

QGIS Application - Bug report #8438

WMT-S Crashes when loading layer

2013-08-09 04:14 PM - Jeremy Palmer

Status:	Closed	
Priority:	High	
Assignee:	Jürgen Fischer	
Category:	Web Services clients/WMS	
Affected QGIS version:	master	Regression?: No
Operating System:	Ubuntu	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: worksforme
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 17207
Description Crashes on both Ubuntu 12.04 and windows 7 running master build (2087de1). I tried giving the app a quick debug but it looked to be memory corruption from a deep and dark place in the apps internals. I have attached both the ubuntu and windows dumps from the crash. You will find the URL to the WMT-S within the ubuntu log.		
Related issues: Duplicated by QGIS Application - Bug report # 8634: QGis crashes on adding WM... Closed 2013-09-20		

History

#1 - 2013-08-10 04:17 AM - Giovanni Manghi

- Status changed from Open to Feedback

tested this

<http://data.linz.govt.nz/services;key=b39ccd76408f48d9bcbcc4817432518/wmts/1.0.0/layer/772/WMTSCapabilities.xml>

and no crashes on both ubuntu 12.04 and Windows

#2 - 2013-08-10 01:41 PM - Jeremy Palmer

I'm definitely still getting a crash. I'm using qgis ubuntugis nightly builds for precise as well as a built from source.

I've noticed the crash doesn't occur if the map canvas size is small. Try ensuring that your map canvas is at least 850x750. I tried 750x640 and it didn't crash, so maybe that's why it didn't crash for you.? Because it is memory corruption and related to the allocation of QImage this makes sense.

I'm running QT 4.8.1 as well if that helps.

#3 - 2013-08-10 01:49 PM - Jeremy Palmer

- File ubuntu_1204_crash.txt.7z added

#4 - 2013-08-10 01:49 PM - Jeremy Palmer

- File deleted (ubuntu_1204_crash.txt.7z)

#5 - 2013-08-11 02:52 AM - Giovanni Manghi

With the new url in #8438-1 I also get the crash.

#6 - 2013-08-23 01:39 PM - Jeremy Palmer

Any chance to get this looked at before 2.0 is released. Would be a pity that QGIS is released with WMT-S that crashes.

#7 - 2013-08-23 01:58 PM - Salvatore Larosa

I don't see any crash here (debian with latest master), should I follow any particular procedure to get the crash or simply loading a layer is enough ?

#8 - 2013-08-23 02:43 PM - Jeremy Palmer

Try ensuring that your map canvas size is at least 850x750

#9 - 2013-08-23 02:52 PM - Salvatore Larosa

- *Operating System deleted (windows ubuntu)*

ok, I hadn't read your note-2 above, so crash confirmed here!

#10 - 2013-08-29 12:12 AM - Jeremy Palmer

I can confirm this crash only seems to happen on layers that span the anti-meridian line. Could it be that the render process can't handle multiple wraps?

#11 - 2013-08-29 02:28 AM - Salvatore Larosa

More info:

The crash here occurs by using any WMS/WMS-T on my laptop following the below steps:

- add WMS and close the add WMS dialog
- CTRL+F (Full screen)

and disabling the back buffer option the crash disappears on my linux machine!

#12 - 2013-08-29 01:09 PM - Jeremy Palmer

I managed to get it to crash with the back buffer disabled.

#13 - 2013-09-04 08:19 AM - Salvatore Larosa

Jeremy Palmer wrote:

| *I managed to get it to crash with the back buffer disabled.*

strange, enabling back buffer I get:

Program received signal SIGSEGV, Segmentation fault.

```
0x00007ffff2a2beb0 in QRegion::operator=(QRegion const&) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
(gdb) bt
#0 0x00007ffff2a2beb0 in QRegion::operator=(QRegion const&) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#1 0x00007ffff28e6b7f in QWidgetPrivate::drawWidget(QPaintDevice*, QRegion const&, QPoint const&, int, QPainter*, QWidgetBackingStore*)
    () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#2 0x00007ffff28e75cf in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#3 0x00007ffff28e6665 in QWidgetPrivate::drawWidget(QPaintDevice*, QRegion const&, QPoint const&, int, QPainter*, QWidgetBackingStore*)
    () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#4 0x00007ffff28e75cf in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#5 0x00007ffff28e6665 in QWidgetPrivate::drawWidget(QPaintDevice*, QRegion const&, QPoint const&, int, QPainter*, QWidgetBackingStore*)
    () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#6 0x00007ffff28e75cf in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#7 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#8 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#9 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#10 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#11 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
---Type <return> to continue, or q <return> to quit---
#12 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#13 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#14 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#15 0x00007ffff28e7414 in QWidgetPrivate::paintSiblingsRecursive(QPaintDevice*, QList<QObject*> const&, int, QRegion const&, QPoint
    const&, int, QPainter*, QWidgetBackingStore*) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#16 0x00007ffff28e6665 in QWidgetPrivate::drawWidget(QPaintDevice*, QRegion const&, QPoint const&, int, QPainter*,
    QWidgetBackingStore*)
```

it looks like a Qt problem.

Works fine with back buffer disabled!

#14 - 2013-09-21 04:15 AM - Giovanni Manghi

see also #8634

#15 - 2014-01-26 10:39 AM - Giovanni Manghi

- Target version changed from Version 2.0.0 to Future Release - High Priority

- Status changed from Feedback to Open

#16 - 2014-04-19 02:47 PM - Jürgen Fischer

- Status changed from Open to Feedback

Is this still an issue?

#17 - 2014-04-20 02:05 PM - Jeremy Palmer

No it does not seem to be. Did lots of testing today and I can't get QGIS crash anymore. However I will do more testing tomorrow on a larger screen size just to be sure.

#18 - 2014-04-22 04:10 PM - Jeremy Palmer

Hi Jürgen this can be closed now. It's no longer a problem in master.

#19 - 2014-04-23 12:32 AM - Jürgen Fischer

- Status changed from Feedback to Closed

- Resolution set to worksforme

Files

qgis-20130810-110422-2464-3436-2087de1.7z	4.21 MB	2013-08-09	Jeremy Palmer
ubuntu_1204_crash.txt.7z	14 KB	2013-08-10	Jeremy Palmer