

QGIS Application - Bug report #10355

crash: switching to inverted polygon symbology while a layer has show feature count activated will crash QGIS

2014-05-26 02:11 AM - Mathieu Pellerin - nIRV

<b>Status:</b>	Closed	
<b>Priority:</b>	Severe/Regression	
<b>Assignee:</b>	Hugo Mercier	
<b>Category:</b>	Symbology	
<b>Affected QGIS version:</b>	master	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	Yes	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	Yes	<b>Copied to github as #:</b> 18776
<b>Description</b>		
Steps to reproduce: 1. Create a new project 2. Add a layer to the project (I'm trying with a polygon shapefile but it'll probably work with any data source) 3. Right click on the layer and activate [x] show feature count 4. Open the layer's symbology property window, and switch the renderer to Inverted Polygon 5. Click on ok 6. <b>boom</b> crash		

Associated revisions

Revision 3fe12df5 - 2014-06-10 06:54 AM - Martin Dobias

Fix #10355 (crash) and #10338 (overlapping polygons) in inverted polygon renderer

Conflicts:

```
python/core/symbology-ng/qgsinvertedpolygonrenderer.sip
src/core/symbology-ng/qgsinvertedpolygonrenderer.cpp
src/core/symbology-ng/qgsinvertedpolygonrenderer.h
src/gui/symbology-ng/qgsinvertedpolygonrendererwidget.cpp
src/gui/symbology-ng/qgsinvertedpolygonrendererwidget.h
```

History

#1 - 2014-05-26 02:21 AM - Hugo Mercier

Thanks.  
I've fixed it, it will be part of an upcoming PR

#2 - 2014-05-27 12:20 AM - Hugo Mercier  
- Pull Request or Patch supplied changed from No to Yes

Submitted here  
<https://github.com/qgis/QGIS/pull/1393>

#3 - 2014-06-09 10:16 PM - Martin Dobias

- *Status changed from Open to Closed*

Fixed in changeset commit:"3fe12df5077de36005d2a4550310b6dc08fc9757".