

# QGIS Application - Bug report #17616

## qgis crash when moving a georef raster in the list of the layers

2017-12-04 10:15 AM - Lee Han

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> Rasters	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> Yes
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> not reproducible
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 25513

### Description

It happens very often. When I just have georeferenced and added a raster in the canvas, moving it the layer windows makes qgis freezes then crashes.

(rasters are on a local network if it helps)

### User Feedback

### Report Details

**Crash ID:** d22c4ba134070fe7c524a52662e070f58bb91bea

### Stack Trace

```
QgsMapCanvas::setMapTool qgsmapcanvas.cpp:1617
QgisApp::activateDeactivateLayerRelatedActions qgisapp.cpp:11522
QtPrivate::FunctorCall<QtPrivate::IndexesList<0>,QtPrivate::List<QgsMapLayer *>,void,void (__thiscall
QgisApp::*)(QgsMapLayer *)>::call qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgisApp::*)(QgsMapLayer *)>::call<QtPrivate::List<QgsMapLayer *>,void>
qobjectdefs_impl.h:169
QtPrivate::QSlotObject<void (__thiscall QgisApp::*)(QgsMapLayer *),QtPrivate::List<QgsMapLayer *>,void>::impl
qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QgsLayerTreeView::onCurrentChanged qgslyartreeview.cpp:231
QtPrivate::FunctorCall<QtPrivate::IndexesList<>,QtPrivate::List<>,void,void (__thiscall QgsLayerTreeView::*)(void)>::call
qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgsLayerTreeView::*)(void)>::call<QtPrivate::List<>,void> qobjectdefs_impl.h:169
QtPrivate::QSlotObject<void (__thiscall QgsLayerTreeView::*)(void),QtPrivate::List<>,void>::impl qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QAbstractItemView::rowsAboutToBeRemoved :
QItemSelectionModel::qt_static_metacall :
QMetaObject::activate :
QMetaObject::activate :
QAbstractItemModel::beginRemoveRows :
QgsLayerTreeModel::nodeWillRemoveChildren qgslyartreemodel.cpp:709
QtPrivate::FunctorCall<QtPrivate::IndexesList<0,1,2>,QtPrivate::List<QgsLayerTreeNode *,int,int>,void,void (__thiscall
QgsLayerTreeModel::*)(QgsLayerTreeNode *,int,int)>::call qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgsLayerTreeModel::*)(QgsLayerTreeNode
*,int,int)>::call<QtPrivate::List<QgsLayerTreeNode *,int,int>,void> qobjectdefs_impl.h:169
QtPrivate::QSlotObject<void (__thiscall QgsLayerTreeModel::*)(QgsLayerTreeNode *,int,int),QtPrivate::List<QgsLayerTreeNode
*,int,int>,void>::impl qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QtPrivate::FunctorCall<QtPrivate::IndexesList<0,1,2>,QtPrivate::List<QgsLayerTreeNode *,int,int>,void,void (__thiscall
QgsLayerTreeNode::*)(QgsLayerTreeNode *,int,int)>::call qobjectdefs_impl.h:136
QtPrivate::FunctionPointer<void (__thiscall QgsLayerTreeNode::*)(QgsLayerTreeNode
*,int,int)>::call<QtPrivate::List<QgsLayerTreeNode *,int,int>,void> qobjectdefs_impl.h:169
```

```
QtPrivate::QSlotObject<void (__thiscall QgsLayerTreeNode::*)(QgsLayerTreeNode *,int,int),QtPrivate::List<QgsLayerTreeNode
*,int,int>,void>::impl qobject_impl.h:120
QMetaObject::activate :
QMetaObject::activate :
QgsLayerTreeNode::removeChildrenPrivate qgslyartreenode.cpp:239
QgsLayerTreeGroup::removeChildren qgslyartreegroup.cpp:163
QgsLayerTreeModel::removeRows qgslyartreemodel.cpp:1064
QAbstractItemView::autoScrollMargin :
QAbstractItemView::startDrag :
QAbstractItemView::startDrag :
QAbstractItemView::mouseMoveEvent :
QTreeViewPrivate::itemDecorationAt :
QTreeView::mouseMoveEvent :
QWidget::event :
QWidgetItem::isEmpty :
RtlInitUnicodeString :
QFrame::event :
QAbstractScrollArea::viewportEvent :
QAbstractItemView::viewportEvent :
QGestureEvent::widget :
QGestureRecognizer::unregisterRecognizer :
QGestureRecognizer::unregisterRecognizer :
QTreeView::viewportEvent :
QStackedWidget::trUtf8 :
QAbstractScrollArea::eventFilter :
QListData::shared_null :
```

### QGIS Info

QGIS Version: 2.99.0-Master  
QGIS code revision: commit:d0e927a84f  
Compiled against Qt: 5.9.2  
Running against Qt: 5.9.2  
Compiled against GDAL: 2.2.3  
Running against GDAL: 2.2.3

### System Info

CPU Type: x86\_64  
Kernel Type: winnt  
Kernel Version: 6.1.7601

## History

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### #1 - 2017-12-06 04:42 PM - Giovanni Manghi

- Priority changed from Normal to High
- Status changed from Open to Feedback
- Subject changed from *qgis crash when moving a georef raster in the list of the layers.* to *qgis crash when moving a georef raster in the list of the layers*

What about if the georeferenced raster is saved on a local drive?

What about if you load the georeferenced raster in a fresh project, both from a local network or from a local drive?

### #2 - 2017-12-06 04:42 PM - Giovanni Manghi

I assume that following the very same steps is all ok on 2.1.14?

### #3 - 2018-02-13 10:49 AM - Nyal Dawson

- Resolution set to not reproducible

- *Status changed from Feedback to Closed*

Closing due to lack of feedback