

## QGIS Application - Bug report #3531

### Bug: QgisApp instance never delete

2011-02-28 05:47 AM - 05092009 -

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	nobody -	
<b>Category:</b>	GUI	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 13591
<b>Description</b>		
<p>By the time application finishes, [[QgisApp]] instance won't be deleted. It happens, because it's constructor is never called. Instance of [[QgisApp]] is created in function main(main.cpp), but main finishes with myApp.exec(). So when application will be about to close, instance will still be in the memory and won't be deleted.</p>		

## History

### #1 - 2011-04-16 08:07 AM - Anne Ghisla

Which are the steps and the setup to reproduce this bug?

### #2 - 2011-04-17 06:28 AM - 05092009 -

Just set a breakpoint in [[QgisApp]]'s destructor, and close application. Debugger won't go there.

Try to have a look on the code. [[QgisApp]], as you know, is a singleton. It's instance is created in function main (main.cpp), but instance should be deleted in a straightforward way, by calling delete. Instead of these, no delete called and main just returns QApplication's exec.

That causes all the data, associated with [[QgisApp]] to stay in memory 4ever.

### #3 - 2011-04-17 10:27 AM - Martin Dobias

- Resolution set to fixed

- Status changed from Open to Closed

Fixed in commit:99a32059 (SVN r15752)