

# QGIS Application - Bug report #1178

## QGIS 0.11.0 crashes when using print composer

2008-07-23 01:00 PM - morgan -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b>	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Linux	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 11238

### Description

I am having exactly the same problem I reported [in 0.10.0](#), now using 0.11.0 from the launchpad repo in kubuntu 8.04.

I do:

File>>Print

Print composer opens

I click "add map" and draw a box

QGIS never draws the map. Nothing happens for 3 or 4 seconds, then QGIS crashes without warning or any feedback at all.

I'm using a mix of [\[\[PostGIS\]\]](#) and Shapefile layers.

Troubleshooters could download *some* of the shapefiles I use [here](#), but I can't make the [\[\[PostGIS\]\]](#) databases public (as they contain personal info)

Here is the output when I run this from the command line

Note that this mentions WGS84. Everything I use is NAD83, and I have expressly set that both as the global default and have QGIS set to prompt for projection when the layer doesn't contain the info.

```
Warning: No valid projection. Unable to set map units.
[[SpatialRefSys]]/ProjectSRProj4String: +proj=longlat +ellps=WGS84 +datum=WGS84 +no_defs
Warning: Throwing exception /build/buildd/qgis-0.11.0/src/core/qgscoordinatetransform.cpp502
Warning: Throwing exception /build/buildd/qgis-0.11.0/src/core/qgscoordinatetransform.cpp225
Warning: Throwing exception /build/buildd/qgis-0.11.0/src/core/qgscoordinatetransform.cpp245
Warning: Transform error caught in /build/buildd/qgis-0.11.0/src/core/qgsmaprender.cpp, line 544
Warning: Throwing exception /build/buildd/qgis-0.11.0/src/core/qgscoordinatetransform.cpp502
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[[SpatialRefSys]]/ProjectSRSProj4String: +proj=longlat +ellps=GRS80 +datum=NAD83 +no\_defs  
Warning: No valid projection. Unable to set map units.  
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Warning: QPainter::setSystemClip: Should not be changed while engine is active  
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Warning: QWidgetPrivate::beginSharedPainter: Painter is already active  
Warning: QPainter::begin: A paint device can only be painted by one painter at a time.  
Warning: QPainter::setSystemClip: Should not be changed while engine is active  
Warning: QPainter::setSystemRect: Should not be changed while engine is active  
\*-----the two above alternate for several pages-----\*  
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Warning: QPainter::clipPath: Painter not active  
Warning: QPainter::save: Painter not active  
Warning: QPainter::resetMatrix: Painter not active  
Warning: QPainter::restore: Painter not active  
Warning: QPainter::clipPath: Painter not active  
Segmentation fault  
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## History

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### #1 - 2008-08-25 11:53 PM - Marco Hugentobler

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

This should be fixed now with the merge of the composer branch.

Marco

### #2 - 2009-08-22 12:57 AM - Anonymous

Milestone Version 1.0.0 deleted