

QGIS Application - Bug report #18553

Advanced Digitizing Tool - Crash on Rotate Feature

2018-03-27 07:59 AM - Damien Smith

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Digitising	
Affected QGIS version:	3.1(master)	Regression?: No
Operating System:	Windows 10 x64	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 26441

Description

Had the following crash when rotating a polygon in a shp file. I think I may have right-clicked to cancel the rotation before attempting again, then it crashed.

User Feedback

Report Details

Crash ID: fa7b3da6819d15fd37f74c89ff011ba8c4919fca

Stack Trace

QGraphicsItem::pos :
QGraphicsItem::x :
QgsMapToolSelect::tr :
QgsRelationReferenceWidget::addEntry :
QWidget::event :
QFrame::event :
QGraphicsView::viewportEvent :
QCoreApplicationPrivate::sendThroughObjectEventFilters :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsRendererAbstractMetadata::~QgsRendererAbstractMetadata :
QCoreApplication::notifyInternal2 :
QApplicationPrivate::sendMouseEvent :
QSizePolicy::QSizePolicy :
QSizePolicy::QSizePolicy :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsRendererAbstractMetadata::~QgsRendererAbstractMetadata :
QCoreApplication::notifyInternal2 :
QGuiApplicationPrivate::processMouseEvent :
QWindowSystemInterface::sendWindowSystemEvents :
QEventDispatcherWin32::processEvents :
DispatchMessageW :
DispatchMessageW :
QEventDispatcherWin32::processEvents :
qt_plugin_query_metadata :
QEventLoop::exec :
QCoreApplication::exec :
QgsMapToolSelect::tr :
BaseThreadInitThunk :
RtlUserThreadStart :

QGIS Info

QGIS Version: 3.1.0-Master

QGIS code revision: commit:615823653c

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: 10.0.10586

History

#1 - 2018-03-27 09:07 AM - Nyal Dawson

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

That's been fixed already - in a newer build