

QGIS Application - Bug report #19444

QGIS 3.2.0 crash while intersecting vector layers

2018-07-18 12:47 PM - Ricardo Gonzalez

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Vectors	
Affected QGIS version:	3.2	Regression?: No
Operating System:	W-10	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 27272
Description		
User Feedback		
Crashed while intersecting (trying to) two vector layers with selected items on each of them. (Actually, both layers are equal, one copy of the other).		
Report Details		
Crash ID: a97cde95ca25d98a2ca9bc870c81e10227711ad8		
Stack Trace		
QgsNativeAlgorithms::tr : Vector3D::standardise : QgsProcessingAlgorithm::runPrepared : QgsProcessingAlgRunnerTask::run : PyInit_core : QgsTask::start : QThreadPoolPrivate::reset : QThread::start : BaseThreadInitThunk : RtlUserThreadStart :		
QGIS Info		
QGIS Version: 3.2.0-Bonn QGIS code revision: commit:bc43194061 Compiled against Qt: 5.9.2 Running against Qt: 5.9.2 Compiled against GDAL: 2.2.4 Running against GDAL: 2.2.4		
System Info		
CPU Type: x86_64 Kernel Type: winnt Kernel Version: 10.0.17134		

History

#1 - 2018-07-20 07:55 AM - Nyal Dawson

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

This is fixed in 3.2.1 (Duplicate of #19324)

