

QGIS Application - Bug report #18678

System crash/logout with temp layer in Layers panel

2018-04-10 04:11 AM - Nathan Perry

|   |                |                               |
|---|----------------|-------------------------------|
| Status:   | Closed         |                               |
| Priority:   | Normal         |                               |
| Assignee:   |                |                               |
| Category:   | Map Legend     |                               |
| Affected QGIS version:  | 3.0.0          | Regression?: Yes              |
| Operating System:   | Mac OS 10.13.3 | Easy fix?: No                 |
| Pull Request or Patch supplied:   | No             | Resolution: fixed/implemented |
| Crashes QGIS or corrupts data:  | Yes            | Copied to github as #: 26566  |
| Description   |                |                               |
| <p>When a temporary memory layer is present in the map legend (Layers panel), hovering the mouse over the temp layer's name will cause unexpected system logout. After logging in and re-starting QGIS, closing and re-opening the Layers panel will allow the temp layer to be selected and deleted.</p> <p>The temp layer that causes the crash is generated by the Polygon to Lines algorithm; other temp layers (such as those created by Check Validity) do not cause the crash.</p> |                |                               |

History

#1 - 2018-04-10 06:33 AM - Nyall Dawson

Can't reproduce on Linux - may be another OSX specific issue

#2 - 2018-04-10 04:50 PM - Nathan Perry

Nyall Dawson wrote:

Can't reproduce on Linux - may be another OSX specific issue

I believe there are known issues related to High Sierra and WindowServer crashes, which may be at play here. But the crash is tied to a specific action within QGIS (though I couldn't possibly guess why hovering the cursor over a specific type of layer would cause a crash at the system level).

#3 - 2018-12-27 05:02 PM - Nyall Dawson

- Status changed from Open to Feedback

Please test with 3.4

#4 - 2018-12-27 05:26 PM - Nathan Perry

Nyall Dawson wrote:

Please test with 3.4

Can't reproduce on 3.4.2

**#5 - 2018-12-27 08:21 PM - Nyal Dawson**

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