QGIS Application - Bug report #6547
QGIS segfaults when using Qgsvectorlayer.select() inside geometryChanged handler

2012-10-19 09:26 AM - Rafael Varela

Status:	Closed			
Priority:	High			
Assignee:				
Category:	Vectors			
Affected QGIS version:	master	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:	No	**Resolution:**		
Crashes QGIS or corrupts data:	Yes	**Copied to github as #:**	15751	

Description

I'm developing a python plugin in QGIS 1.9.0-master that makes QGIS
segfault when I call Qgsvectorlayer.select() inside a geometryChanged
signal handler.

My code looks like this:

```
    ...

    layer_A.geometryChanged.connect(self.onLineGeometryChange)

    ...

    @pyqtSlot(int, QgsGeometry)
    def onLineGeometryChange(self, featureId, geom ):
      ...
      layer_B.select( someRectangle, False )
      ...
```

QGIS only segfaults when using the node tool of mDigitizeToolBar. It does not crash when I use the move feature tool.

Looking at the source code in the git repository I found out that most of the Qgsvectorlayer::select() functionality resides in the select()
functions of the data provider, so I decided to write the layers to disk and switch the layer data provider from "memory" to "ogr".

Unfortunately, the problem still persists.

History

#1 - 2012-12-30 09:46 AM - Giovanni Manghi

- Priority changed from Normal to High

#2 - 2013-07-14 12:11 PM - Daniel Vaz

- File FixSelect.tar.gz added

I create a test plugin that do nothing, except for connect the same signal and try to select something in the active layer. The plugin works fine.

I am used a shape layer and node tool (from mDigitizeToolBar) and move tool, too.

Nothing crash.

Are you sure about the existence of layer_B when some feature of layer_A was changed?

I look forward to hear you soon.

#3 - 2013-07-14 12:14 PM - Daniel Vaz

Steps to use the plugin

1 - Open Qgis
2 - Insert a existent shape layer
3 - Select the layer
4 - Run the plugin
5 - Click in button "1" that connect signal (geometryChanged) to slot
6 - Go to edit mode
7 - Use node tool or move tool in selected layer

Works fine.

#4 - 2013-07-17 04:33 AM - Jürgen Fischer

- Category set to Vectors

#5 - 2013-07-17 11:33 AM - Rafael Varela

Daniel Vaz wrote:

> *I create a test plugin that do nothing, except for connect the same signal and try to select something in the active layer. The plugin works fine.*
>
> *I am used a shape layer and node tool (from mDigitizeToolBar) and move tool, too.*
>
> *Nothing crash.*
>
> *Are you sure about the existence of layer_B when some feature of layer_A was changed?*

Well, I'm pretty sure that layer_B existed when I did my tests, but I will check it again with the current "master". I still have to upgrade my installation to run your plugin.

Bear in mind that this report is 9 months old and things may have changed a lot from the code revision I used (probably, fb7c596 from OSGeo4W package 1.9.0-227)

Thank you for your interest in this issue.

#6 - 2013-07-18 06:57 PM - Daniel Vaz

You are right.

A long time has passed since you post it. Probably the SIP was broken when you report the bug.

Thanks

#7 - 2013-07-19 12:35 PM - Giovanni Manghi

- Status changed from Open to Feedback

#8 - 2013-11-21 03:49 AM - Matthias Kuhn

- Status changed from Feedback to Closed

Closed due to lack of feedback.

Please reopen if required and add any data/info that may have been requested.

Files

FixSelect.tar.gz	14.1 KB	2013-07-14	Daniel Vaz

#7 - 2013-07-19 12:35 PM - Giovanni Manghi