QGIS Application - Bug report #14369
Floating point exception (core dumped)
2016-02-24 01:10 AM - Sandro Santilli

Status:                Closed
Priority:              Normal
Assignee:              Symbology
Category:              
Affected QGIS version: master
Operating System:      
Pull Request or Patch supplied: No
Crashes QGIS or corrupts data: Yes

Description

While zooming in hard for debugging https://trac.osgeo.org/postgis/ticket/3464 (with TopoViewer), got fp exception on rendering

Core was generated by `output/bin/qgis'.
Program terminated with signal SIGFPE, Arithmetic exception.

```
#0  0x00007feb85e15869 in QHashData::nextNode(QHashData::Node*) () from /usr/lib/x86_64-linux-gnu/libQtCore.so.4 (gdb) bt
#0  0x00007feb85e15869 in QHashData::nextNode(QHashData::Node*) () from /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#1  0x00007feb8679dbb9 in QHash<QString, QHashDummyValue>::const_iterator::operator++ (this=0x7fead77fe7b0) at /usr/include/qt4/QtCore/qhash.h:427
#2  0x00007feb8679acba in QSet<QString>::const_iterator::operator++ (this=0x7fead77fe7b0) at /usr/include/qt4/QtCore/qset.h:155
#3  0x00007feb86799b11 in QSet<QString>::toList (this=0x7fead77fe7b0) at /usr/include/qt4/QtCore/qset.h:303
#4  0x00007feb868fd331 in QSet<QString>::values (this=0x7fead77fe7b0) at /usr/include/qt4/QtCore/qset.h:232
#5  0x00007feb86dedad8 in QgsMapRendererParallelJob::renderLayerStatic(LayerRenderJob&)::running) at /usr/include/qt4/QtCore/qset.h:274
#6  0x00007feb86df2a2a in QtConcurrent::FunctionWrapper1<void, LayerRenderJob&>::operator() (this=0x1a7fc58, u=...) at /usr/include/qt4/QtCore/qtconcurrentfunctionwrappers.h:86
#7  0x00007feb86df2526 in QtConcurrent::MapKernel<QList<LayerRenderJob>::iterator, QtConcurrent::FunctionWrapper1<void, LayerRenderJob&> >::runIteration (this=0x1a7fc20, it=...) at /usr/include/qt4/QtCore/qtconcurrentmapkernel.h:73
#8  0x00007feb86df2608 in QtConcurrent::MapKernel<QList<LayerRenderJob>::iterator, QtConcurrent::FunctionWrapper1<void, LayerRenderJob&> >::runIterations (this=0x1a7fc20, sequenceBeginIterator=..., beginIndex=0, endIndex=1) at /usr/include/qt4/QtCore/qtconcurrentmapkernel.h:82
#9  0x00007feb86df2ec1 in QtConcurrent::IterateKernel<QList<LayerRenderJob>::iterator, void>::forThreadFunction (this=0x1a7fc20) at /usr/include/qt4/QtCore/qtconcurrentiteratekernel.h:263
#10 0x00007feb86df28fa in QtConcurrent::IterateKernel<QList<LayerRenderJob>::iterator, void>::threadFunction (this=0x1a7fc20) at /usr/include/qt4/QtCore/qtconcurrentiteratekernel.h:225
#11 0x00007feb865dec005 in QtConcurrent::ThreadEngineBase::run() () from /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#12 0x00007feb865dec005 in QtConcurrent::ThreadEngineBase::run() () from /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#13 0x00007feb85da532f in ?? () from /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#14 0x00007feb7defb182 in start_thread (arg=0x7fead77ff7f00) at pthread_create.c:312
#15 0x00007feb848e747d in clone () at ../sysdeps/unix/sysv/linux/x86_64/clone.S:111
```

2021-05-07
### Associated revisions

**Revision 31c788d7 - 2016-02-25 05:14 AM - Martin Dobias**

Fix rendering crash in debug mode (fixes #14369)

Introduced in b6de1971 due to the use of static variables in a function that is called from multiple threads.

Further changes to logging:
- also works when sequential rendering is used
- also works in release mode (to allow checking of rendering speed in normal QGIS release)

### History

**#1 - 2016-02-24 08:23 PM - Martin Dobias**

- Status changed from Open to Closed

Fixed in changeset commit: "31c788d7f7cdbacb06c06b93cd3ba599e2fa29b8".