<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Severe/Regression</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Nathan Woodrow</td>
</tr>
<tr>
<td>Category:</td>
<td>Attribute table</td>
</tr>
<tr>
<td>Affected QGIS version:</td>
<td>master</td>
</tr>
<tr>
<td>Regression?:</td>
<td>No</td>
</tr>
<tr>
<td>Operating System:</td>
<td></td>
</tr>
<tr>
<td>Pull Request or Patch supplied:</td>
<td>No</td>
</tr>
<tr>
<td>Crashes QGIS or corrupt data:</td>
<td>Yes</td>
</tr>
<tr>
<td>Resolution:</td>
<td></td>
</tr>
<tr>
<td>Copied to github as #:</td>
<td>22862</td>
</tr>
</tbody>
</table>

**Description**

**Steps to reproduce:**

1. Make sure that the attribute table opens as a floatable dock panel (it might require a QGIS restart)
2. Create a new project
3. Add a vector layer
4. Right-click on the layer, open the attribute table
5. The attribute table should be docked to the bottom part of the window
6. Click on the panel's [x] close button
7. **boom** crash.

The gdb's where output:

```
#0  0x00007ffff502c1e8 in QRegion::operator=(QRegion const&) ()
    from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#1  0x00007ffff50ab9b9 in ?? () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#2  0x00007ffff4ed1b59 in ?? () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#3  0x00007ffff4ed1cf4 in QWidgetPrivate::deleteExtra() ()
    from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#4  0x00007ffff4ed1f3d in QWidgetPrivate::~QWidgetPrivate() ()
    from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#5  0x00007ffff53565b7 in ?? () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#6  0x00007ffff55b59a in QObject::QObject() ()
    from /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#7  0x00007ffff4ede341 in QWidget::~QWidget() ()
    from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#8  0x00007ffff7620ce4 in QgsAttributeTableDialog::~QgsAttributeTableDialog() ()
    from /home/webmaster/dev/cpp/QGIS/bm/output/lib/libqgis_app.so.2.15.0
#9  0x00007ffff7620d22 in QgsAttributeTableDialog::~QgsAttributeTableDialog() ()
    from /home/webmaster/dev/cpp/QGIS/bm/output/lib/libqgis_app.so.2.15.0
#10 0x00007ffff5b5a2b1 in QObjectPrivate::deleteChildren() ()
    from /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#11 0x00007ffff4ede2a2 in QWidget::~QWidget() ()
    from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#12 0x00007ffff79c0381 in QgsAttributeTableDock::~QgsAttributeTableDock() ()
    from /home/webmaster/dev/cpp/QGIS/bm/output/lib/libqgis_app.so.2.15.0
```

**Related issues:**

Duplicated by QGIS Application - Bug report # 15018: closing a docked attribute... Rejected 2016-06-13
Fix crash when closing docked attribute table

Fix #14909
Fix #15018

git bisect is your friend

History

#1 - 2016-05-26 09:50 PM - Mathieu Pellerin - nIRV
Note: you might have to open and close the attribute table panel twice to trigger the crash. On my machine, it crashes either on first or second closure.

#2 - 2016-05-29 07:26 PM - Mathieu Pellerin - nIRV
- Resolution set to invalid
- Status changed from Open to Closed

If I disable TimeManager, crash is gone; closing.

#3 - 2016-06-02 08:51 PM - Mathieu Pellerin - nIRV
- Resolution deleted (invalid)
- Assignee set to Nathan Woodrow
- Status changed from Closed to Reopened

I was wrong, the crasher is still occuring even when timemanager (and other plugins) are disabled.

Nathan can reproduce the crasher.

#4 - 2016-06-03 01:32 AM - Mathieu Pellerin - nIRV
I've installed Qt's debug package, here's a more complete gdb output of the crasher:

```
#0  QWidgetBackingStore::resetWidget (this=0xb7d6b90, widget=0xb0ab750) at painting/qbackingstore_p.h:247
#1  QWidgetBackingStore::QWidgetBackingStore (this=0xb7d6b90, __in_chrg=optimized out) at painting/qbackingstore.cpp:906
#2  0x00007ffff4d4ab59 in QWidgetBackingStoreTracker::destroy (this=0xb781ea0) at kernel/qwidget.cpp:225
#3  0x00007ffff4d4acf4 in QWidgetPrivate::deleteExtra (this=0xc074020) at kernel/qwidget.cpp:1833
#4  0x00007ffff4d4af3d in QWidgetPrivate::~QWidgetPrivate (this=0xc074020, __in_chrg=optimized out) at kernel/qwidget.cpp:365
#5  0x00007ffff1f5b7 in QDialogPrivate::~QDialogPrivate (this=0xc074020, __in_chrg=optimized out) at ../../include/QtGui/private/../../../src/gui/dialogs/qdialog_p.h:66
    at ../../include/QtGui/private/../../../src/gui/dialogs/qdialog_p.h:66
#6  QDialogPrivate::~QDialogPrivate (this=0xc074020, __in_chrg=optimized out) at ../../include/QtGui/private/../../../src/gui/dialogs/qdialog_p.h:66
#7  0x00007ffff5d9f8a in QS scopedPointerDeleter<QObjectData>::cleanup (pointer=optimized out) at ../../include/QtCore/../../../src/corelib/tools/qscopedpointer.h:62
#8  QS scopedPointer<QObjectData, QS scopedPointerDeleter<QObjectData> >::QScopedPointer (this=0xc09e0d8, __in_chrg=optimized out) at ../../include/QtCore/../../../src/corelib/tools/qscopedpointer.h:100
```
#5 - 2016-06-12 09:00 PM - Mathieu Pellerin - nIRV
- Category changed from Attribute table to Map Canvas

Still crashing; updated gdb trace:

```
#5 - 2016-06-12 09:00 PM - Mathieu Pellerin - nIRV
- Category changed from Attribute table to Map Canvas

Still crashing; updated gdb trace:
```

```
#0 QRegion::operator= (this=0xb2abf98, r=...) at painting/qregion.cpp:3935
```

```
2024-07-10
```

```
#31 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#30 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#29 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#28 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#27 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#26 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#25 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#24 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#23 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#22 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#21 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#20 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#19 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#18 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#17 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#16 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#15 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#14 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#13 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#12 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#11 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#10 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#9 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#8 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#7 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#6 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#5 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#4 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#3 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#2 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#1 0x0000000000000000 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
```

```
#0 QRegion::operator= (this=0xb2abf98, r=...) at painting/qregion.cpp:3935
```
I've investigated this and identified more precisely the cause of the crash.

Digging more, I've identified that the following code in `QgsAttributeTableView::setModel()` is the cause:

```cpp
mActionWidget = createActionWidget( 0 );
mActionWidget->setVisible( false );
updateActionImage( mActionWidget );
```
If the widget is not created, or updateActionImage() not called, then there's no crash.

Alternatively, if you keep that code but change QgsAttributeTableView::createActionWidget() so that the toolButton = new QToolButton( this ) and container = new QWidget( this ) use nullptr instead of this as a parent, there's no crash (but the painting of the icon is corrupted).

So there's an ownership issue with the backing store of this widget...

#8 - 2016-06-13 09:33 PM - Mathieu Pellerin - nIRV
- File crash.mp4 added

I noticed a larger OGR dataset will do a better job at replicating the crash quicker (i.e., you won't need to open -> close -> open -> close -> etc. for long).

See attached video.

#9 - 2016-06-14 12:40 AM - Anonymous
- Status changed from Reopened to Closed

Fixed in changeset commit: “a05b2ad9a1ace292e77dbe8541240c0c8bc2a096”.

Files

<table>
<thead>
<tr>
<th>File</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
</tr>
</thead>
<tbody>
<tr>
<td>crash.mp4</td>
<td>1.85 MB</td>
<td>2016-06-13</td>
<td>Mathieu Pellerin - nIRV</td>
</tr>
</tbody>
</table>