

QGIS Application - Bug report #19444

QGIS 3.2.0 crash while intersecting vector layers

2018-07-18 12:47 PM - Ricardo Gonzalez

|                                 |         |                               |
|---------------------------------|---------|-------------------------------|
| Status:                         | Closed  |                               |
| Priority:                       | Normal  |                               |
| Assignee:                       |         |                               |
| Category:                       | Vectors |                               |
| Affected QGIS version:          | 3.2     | Regression?: No               |
| Operating System:               | W-10    | Easy fix?: No                 |
| Pull Request or Patch supplied: | No      | Resolution: fixed/implemented |
| Crashes QGIS or corrupts data:  | Yes     | Copied to github as #: 27272  |

Description

User Feedback

Crashed while intersecting (trying to) two vector layers with selected items on each of them. (Actually, both layers are equal, one copy of the other).

Report Details

Crash ID: a97cde95ca25d98a2ca9bc870c81e10227711ad8

Stack Trace

QgsNativeAlgorithms::tr :  
Vector3D::standardise :  
QgsProcessingAlgorithm::runPrepared :  
QgsProcessingAlgRunnerTask::run :  
PyInit\_core :  
QgsTask::start :  
QThreadPoolPrivate::reset :  
QThread::start :  
BaseThreadInitThunk :  
RtlUserThreadStart :

QGIS Info

QGIS Version: 3.2.0-Bonn  
QGIS code revision: commit:bc43194061  
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: 10.0.17134

History

#1 - 2018-07-20 07:55 AM - Nyal Dawson

- Resolution set to fixed/implemented
- Status changed from Open to Closed

This is fixed in 3.2.1 (Duplicate of #19324)

