

QGIS Application - Bug report #1089

Crash when zooming in on rendered composer map

2008-05-15 07:34 AM - Steven Bell -

Status: Closed	
Priority: Low	
Assignee: Marco Hugentobler	
Category:	
Affected QGIS version:	Regression?: No
Operating System: Debian	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed
Crashes QGIS or corrupts data:	Copied to github as #: 11149

Description

Qgis crashes when I zoom in on a composer map in render mode. To reproduce the problem:

- Open a new project
- Add a vector layer
- Open the print composer
- Add a map to the canvas
- Set the map to render mode
- Zoom in

I was able to reproduce the bug with multiple vector datasets, including archsites.shp.

The bug was introduced in r8440.

I got different backtraces when using different layers; there might actually be more than one bug involved.

```
#0 0xb765a3d1 in QPainter::isActive () from /usr/lib/libQtGui.so.4
#3905 0xb765fca5 in QPainter::save () from /usr/lib/libQtGui.so.4
#3906 0xb7663d1c in ?? () from /usr/lib/libQtGui.so.4
#3907 0xb766624c in QPainter::drawRects () from /usr/lib/libQtGui.so.4
#3908 0xb7666795 in QPainter::drawImage () from /usr/lib/libQtGui.so.4
#3909 0xb7163cab in QPainter::drawImage ()
    from /usr/local/lib/libqgis_core.so.0.11
#3910 0xb715f04b in [[QgsVectorLayer]]::drawFeature ()
    from /usr/local/lib/libqgis_core.so.0.11
#3911 0xb715f8b2 in [[QgsVectorLayer]]::draw ()
    from /usr/local/lib/libqgis_core.so.0.11
#3912 0xb712875d in [[QgsMapRender]]::render ()
    from /usr/local/lib/libqgis_core.so.0.11
#3913 0x08228c99 in [[QgsComposerMap]]::draw ()
#10 0x08229456 in [[QgsComposerMap]]::paint ()
#3914 0xb7aeb021 in ?? () from /usr/lib/libQtGui.so.4
#3915 0xb7aee55e in ?? () from /usr/lib/libQtGui.so.4
#3916 0xb7aeffc3 in QGraphicsScene::drawItems () from /usr/lib/libQtGui.so.4
#3917 0xb7b022ac in QGraphicsView::drawItems () from /usr/lib/libQtGui.so.4
...
```

On some occasions, I got several warning messages before the program crashed:

Warning: QPainter::begin: A paint device can only be painted by one painter at a time.

Warning: QPaintEngine::setSystemClip: Should not be changed while engine is active

Warning: QPaintEngine::setSystemClip: Should not be changed while engine is active

Warning: QPainter::clipPath: Painter not active

```
#0 0xb76320dc in QPainter::worldMatrixEnabled () from /usr/lib/libQtGui.so.4
#3905 0xb758df04 in QWidgetPrivate::paintSiblingsRecursive ()
    from /usr/lib/libQtGui.so.4
#3906 0xb758d406 in QWidgetPrivate::drawWidget () from /usr/lib/libQtGui.so.4
#3907 0xb76eee9d in ?? () from /usr/lib/libQtGui.so.4
#3908 0xb76ef627 in ?? () from /usr/lib/libQtGui.so.4
#3909 0xb759318f in QWidget::event () from /usr/lib/libQtGui.so.4
#3910 0xb78e57e5 in QMainWindow::event () from /usr/lib/libQtGui.so.4
#3911 0xb753bc0c in QApplicationPrivate::notify_helper ()
    from /usr/lib/libQtGui.so.4
#3912 0xb7540898 in QApplication::notify () from /usr/lib/libQtGui.so.4
#3913 0xb7e6b6a9 in QCoreApplication::notifyInternal ()
    from /usr/lib/libQtCore.so.4
#10 0xb75bec91 in QWidgetPrivate::dirtyWidget_sys ()
    from /usr/lib/libQtGui.so.4
#3914 0xb76ed6b0 in ?? () from /usr/lib/libQtGui.so.4
#3915 0xb76ef399 in QWidget::repaint () from /usr/lib/libQtGui.so.4
#3916 0xb7589548 in QWidget::repaint () from /usr/lib/libQtGui.so.4
#3917 0xb787b7bd in ?? () from /usr/lib/libQtGui.so.4
#3918 0xb787ba3b in QAbstractButton::mousePressEvent ()
    from /usr/lib/libQtGui.so.4
#3919 0xb7954bdc in QToolButton::mousePressEvent () from /usr/lib/libQtGui.so.4
#3920 0xb75934a4 in QWidget::event () from /usr/lib/libQtGui.so.4
#3921 0xb787aaff in QAbstractButton::event () from /usr/lib/libQtGui.so.4
#3922 0xb79544b4 in QToolButton::event () from /usr/lib/libQtGui.so.4
#3923 0xb753bc0c in QApplicationPrivate::notify_helper ()
    from /usr/lib/libQtGui.so.4
#3924 0xb7540cd5 in QApplication::notify () from /usr/lib/libQtGui.so.4
#3925 0xb7e6b6a9 in QCoreApplication::notifyInternal ()
    from /usr/lib/libQtCore.so.4
#3926 0xb753de21 in QApplicationPrivate::sendMouseEvent ()
    from /usr/lib/libQtGui.so.4
#3927 0xb75a7ccd in ?? () from /usr/lib/libQtGui.so.4
#3928 0xb75a66b1 in QApplication::x11ProcessEvent () from /usr/lib/libQtGui.so.4
#3929 0xb75cf3ba in ?? () from /usr/lib/libQtGui.so.4
#3930 0xb6184bf8 in g_main_context_dispatch () from /usr/lib/libglib-2.0.so.0
#3931 0xb6187e5e in ?? () from /usr/lib/libglib-2.0.so.0
#3932 0x08332090 in ?? ()
#3933 0x00000000 in ?? ()
```

History

#1 - 2008-05-16 10:07 AM - Steven Bell -

The first backtrace, with drawImage(), occurs when using a point shapefile.

This backtrace below occurred following the same procedure, but using a polygon shapefile:

```
#0 0xb75dc3d1 in QPainter::isActive () from /usr/lib/libQtGui.so.4
#3905 0xb75de5f8 in QPainter::clipPath () from /usr/lib/libQtGui.so.4
#3906 0xb7684b0e in ?? () from /usr/lib/libQtGui.so.4
#3907 0xb75e029a in ?? () from /usr/lib/libQtGui.so.4
#3908 0xb75e0320 in ?? () from /usr/lib/libQtGui.so.4
#3909 0xb75e100a in QPainter::restore () from /usr/lib/libQtGui.so.4
#3910 0xb7a71fd7 in QGraphicsScene::drawItems () from /usr/lib/libQtGui.so.4
#3911 0xb7a842ac in QGraphicsView::drawItems () from /usr/lib/libQtGui.so.4
#3912 0xb7a8f197 in QGraphicsView::paintEvent () from /usr/lib/libQtGui.so.4
#3913 0xb753d57b in QWidget::event () from /usr/lib/libQtGui.so.4
#10 0xb7872063 in QFrame::event () from /usr/lib/libQtGui.so.4
#3914 0xb7905c0f in QAbstractScrollArea::viewportEvent ()
    from /usr/lib/libQtGui.so.4
#3915 0xb7a8b7cf in QGraphicsView::viewportEvent () from /usr/lib/libQtGui.so.4
#3916 0xb7906f95 in ?? () from /usr/lib/libQtGui.so.4
#3917 0xb7e15a21 in QCoreApplicationPrivate::sendThroughObjectEventFilters ()
    from /usr/lib/libQtCore.so.4
...
```

#2 - 2008-05-17 02:19 AM - Marco Hugentobler

This is a side effect introduced with the rendercontext branch

#3 - 2008-08-25 11:40 PM - Marco Hugentobler

- Resolution set to fixed
- Status changed from Open to Closed

Qt 4.4 and higher seems to have problems if processEvents() is called in the paint event of an item.

I changed the code of [[QgsComposerMap]] such that cache() is not called any more from inside the items paint event. Render mode is disabled and user needs to press 'update preview' button to re-render the map after zoom.

I hope this workaround solves the problem. If not, feel free to reopen the bug

#4 - 2009-08-22 12:57 AM - Anonymous

Milestone Version 1.0.0 deleted