

QGIS Application - Bug report #18563

QGIS3 crashes when saving to an existing BNA file

2018-03-28 06:44 AM - Kim Frankcombe

Status: Closed	
Priority: High	
Assignee: Even Rouault	
Category: Data Provider/OGR	
Affected QGIS version: 3.0.0	Regression?: No
Operating System: Ubuntu 16.04	Easy fix?: Yes
Pull Request or Patch Applied: No	Resolution:
Crashes QGIS or corrupts data: Yes	Copied to github as #: 26451
Description	
<p>If I select a vector layer and from the right click menu, Save As a BNA file, the file is created as expected. However if I then edit the vector layer in QGIS and save again to the same BNA file, QGIS crashes. If I delete the BNA file outside of QGIS before resaving all works fine. If I use a different name for the Save As all works fine.</p> <p>When saving I turn off the option to load the saved layer back to QGIS and just in case it has any bearing on the result, I change the output Coordinate Precision to 0 as the values are UTM co-ords and only good to 50m anyway.</p>	

Associated revisions

Revision 43f796e7 - 2018-06-01 02:28 PM - Even Rouault

QgsVectorFileWriter: workaround a bug in GDAL where appending to an existing BNA crashes it (fixes #18563)

Upstream fixes done in GDAL as well to fix the crash itself:

GDAL master: <https://github.com/OSGeo/gdal/commit/a36939afd5248338d928ac2107e2136b32ffb9df>

GDAL 2.3 branch: <https://github.com/OSGeo/gdal/commit/f9af14bc04e6f4fea8175f0e212455c2b6520378>

Revision 3b291026 - 2018-06-01 03:17 PM - Even Rouault

Merge pull request #7141 from rouault/fix_18563

QgsVectorFileWriter: workaround a bug in GDAL where appending to an existing BNA crashes it (fixes #18563)

History

#1 - 2018-04-04 10:57 AM - Alessandro Pasotti

- Category changed from QGIS Server to Data Provider/OGR

#2 - 2018-06-01 02:27 PM - Even Rouault

- Assignee set to Even Rouault

#3 - 2018-06-01 03:16 PM - Even Rouault

- % Done changed from 0 to 100

- Status changed from Open to Closed

Applied in changeset commit:qgis|43f796e78ef6faa6240c70a84ffd5acfc2c326a6.

