crasher: cycling through the symbology renderers back and forth crashes QGIS

Status: Closed
Priority: Severe/Regression
Assignee: Martin Dobias
Category: Symbology
Affected QGIS version: master
Operating System:
Pull Request or Patch supplied: No
Crashes QGIS or corrupts data: Yes

Description
Under master, cycling through the symbology renderers will very quickly crash QGIS.

Steps to reproduce
1. Launch QGIS, and add a vector layer to the empty project
2. Open the layer properties window, and go to the style panel
3. Focus on the renderer dropdown list box (but make sure the list isn’t expanded, and move to the last item using the keyboard down arrow (each renderer’s configuration panel has to show up as you go down the list)
4. Once you have reached the last item, move all the way back to the top using the keyboard up arrow
5. boom QGIS dies

Associated revisions
Revision 82eabb19 - 2016-01-25 01:16 PM - Martin Dobias
Fix crash in vector layer properties when changing renderer type (fixes #14164)

History
#1 - 2016-01-24 09:25 PM - Mathieu Pellerin - nIRV
Here’s the gdb output:

```
#1  0x000000f661a5483 in QgsFeatureRequest::OrderBy::operator= (this=0x30) at /home/webmaster/dev/cpp/QGIS/src/core/qgsfeaturerequest.h:177
#2  0x000000f661a42b7 in QgsFeatureRendererV2::setOrderBy (this=0x0, orderBy=...) at /home/webmaster/dev/cpp/QGIS/src/core/symbology-ng/qgsrendererv2.cpp:633
#3  0x000000f6627a06 in QgsSingleSymbolRendererV2Widget::QgsSingleSymbolRendererV2Widget (this=0x9a92800, layer=0x99180c0, style=0x9aca710, renderer=0xb711d40) at /home/webmaster/dev/cpp/QGIS/src/gui/symbology-ng/qgssinglesymbolrendererv2widget.cpp:42
#4  0x000000f6627d21 in QgsSingleSymbolRendererV2Widget::create (layer=0x99180c0, style=0x9aca710, renderer=0xb711d40) at /home/webmaster/dev/cpp/QGIS/src/gui/symbology-ng/qgssinglesymbolrendererv2widget.cpp:29
#5  0x000000f66272a6 in QgsRendererV2Metadata::createRendererWidget (this=0x1f32880, layer=0x99180c0, style=0x9aca710, renderer=0xb711d40) at /home/webmaster/dev/cpp/QGIS/src/gui/symbology-ng/qgsrendererv2registry.h:110
#6  0x000000f661d0820 in QgsRendererV2PropertiesDialog::rendererChanged (this=0xafff970) at /home/webmaster/dev/cpp/QGIS/src/gui/symbology-ng/qgsrendererv2propertiesdialog.cpp:212
#7  0x000000f6627066aa in QgsRendererV2PropertiesDialog::qt_static_metacall (_o=0xafff970, _c=0xafff970) at /home/webmaster/dev/cpp/QGIS/bm/src/gui/symbology-ng/moc_qgsrendererv2propertiesdialog.cpp:59
#8  0x000000f6634f60 in QMetaObject::activate(QObject*, QMetaObject const*, int, void**) () from /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#9  0x000000f66355c181 in QComboBox::currentIndexChanged(int) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
```
Mathias, it seems to be related to the order by feature you've cooked (thanks!) for 2.14.

#2 - 2016-01-24 09:26 PM - Mathieu Pellerin - nIRV
Also, here's a simplified steps to reproduce:

1. Open QGIS, add a vector layer
2. Open the layer properties window, go to the style panel
3. Click on the renderer dropdown list, selected categorized
4. Click on the renderer dropdown list, select single symbol
5. boom QGIS dies

#3 - 2016-01-25 02:56 AM - Martin Dobias
- Assignee set to Martin Dobias

#4 - 2016-01-25 04:18 AM - Martin Dobias
- Status changed from Open to Closed

Fixed in changeset commit:“82eabb197623236ab0f8844f537473fd7bcc9b98”.