

QGIS Application - Bug report #1460

crash when closing project that has an open GRASS mapset

2008-12-14 11:02 AM - Maciej Sieczka -

Status: Closed	
Priority: Low	
Assignee: nobody -	
Category: GRASS	
Affected QGIS version:	Regression?: No
Operating System: All	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed
Crashes QGIS or corrupts data:	Copied to github as #: 11520
Description	
1. open a GRASS mapset	
2. save a project	
3. close mapset	
4. start a new project - QGIS crashes because of "Uncaught fatal GRASS - MAPSET is not set"	

Associated revisions

Revision c772a068 - 2009-04-19 11:12 AM - Jürgen Fischer

fix #1460

git-svn-id: <http://svn.osgeo.org/qgis/trunk/qgis@10596> c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision e59c8d5c - 2009-04-19 11:12 AM - Jürgen Fischer

fix #1460

git-svn-id: <http://svn.osgeo.org/qgis/trunk@10596> c8812cc2-4d05-0410-92ff-de0c093fc19c

History

#1 - 2008-12-16 10:05 AM - Jürgen Fischer

not reproducible here.

#2 - 2008-12-16 12:23 PM - Maciej Sieczka -

Replying to [comment:1 jef]:

| *not reproducible here.*

Still reproducible here. Add step:

0. Load some map from the mapset you will open in step 1.

BTW - the error message in Polish locale has a corrupted char:

```
MAPSET nie zostaÅ ustawiony
```

instead of:

```
MAPSET nie został ustawiony
```

#3 - 2009-04-19 12:10 AM - Paolo Cavallini

I confirm the bug:

```
Debug: current properties:
```

```
Debug: name: properties
```

```
Debug: key: <GRASS> subkey: <GRASS>
```

```
Debug: name: GRASS
```

```
Debug: key: <WorkingLocation> value: CEA_location
```

```
Debug: key: <WorkingGisdbase> value: /home/Documenti/datigrass/
```

```
Debug: key: <WorkingMapset> value: Cea_GRASS
```

```
Debug: key: <Gui> subkey: <Gui>
```

```
Debug: name: Gui
```

```
Debug: key: <SelectionColorBluePart> value: 0
```

```
Debug: key: <CanvasColorGreenPart> value: 255
```

```
Debug: key: <CanvasColorRedPart> value: 255
```

```
Debug: key: <SelectionColorRedPart> value: 255
```

```
Debug: key: <SelectionColorGreenPart> value: 255
```

```
Debug: key: <CanvasColorBluePart> value: 255
```

```
Debug: key: <PositionPrecision> subkey: <PositionPrecision>
```

```
Debug: name: [[PositionPrecision]]
```

```
Debug: key: <DecimalPlaces> value: 2
```

```
Debug: key: <Automatic> value: true
```

```
Debug: there are 3 property scopes
```

```
Debug: current properties:
```

```
Debug: name: properties
```

```
Debug: key: <GRASS> subkey: <GRASS>
```

```
Debug: name: GRASS
```

```
Debug: key: <WorkingLocation> value:
```

```
Debug: key: <WorkingGisdbase> value:
```

```
Debug: key: <WorkingMapset> value:
```

```
Debug: key: <Gui> subkey: <Gui>
```

```
Debug: name: Gui
```

```
Debug: key: <SelectionColorBluePart> value: 0
```

```
Debug: key: <CanvasColorGreenPart> value: 255
```

```
Debug: key: <CanvasColorRedPart> value: 255
```

```
Debug: key: <SelectionColorRedPart> value: 255
```

```
Debug: key: <SelectionColorGreenPart> value: 255
```

```
Debug: key: <CanvasColorBluePart> value: 255
```

```
Debug: key: <PositionPrecision> subkey: <PositionPrecision>
```

Debug: name: [[PositionPrecision]]
Debug: key: <DecimalPlaces> value: 2
Debug: key: <Automatic> value: true
Debug: there are 3 property scopes
Abortito

#4 - 2009-04-19 02:13 AM - Jürgen Fischer

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

fixed in /

#5 - 2009-08-22 01:02 AM - Anonymous

Milestone Version 1.0.2 deleted