

# QGIS Application - Bug report #18732

## Crash when closing QGIS

2018-04-17 12:24 AM - Antoine Lafranchis

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b> Martin Dobias	
<b>Category:</b> GUI	
<b>Affected QGIS version:</b> 3.1(master)	<b>Regression?:</b> Yes
<b>Operating System:</b> Windows 10 with greek language	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 26619

### Description

### User Feedback

I just closed QGIS. Project was already saved. It happened all 3 times since I installed v3.0.1. This time I closed QGIS from the menu and after a few seconds the "Qgis crashed" window appeared. The first two times I tried with the 'X' button: QGIS stopped responding and I had to close it with task manager.

### Report Details

**Crash ID:** 1620e1db6fff03a492aa669cc81038220f86606b

#### Stack Trace

```
QgsMapLayerActionRegistry::mapLayerActions :
QgsActionMenu::reloadActions :
QMetaObject::activate :
QgsMapLayerActionRegistry::removeMapLayerAction :
QgsMapLayerAction::~~QgsMapLayerAction :
QgsVectorLayerProperties::~`default constructor closure' :
QgisApp::~~QgisApp :
std::basic_string<char,std::char_traits<char>,std::allocator<char> >::operator+= :
main :
BaseThreadInitThunk :
RtlUserThreadStart :
```

#### QGIS Info

QGIS Version: 3.0.1-Girona  
QGIS code revision: commit:a86bec25eb  
Compiled against Qt: 5.9.2  
Running against Qt: 5.9.2  
Compiled against GDAL: 2.2.4  
Running against GDAL: 2.2.4

#### System Info

CPU Type: x86\_64  
Kernel Type: winnt  
Kernel Version: 10.0.15063

### Associated revisions

**Revision 8609a2fa - 2018-06-21 11:06 AM - Martin Dobias**

Do not crash on exit due to dangling layer pointer (fixes #18732)

When using attribute dialog to edit attributes of multiple selected features,

the dialog may stay alive until QGIS exits (parented to QgisApp) and its internal QgsActionMenu would try to reload actions when they get removed in ~QgisApp, referring to a deleted map layer, so let's clean things up when the layer gets deleted to avoid trouble later.

## History

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### #1 - 2018-04-17 08:26 PM - Antoine Lafranchis

Other log from identical crash

Crash ID: 343a3fb6096cb1965ad4055a0e4b7e6e18c3bbf4

#### Stack Trace

```
QListData::begin :
QgsActionManager::actions :
QgsActionMenu::reloadActions :
QMetaObject::activate :
QgsMapLayerActionRegistry::removeMapLayerAction :
QgsMapLayerAction::~~QgsMapLayerAction :
QgsVectorLayerProperties::`default constructor closure' :
QgisApp::~~QgisApp :
std::basic_string, std::allocator >::operator+= :
main :
BaseThreadInitThunk :
RtlUserThreadStart :
```

#### QGIS Info

```
QGIS Version: 3.0.1-Girona
QGIS code revision: a86bec25eb
Compiled against Qt: 5.9.2
Running against Qt: 5.9.2
Compiled against GDAL: 2.2.4
Running against GDAL: 2.2.4
```

#### System Info

```
CPU Type: x86_64
Kernel Type: winnt
Kernel Version: 10.0.15063
```

### #2 - 2018-06-06 12:06 AM - Antoine Lafranchis

Update: The 1st crash seems to be fixed in version 3.0.3. The second one (343a3fb6096cb1965ad4055a0e4b7e6e18c3bbf4) however still happens sometimes.

It also happens with a slightly different stack trace:

Crash ID: 026b470710cc59fadc56a7fadda90d12c0dbffbf

#### Stack Trace

QObject::metaObject :  
QMetaObject::cast :  
QgsMapLayerActionRegistry::mapLayerActions :  
QgsActionMenu::reloadActions :  
QMetaObject::activate :  
QgsMapLayerActionRegistry::removeMapLayerAction :  
QgsMapLayerAction::~~QgsMapLayerAction :  
QgsVectorLayerProperties::`default constructor closure' :  
QgisApp::~~QgisApp :  
std::basic\_string, std::allocator >::operator+= :  
main :  
BaseThreadInitThunk :  
RtlUserThreadStart :

#### QGIS Info

QGIS Version: 3.0.3-Girona  
QGIS code revision: 8a899c8758  
Compiled against Qt: 5.9.2  
Running against Qt: 5.9.2  
Compiled against GDAL: 2.2.4  
Running against GDAL: 2.2.4

#### System Info

CPU Type: x86\_64  
Kernel Type: winnt  
Kernel Version: 10.0.15063

#### #3 - 2018-06-21 12:55 AM - Martin Dobias

- Assignee set to Martin Dobias

#### #4 - 2018-06-21 12:57 AM - Martin Dobias

Steps to reproduce:

1. open a vector layer + make it editable
2. select some features
3. click "Modify the Attributes of All Selected Features Simultaneously" to open attribute dialog
4. close dialog, close QGIS -> crash

#### #5 - 2018-06-21 11:05 AM - Martin Dobias

- % Done changed from 0 to 100  
- Status changed from Open to Closed

Applied in changeset commit:qgis|8609a2fa88dfb7e85919689ccc96abcf97c3aaac.