# QGIS Application - Bug report #16898
## Geometry checker crashes when checking a specific vector layer (attached)

2017-07-20 06:24 PM - Antonio Viscomi

| | | | |
|---|---|---|---|
| **Status:** | Closed | | |
| **Priority:** | High | | |
| **Assignee:** | Sandro Mani | | |
| **Category:** | C++ plugins/Geometry Checker | | |
| **Affected QGIS version:** | 2.18.11 | **Regression?:** | Yes |
| **Operating System:** | | **Easy fix?:** | No |
| **Pull Request or Patch supplied:** | | **Resolution:** | fixed/implemented |
| **Crashes QGIS or corrupts data:** | | **Copied to github as #:** | 24797 |

**Description**

hello,
I tried to Use Geometry Checker in a polygon shapefile,

I must check for:    -duplicates;
                -small overlaps (smaller than 100 sqr. m);
                -small gaps (smaller than 1000 sqr. m).


I set create a new layer (with name an path)
 then QGIS crashes or freezes.
I try to re-run QGIS,
I reset all option cited above and QGIS crashes yet.
So I think there is a bug that causes crash.
I attach a screenshot and the file I tried to validate
best regards


Antonio


**History**

**#1 - 2017-07-20 06:30 PM - Giovanni Manghi**

*- Subject changed from Geometry checker to Geometry checker crashes when checking a specific vector layer (attached)*

*- Category changed from Geometry to C++ plugins/Geometry Checker*

*- Assignee set to Sandro Mani*

*- Regression? changed from No to Yes*


Instant crash also on Linux.


**#2 - 2017-07-20 06:33 PM - Giovanni Manghi**

No crash on 2.14.16 but also not sure it works as expected, in fact the "fixed" layer is added to the canvas but the result tab is not opened and stay disabled.


**#3 - 2017-07-21 07:57 AM - Antonio Viscomi**

Sorry,
I forget to select OS,

I use windows 7 Ultimate x64

Regards

**#4 - 2017-07-25 07:44 PM - Giovanni Manghi**

*- Affected QGIS version changed from 2.18.10 to 2.18.11*

**#5 - 2017-07-26 03:14 PM - Antonio Viscomi**

Also on QGIS 2.99 a48c146 Geometry Checker has a bug:

-I try to check geometry of the same shapefile with the same settings quoted above;

-the check come out fine;

-then I tried to automatically fix errors;

-the progress bar reaches 100%;

-QGIS crashes both in 'Modify input layer' and 'Create a new layer' mode

Best Regards

**#6 - 2017-08-04 01:58 PM - Antonio Viscomi**

*- File Bug screenshot.png added*

*- File bug_record.txt added*

Today I've updated QGIS MASTER to build 3c58599,

I tried to check geometry of the same file attached above, with the same settings then,

after checking, I flagged Geometry and the plugin crashed instantly and comes out with the attacched report

**#7 - 2017-08-04 02:52 PM - Sandro Mani**

The geometry checker is pretty broken in master, I'm working to fix it and improve it with multi-layer support, but the work is not yet ready to be merged.

**#8 - 2017-08-04 06:03 PM - Antonio Viscomi**

Sandro Mani wrote:

> *The geometry checker is pretty broken in master, I'm working to fix it and improve it with multi-layer support, but the work is not yet ready to be merged.*

Ok,

many thanks for this information

Good job then

**#9 - 2017-10-19 10:33 PM - Sandro Mani**

I've finally got to submitting the PR for the new enhanced geometry checker (https://github.com/qgis/QGIS/pull/5410) for QGIS 3.0+. Testing feedback is very welcome.

**#10 - 2017-10-20 09:45 AM - Giovanni Manghi**

*- Status changed from Open to Feedback*

Please test again after the patch has been merged in master.

**#11 - 2017-10-20 10:25 AM - Antonio Viscomi**

Giovanni Manghi wrote:

> *Please test again after the patch has been merged in master.*

Hi everybody,
when this patch will be available in the master?
I've today update it to df0d717f92 and the patch is not available
greetings

**#12 - 2017-10-20 10:26 AM - Giovanni Manghi**

Antonio Viscomi wrote:

> *Giovanni Manghi wrote:*
>
> > *Please test again after the patch has been merged in master.*
>
> *Hi everybody,*
> *when this patch will be available in the master?*
> *I've today update it to df0d717f92 and the patch is not available*
> *greetings*

after you will see "merged" here https://github.com/qgis/QGIS/pull/5410

**#13 - 2017-10-20 10:39 AM - Antonio Viscomi**

Giovanni Manghi wrote:

> *Antonio Viscomi wrote:*
>
> > *Giovanni Manghi wrote:*
> >
> > > *Please test again after the patch has been merged in master.*
> >
> > *Hi everybody,*
> > *when this patch will be available in the master?*
> > *I've today update it to df0d717f92 and the patch is not available*
> > *greetings*

ok thanks

> *after you will see "merged" here [https://github.com/qgis/QGIS/pull/5410](https://github.com/qgis/QGIS/pull/5410)*

**#14 - 2017-10-23 11:33 PM - Sandro Mani**

The PR is now merged to master.

**#15 - 2017-10-24 04:12 PM - Harrissou Santanna**

The patch is against master. Will the fix be backported?

**#16 - 2017-10-24 04:14 PM - Sandro Mani**

The PR is much more than a fix, it's a major rework of the plugin, and as such no, it won't be backported.

**#17 - 2017-10-24 04:59 PM - Antonio Viscomi**

Sandro Mani wrote:

> *The PR is now merged to master.*

I did a quick test on the plugin in the master
and it work perfectly for the file I attached to the beginning of the topic.
many thanks for the excellent work Sandro Mani

**#18 - 2017-10-24 07:22 PM - Giovanni Manghi**

*- Status changed from Feedback to Closed*

*- Resolution set to fixed/implemented*

## Files

| | | | |
|---|---|---|---|
| Crash.png | 353 KB | 2017-07-20 | Antonio Viscomi |
| Geologica.zip | 147 KB | 2017-07-20 | Antonio Viscomi |
| bug_record.txt | 2.75 KB | 2017-08-04 | Antonio Viscomi |
| Bug screenshot.png | 277 KB | 2017-08-04 | Antonio Viscomi |