

QGIS Application - Bug report #18763

BUG round function crash

2018-04-19 10:52 AM - Andrew Shanin

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Labelling	
<b>Affected QGIS version:</b>	2.18.17	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> no timely feedback
<b>Crashes QGIS or corrupts data:</b>	Yes	<b>Copied to github as #:</b> 26650
<b>Description</b>		
<p>round(0+y(centroid( \$geometry )),2)    ' '    round(x(centroid( \$geometry )),2) - work OK : 5869069.18 2313414.94</p> <p>round(0+y(centroid( \$geometry )),2)    ' '    round(x(centroid( \$geometry )),3) - work with problems - '5869069.18 -2147483.648'</p> <p>Just check it out</p>		

History

#1 - 2019-01-21 12:35 AM - Jürgen Fischer

- Status changed from Open to Feedback

Please test with QGIS 3.4 - QGIS 2.18 reached it's end of life.

#2 - 2019-02-11 12:22 AM - Nyal Dawson

- Resolution set to no timely feedback

- Status changed from Feedback to Closed