QGIS Application - Bug report #14909
regression: QGIS crashes when closing docked attribute table
2016-05-26 07:37 PM - Mathieu Pellerin - nIRV

<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>
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<td>Operating System:</td>
<td></td>
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<td>Priority:</td>
<td>Severe/Regression</td>
</tr>
<tr>
<td>Pull Request or Patch supplied:</td>
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<tr>
<td>Crashes QGIS or corrupt data:</td>
<td>Yes</td>
</tr>
<tr>
<td>Resolved by:</td>
<td></td>
</tr>
<tr>
<td>Resolution:</td>
<td>Crashes QGIS or corrupt data:</td>
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<tr>
<td>Copied to github as #:</td>
<td>22862</td>
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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  0x00007ffff5ab8b9 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  0x00007ffff555c98a 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 table
Rejected 2016-06-13
Associated revisions

Revision a05b2ad9 - 2016-06-14 09:40 AM - Matthias Kuhn

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 occurring 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:

```c
#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  0x00007ffff1df5b7 in QDialogPrivate::QDialogPrivate::deleteExtra (this=0xc074020, __in_chrg=<optimized out>) at kernel/qwidget.cpp:1833
```

2021-06-12
Still crashing; updated gdb trace:

```plaintext
#0  QRegion::operator= (this=0xb2abf98, r=...) at painting/qregion.cpp:3935
#29 0x00007fff4d191a7 in g_main_context_dispatch () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
#30 0x00007fff4d19400 in ?? () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
#31 0x00007fff4d194ac in g_main_context_iteration () from /lib/x86_64-linux-gnu/libglib-2.0.so.0
#32 0x00007fff4d9eb2e in QEventDispatcherGlib::processEvents (this=0x853a10, flags=...) at kernel/qeventdispatcher_glib.cpp:450
#33 0x00007fff4d9ea616 in QGuiEventDispatcherGlib::processEvents (this=<optimized out>, flags=...) at kernel/qguieventdispatcher_glib.cpp:204
--- Type <return> to continue, or q <return> to quit---
#34 0x00007fff4d9b185 in QEventLoop::processEvents (this=0x7fffffffd150, flags=...) at kernel/qeventloop.cpp:149
#35 0x00007fff4d9b4f5 in QEventLoop::exec (this=0x7fffffffd150, flags=...) at kernel/qeventloop.cpp:204
#36 0x00007fff4d9b4b9 in QCoreApplication::exec () at kernel/qcoreapplication.cpp:1227
#37 0x000000000004099fd in main (argc=1, argv=0x7fffffffd8b) at /usr/src/app/main.cpp:1257
```

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

2021-06-12
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

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<tr>
<th>filename</th>
<th>size</th>
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<th>author</th>
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<td>crash.mp4</td>
<td>1.85 MB</td>
<td>2016-06-13</td>
<td>Mathieu Pellerin - nIRV</td>
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