

QGIS Application - Bug report #1870

segfault when clicking on Update for a GRASS table

2009-08-12 01:19 AM - Paolo Cavallini

Status: Closed	
Priority: Low	
Assignee: Lorenzo Masini	
Category: GRASS	
Affected QGIS version:	Regression?: No
Operating System: Linux	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed
Crashes QGIS or corrupts data:	Copied to github as #: 11930
Description	
<ol style="list-style-type: none">1. open a GRASS mapset2. load a vector3. start editing4. click on the table icon5. click on a feature: the table pops up6. click quickly twice on the Update button of the table: if the second click happens before the update is completed, QGIS segfaults7. the edited vector is invalid, and sometimes rebuilding it is not sufficient to get your data back (this has been verified with SQLite db backend)	

Associated revisions

Revision 0466bcab - 2009-08-19 06:18 PM - Jürgen Fischer

fix #1870

git-svn-id: <http://svn.osgeo.org/qgis/trunk/qgis@11441> c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision cf8d97c3 - 2009-08-19 06:18 PM - Jürgen Fischer

fix #1870

git-svn-id: <http://svn.osgeo.org/qgis/trunk@11441> c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision 0addae5b - 2018-05-21 10:40 PM - Even Rouault

[WFS provider] Fix excessive memory consumption on big layers (refs #1870)

There was a pseudo memory leak in qgsgml.cpp
And the WFS downloader could also have to process big replies, causing a lot of features to be instantiated at once.

Was seen on the 'portugal_addresses' layer of <http://www.naturalgis.pt/cgi-bin/.opendata/mapserv?>

History

#1 - 2009-08-12 01:28 AM - Giovanni Manghi

Confirmed on Ubuntu 9.04, grass6.4rc4, qgis latest revision

#2 - 2009-08-19 09:18 AM - Jürgen Fischer

- *Resolution set to fixed*
- *Status changed from Open to Closed*

fixed in commit:cf8d97c3 (SVN r11442)