

BornAgain - Bug #1792

Invalid memory access in MaskGraphicsScene destructor

06 Apr 2017 17:24 - pospelov

Status:	Rejected	Start date:	06 Apr 2017
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 34		
Description			
Time of life, ownership and order of destruction of MaskGraphicsScene, MaskGraphicsProxy and ColorMapSceneAdapter are in complete mess. This can provide occasional application crash on exit from GUI.			

History

#1 - 06 Apr 2017 19:26 - pospelov

Invalid access is fixed for the moment, but mess remains.

#2 - 07 Apr 2017 11:50 - pospelov

- Status changed from Backlog to Sprint

- Target version set to Sprint 34

#3 - 27 Jun 2017 16:02 - pospelov

- Status changed from Sprint to Rejected

Rejecting, while invalid memory access is already fixed. MaskGraphicsScene redesign is something else.