

QGIS Application - Bug report #21247

Crash on export in any format to Arch E 600 dpi when using a lyer with inverted polygons and shapeburst symbology

2019-02-12 07:38 PM - Adje Prado

Status:	Open	
Priority:	High	
Assignee:		
Category:	Map Composer/Printing	
Affected QGIS version:	3.4.4	Regression?: No
Operating System:	Windows 10	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 29065
Description		
Hi there, I've tried exporting in SVG, JPEG and PDF a number of times from Layout Editor, QGIS 3.4.4 crashed every time (crash report below). The map did export to ANSI E without problem. See also: #21247-4 Crash ID: abb1f592ce0867410d32920fd44deaa30d189ebb Stack Trace QColorProfile::fromSRgb : QVectorPath::convertToPainterPath : QRasterPaintEngine::fillRect : QRasterPaintEngine::drawImage : QPainter::drawImage : QgsShapeburstFillSymbolLayer::renderPolygon : QgsFillSymbol::renderPolygonUsingLayer : QgsFillSymbol::renderPolygon : QgsSymbol::renderFeature : QgsFeatureRenderer::renderFeature : QgsInvertedPolygonRenderer::stopRender : QgsVectorLayerLabelProvider::registerFeature : QgsVectorLayerLabelProvider::registerFeature : QgsMapRendererCustomPainterJob::doRender : QgsMapRendererCustomPainterJob::start : QgsMapRendererCustomPainterJob::renderSynchronously : QgsLayoutItemMap::drawMap : QgsLayoutItemMap::paint : QGraphicsScene::dragMoveEvent : QGraphicsItem::dragMoveEvent : QGraphicsEffectSource::draw : QgsLayoutEffect::draw : QGraphicsScene::drawItems : QGraphicsScene::drawItems : QGraphicsScene::render : QgsLayoutExporter::renderRegion : QgsLayoutExporter::renderPage : QgsLayoutExporter::exportToSvg : QgsDatumTransformTableModel::columnCount :		

QMetaObject::activate :
QAction::activate :
QMenu::actionGeometry :
QMenu::actionGeometry :
QMenu::mousePressEvent :
QWidget::event :
QMenu::event :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsApplication::notify :
QCoreApplication::notifyInternal2 :
QApplicationPrivate::sendMouseEvent :
QSizePolicy::QSizePolicy :
QSizePolicy::QSizePolicy :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsApplication::notify :
QCoreApplication::notifyInternal2 :
QGuiApplicationPrivate::processMouseEvent :
QWindowSystemInterface::sendWindowSystemEvents :
QEventDispatcherWin32::processEvents :
CallWindowProcW :
DispatchMessageW :
QEventDispatcherWin32::processEvents :
qt_plugin_query_metadata :
QEventLoop::exec :
QCoreApplication::exec :
main :
BaseThreadInitThunk :
RtlUserThreadStart :

QGIS Info

QGIS Version: 3.4.4-Madeira
QGIS code revision: f6ddc62fdb
Compiled against Qt: 5.11.2
Running against Qt: 5.11.2
Compiled against GDAL: 2.4.0
Running against GDAL: 2.4.0

System Info

CPU Type: x86_64
Kernel Type: winnt
Kernel Version: 10.0.17134

History

#1 - 2019-02-12 07:44 PM - Giovanni Manghi

- Status changed from Open to Feedback
- Assignee deleted (Adje Prado)
- Crashes QGIS or corrupts data changed from No to Yes

Was this an issue on 2.18?

#2 - 2019-03-08 10:39 AM - Giovanni Manghi

Tried a number of times with a random project and didn't get any crash. Possibly is project dependent? Does it crash with the same layout configurations and a simple project?

#3 - 2019-03-23 01:21 AM - Adje Prado

Giovanni Manghi wrote:

Tried a number of times with a random project and didn't get any crash. Possibly is project dependent? Does it crash with the same layout configurations and a simple project?

Just tried again with a different project (some of the files were the same though) and I got the crash. Last time I had gotten close to exhausting my memory, but this time I was only at about 60%. I'm using a different computer and version 3.6. Will test some more with this computer over the weekend. Here's the Stack trace:

Crash ID: ae19ac74d239e7b0a2fa23f4ca3b7aee161bf2fc

Stack Trace

QColorProfile::fromSRgb :
QVectorPath::convertToPainterPath :
QRasterPaintEngine::fillRect :
QRasterPaintEngine::drawImage :
QPainter::drawImage :
QgsShapeburstFillSymbolLayer::renderPolygon :
QgsFillSymbol::renderPolygonUsingLayer :
QgsFillSymbol::renderPolygon :
QgsSymbol::renderFeature :
QgsFeatureRenderer::renderFeature :
QgsInvertedPolygonRenderer::stopRender :
QgsVectorLayerLabelProvider::registerFeature :
QgsPaintEffectMetadata::widgetFunction :
QgsMapRendererCustomPainterJob::doRender :
QgsMapRendererCustomPainterJob::start :
QgsMapRendererCustomPainterJob::renderSynchronously :
QgsLayoutItemMap::drawMap :
QgsLayoutItemMap::paint :
QGraphicsScene::dragMoveEvent :
QGraphicsItem::dragMoveEvent :
QGraphicsEffectSource::draw :
QgsLayoutEffect::draw :
QGraphicsScene::drawItems :
QGraphicsScene::drawItems :
QGraphicsScene::render :
QgsLayoutExporter::renderRegion :
QgsLayoutExporter::renderPage :
QgsLayoutExporter::printPrivate :
QgsLayoutExporter::exportToPdf :
QgisApp::actionAddWcsLayer :

QMetaObject::activate :
QAction::activate :
QMenu::actionGeometry :
QMenu::actionGeometry :
QMenu::mouseReleaseEvent :
QWidget::event :
QMenu::event :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsApplication::notify :
QCoreApplication::notifyInternal2 :
QApplicationPrivate::sendMouseEvent :
QSizePolicy::QSizePolicy :
QSizePolicy::QSizePolicy :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsApplication::notify :
QCoreApplication::notifyInternal2 :
QGuiApplicationPrivate::processMouseEvent :
QWindowSystemInterface::sendWindowSystemEvents :
QEventDispatcherWin32::processEvents :
CallWindowProcW :
DispatchMessageW :
QEventDispatcherWin32::processEvents :
qt_plugin_query_metadata :
QEventLoop::exec :
QCoreApplication::exec :
main :
BaseThreadInitThunk :
RtlUserThreadStart :

QGIS Info

QGIS Version: 3.6.0-Noosa
QGIS code revision: 58734527ab
Compiled against Qt: 5.11.2
Running against Qt: 5.11.2
Compiled against GDAL: 2.4.0
Running against GDAL: 2.4.0

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#4 - 2019-03-23 02:48 AM - Adje Prado

After a bit of testing, I think it has to do with inverted polygons with a shapeburst fill (which I'm using as a mask layer). Without the layer it works fine, but with it, there's the crash. I thought maybe the mask polygon was invalid or something, but I ran "check validity" and it was fine. Also, the export works without a problem if it's a simple fill in an inverted polygon. It seems like it's a bug related specifically with shapeburst fill and inverted polygons.

#5 - 2019-03-23 11:47 AM - Giovanni Manghi

- Subject changed from *Crash on export in any format to Arch E 600 dpi* to *Crash on export in any format to Arch E 600 dpi when using a lyer with inverted polygons and shapeburst symbology*
- Description updated
- Status changed from *Feedback* to *Open*

#6 - 2019-03-23 04:10 PM - Jürgen Fischer

- Description updated