

## QGIS Application - Bug report #10684

### crasher: selecting nodes from multiple inner rings and attempting to delete those kills QGIS

2014-06-23 06:33 PM - Mathieu Pellerin - nIRV

<b>Status:</b> Closed	
<b>Priority:</b> Severe/Regression	
<b>Assignee:</b> Jürgen Fischer	
<b>Category:</b> Digitising	
<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> No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 19082
<b>Description</b>	
<b>Steps to reproduce:</b>	
<ol style="list-style-type: none"><li>1. Open the attached crash_me project</li><li>2. Activate the edit mode for the crash_me layer</li><li>3. Using the node tool, select nodes from <i>all</i> the inner rings of the layer polygon</li><li>4. Delete the nodes via the Delete, i.e. Del, keyboard shortcut</li><li>5. <b>boom</b> crash</li></ol>	
IMO, if all the nodes of given inner ring(s) are selected, the inner ring should be removed. Beyond that, if the suggested behavior isn't desirable, the crasher still needs fixing :)	
<b>Related issues:</b>	
Duplicates QGIS Application - Bug report # 9770: Removal of nodes can create ...	<b>Closed</b> <b>2014-03-12</b>

#### Associated revisions

##### Revision c686c4fe - 2014-06-25 12:39 PM - Jürgen Fischer

geometry: allow removing parts and rings or geometries by removing all vertices  
(fixes #10684)

#### History

##### #1 - 2014-06-23 11:03 PM - Jürgen Fischer

- *Category changed from Vectors to Digitising*

##### #2 - 2014-06-24 01:46 AM - Giovanni Manghi

On Linux is a complete freeze, but it does not change a lot... The issue was already there in 2.2, but not 2.0.1

##### #3 - 2014-06-24 09:28 AM - Jürgen Fischer

- *Assignee set to Jürgen Fischer*

##### #4 - 2014-06-25 03:40 AM - Jürgen Fischer

- *Status changed from Open to Closed*

Fixed in changeset commit:"c686c4fed8b31b3f691c23efbc94169a23566fe2".

#### Files

