

QGIS Application - Bug report #2347

GRASS error routin conflict

2010-01-07 04:37 AM - Redmine Admin

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Lorenzo Masini	
<b>Category:</b>	GRASS	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 12407
<b>Description</b>		
<p>It is possible to set a routine which handles GRASS errors with G_set_error_routine. The problem is, that both QGIS GRASS plugin and GDAL GRASS driver do it. GDAL sets Grass2CPLErrorException while GRASS [[QgsGrass]]::error_routine. When an error happens in GDAL it does not call the Grass2CPLErrorException but [[QgsGrass]]::error_routine because the routine was reset in the mean time by QGIS GRASS plugin. [[QgsGrass]]::error_routine throws [[QgsGrass]]::Exception but that is not caught by raster layer renderer (right, it is expecting error from GDAL) and thus qgis crashes. Isn't it nice!?</p> <p>This was discovered when fixing #1900</p>		

History

#1 - 2010-02-09 12:16 PM - Redmine Admin

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

Fixed with native GRASS raster provider.