>,QtPrivate::List<>,void,void (__cdecl QgisApp::*)(void) __ptr64>::call
qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__cdecl QgisApp::*)(void) __ptr64>::call<QtPrivate::List<>,void> qobjectdefs_impl.h:170
QtPrivate::QSlotObject<void (__cdecl QgisApp::*)(void) __ptr64,QtPrivate::List<>,void>::impl qobject_impl.h:121
QMetaObject::activate :
QgsMapLayerActionRegistry::changed moc_qgsmaplayeractionregistry.cpp:284
QgsMapLayerActionRegistry::removeMapLayerAction qgsmaplayeractionregistry.cpp:137
QgsMapLayerAction::~QgsMapLayerAction qgsmaplayeractionregistry.cpp:50
QgsMapLayerAction::~`scalar deleting destructor' :
QObjectPrivate::deleteChildren :
QWidget::~QWidget :
QgisApp::~QgisApp qgisapp.cpp:1420
QgisApp::~`vector deleting destructor' :
main main.cpp:1432
WinMain mainwin.cpp:128
__scrt_common_main_seh exe_common.inl:253
BaseThreadInitThunk :
RtlUserThreadStart :
```

QGIS Info

QGIS Version: 2.99.0-Master
QGIS code revision: commit:d87c60512c
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: 10.0.16299

History

#1 - 2018-01-15 08:36 PM - Nyal Dawson

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

This has already been fixed in newer builds