

# QGIS Application - Bug report #656

## qgis crashes if panning during polygon creation

2007-03-14 12:00 PM - rhys-stewart-gmail-com -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b> Digitising	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Windows	<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> 10715
<b>Description</b>	
During polygon creation if the panning tool is selected and used and then the draw polygon tool is subsequently selected qgis crashes.	

### History

#### #1 - 2007-03-16 06:20 PM - Gary Sherman

Are you digitizing a shapefile or [\[\[PostGIS\]\]](#) layer?

#### #2 - 2007-03-18 06:14 AM - Tim Sutton

Heres a stack trace from the mac - no debugging support in this build sorry....

```
0 libqgis_core.dylib 0x01c390b9 std::_Deque_iterator<QgsPoint, [[QgsPoint]]&, [[QgsPoint]]*>::difference_type std::operator-<QgsPoint, [[QgsPoint]]&, [[QgsPoint]]*, [[QgsPoint]]&, [[QgsPoint]]*>(std::_Deque_iterator<QgsPoint, [[QgsPoint]]&, [[QgsPoint]]*> const&, std::_Deque_iterator<QgsPoint, [[QgsPoint]]&, [[QgsPoint]]*> const&) + 17
1 libqgis_core.dylib 0x01c3912a std::deque<QgsPoint, std::allocator<QgsPoint> >::size() const + 30
2 libqgis_core.dylib 0x01afef7a [[QgsRubberBand]]::movePoint(QgsPoint const&) + 20
3 libqgis_core.dylib 0x01ad5121 [[QgsMapToolCapture]]::canvasMoveEvent(QMouseEvent*) + 373
4 libqgis_core.dylib 0x01ac95ed [[QgsMapCanvas]]::contentsMouseMoveEvent(QMouseEvent*) + 127
```

#### #3 - 2007-07-22 03:47 PM - Redmine Admin

Replying to [\[comment:1 gsherman\]](#):

| *Are you digitizing a shapefile or [\[\[PostGIS\]\]](#) layer?*

It was a postgis layer.

But I can't duplicate the crash in the svn versions, so can this be closed?

#### #4 - 2007-11-23 12:36 PM - Gavin Macaulay -

- Resolution set to fixed

- Status changed from Open to Closed

Seems to be fixed.

**#5 - 2009-08-22 12:52 AM - Anonymous**

Milestone Version 0.9.1 deleted