QGIS Application - Bug report #1248
QgsGeometry.Union causes Segfault when unioning multi-polyon features

2008-08-26 06:58 AM - cfarmer -

Status:	Closed			
Priority:	Low			
Assignee:	Jürgen Fischer			
Category:	Vectors			
Affected QGIS version:			**Regression?:**	No
Operating System:	Linux		**Easy fix?:**	No
Pull Request or Patch supplied:			**Resolution:**	duplicate
Crashes QGIS or corrupts data:			**Copied to github as #:**	11308

Description

When unioning two features using [[QgsGeometry]].Union, if one of the features is a multi-polygon, QGIS crashes without warning.

Example (should combine all geometries of a single layer together through unioning):

geom = [[QgsGeometry]]()
geom2 = [[QgsGeometry]]()
provider.getNextFeature(feat)
geom = feat.geometry()
while provider.getNextFeature(feat):
   geom2 = feat.geometry()
   geom = geom.Union(geom2)

History

#1 - 2008-08-29 02:27 AM - Jürgen Fischer

- Resolution set to duplicate

- Status changed from Open to Closed

Looks like this is the same problem as #777. Union is simply called with a geometry that has already been destructed.

getNextFeature deletes the geometry of the first feature and therefore the geometry you retrieved earlier becomes invalid.

If you copy the geometry the crash disappears:

   geom = [[QgsGeometry]]()

   p = iface.getMapCanvas().currentLayer().dataProvider()

   f = [[QgsFeature]]()
   p.getNextFeature(f)
   geom = [[QgsGeometry]](f.geometry())

   while p.getNextFeature(f):
    geom = geom.Union(f.geometry())

   f = [[QgsFeature]]()
   f.setGeometry(geom)
   p.addFeatures([f])

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

Milestone Version 1.0.0 deleted