

QGIS Application - Bug report #5024

Qgis crashes when moving a point

2012-02-15 09:48 AM - Leyan Ouyang

Status:	Closed	
Priority:	Normal	
Assignee:	Jürgen Fischer	
Category:		
Affected QGIS version:	master	Regression?: No
Operating System:	Linux	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 14800
Description		
On latest git version, Qgis crashes when selecting a point just after moving it. Steps to reproduce: - Start Qgis on a blank project - Add a new shapefile layer of type point - Create a point - Move it - Click on it again Backtrace from gdb : <pre>(gdb) bt #0 0xb7fdd424 in __kernel_vsyscall () #1 0xb3fdd02f in raise () from /lib/libc.so.6 #2 0xb3fde9b5 in abort () from /lib/libc.so.6 #3 0x0816237a in myMessageOutput (type=QtFatalMsg, msg=0x8f7a898 "ASSERT failure in QList<T>::operator[]: \"index out of range\", file /usr/include/QtCore/qlist.h, line 477") at /home/qgis/Quantum-GIS/src/app/main.cpp:205 #4 0xb4fbc545 in qt_message_output(QtMsgType, char const*) () from /usr/lib/libQtCore.so.4 #5 0xb4fbc79b in ?? () from /usr/lib/libQtCore.so.4 #6 0xb4fbc8b8 in qFatal(char const*, ...) () from /usr/lib/libQtCore.so.4 #7 0xb4fbc8fd in qt_assert_x(char const*, char const*, char const*, int) () from /usr/lib/libQtCore.so.4 #8 0x08269166 in QList<QgsVertexEntry*>::operator[] (this=0x8f7a6d0, i=-1) at /usr/include/QtCore/qlist.h:477 #9 0x0826bce3 in QgsSelectedFeature::isSelected (this=0x8f7a6b0, vertexNr=-1) at /home/qgis/Quantum-GIS/src/app/nodetool/qgsselectedfeature.cpp:358 #10 0x082674c6 in QgsMapToolNodeTool::canvasPressEvent (this=0x8a1dbd8, e=0xbfffe564) at /home/qgis/Quantum-GIS/src/app/nodetool/qgsmaptoolnodetool.cpp:405 #11 0xb548a9e2 in QgsMapCanvas::mousePressEvent (this=0x8879280, e=0xbfffe564) at /home/qgis/Quantum-GIS/src/gui/qgsmapcanvas.cpp:918 #12 0xb462bd98 in QWidget::event(QEvent*) () from /usr/lib/libQtGui.so.4 #13 0xb4a43fa5 in QFrame::event(QEvent*) () from /usr/lib/libQtGui.so.4 #14 0xb4ad6f71 in QAbstractScrollArea::viewportEvent(QEvent*) () from /usr/lib/libQtGui.so.4 #15 0xb4caa3ac in QGraphicsView::viewportEvent(QEvent*) () from /usr/lib/libQtGui.so.4 #16 0xb4ad96f6 in ?? () from /usr/lib/libQtGui.so.4 #17 0xb50dad16 in QApplicationPrivate::sendThroughObjectEventFilters(QObject*, QEvent*) () from /usr/lib/libQtCore.so.4 #18 0xb45d18e2 in QApplicationPrivate::notify_helper(QObject*, QEvent*) () from /usr/lib/libQtGui.so.4 #19 0xb45d7a30 in QApplication::notify(QObject*, QEvent*) () from /usr/lib/libQtGui.so.4 #20 0xb57d01ff in QgsApplication::notify (this=0xbfffee40, receiver=0x87df0f0, event=0xbfffe564) at /home/qgis/Quantum-GIS/src/core/qgsapplication.cpp:195 #21 0xb50dab7e in QApplication::notifyInternal(QObject*, QEvent*) () from /usr/lib/libQtCore.so.4</pre>		

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#22 0xb45d28d5 in QApplicationPrivate::sendMouseEvent(QWidget*, QMouseEvent*, QWidget*, QWidget*, QWidget**,  
QPointer<QWidget>&, bool) ()  
    from /usr/lib/libQtGui.so.4  
#23 0xb465baf4 in ?? () from /usr/lib/libQtGui.so.4  
#24 0xb465aadd in QApplication::x11ProcessEvent(_XEvent*) () from /usr/lib/libQtGui.so.4  
#25 0xb468562c in ?? () from /usr/lib/libQtGui.so.4  
#26 0xb3c7401f in g_main_context_dispatch () from /usr/lib/libglib-2.0.so.0  
#27 0xb3c74750 in ?? () from /usr/lib/libglib-2.0.so.0  
#28 0xb3c749ea in g_main_context_iteration () from /usr/lib/libglib-2.0.so.0  
---Type <return> to continue, or q <return> to quit---  
#29 0xb510d677 in QEventDispatcherGlib::processEvents(QFlags<QEventLoop::ProcessEventsFlag>) () from  
/usr/lib/libQtCore.so.4  
#30 0xb468522a in ?? () from /usr/lib/libQtGui.so.4  
#31 0xb50d970d in QEventLoop::processEvents(QFlags<QEventLoop::ProcessEventsFlag>) () from /usr/lib/libQtCore.so.4  
#32 0xb50d99a9 in QEventLoop::exec(QFlags<QEventLoop::ProcessEventsFlag>) () from /usr/lib/libQtCore.so.4  
#33 0xb50debda in QApplication::exec() () from /usr/lib/libQtCore.so.4  
#34 0xb45cf774 in QApplication::exec() () from /usr/lib/libQtGui.so.4  
#35 0x0816443d in main (argc=1, argv=0xbffff1a4) at /home/qgis/Quantum-GIS/src/app/main.cpp:787
```

Associated revisions

Revision 6b07241f - 2012-02-15 07:16 PM - Jürgen Fischer

fix #5017 and fix #5024

History

#1 - 2012-02-15 09:51 AM - Jürgen Fischer

- Priority changed from 6 to Normal

#2 - 2012-02-15 09:54 AM - Giovanni Manghi

Not replicable here on Ubuntu 64bit. Does it happen with **all** point layers? just with point layers?

#3 - 2012-02-15 09:56 AM - Jürgen Fischer

- Assignee set to Jürgen Fischer

Giovanni Manghi wrote:

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it happens, when you use the nodetool to move the point.

#4 - 2012-02-15 09:57 AM - Giovanni Manghi

Jürgen Fischer wrote:

Giovanni Manghi wrote:

Not replicable here on Ubuntu 64bit. Does it happen with **all** point layers? just with point layers?

it happens, when you use the nodetool to move the point.

right, I just figured it.

#5 - 2012-02-15 10:17 AM - Jürgen Fischer

- Status changed from Open to Closed

- % Done changed from 0 to 100

Fixed in changeset commit:"6b07241f2447030bd5c9be374975d585ce0c15b2".

#6 - 2012-02-15 10:45 AM - Leyan Ouyang

The original issue disappeared, thanks !

However it seems the snapping of points doesn't work anymore because of this patch. For example, if I want to use snapping on a segment and move a point using node tool, the point will not snap to the line, but go a certain distance away. If I follow the line while continuously holding the mouse button, the point will follow and remain at the same distance.

#7 - 2012-02-15 10:48 AM - Giovanni Manghi

Koxinga Koxinga wrote:

The original issue disappeared, thanks !

However it seems the snapping of points doesn't work anymore because of this patch. For example, if I want to use snapping on a segment and move a point using node tool, the point will not snap to the line, but go a certain distance away. If I follow the line while continuously holding the mouse button, the point will follow and remain at the same distance.

please file a separate ticket