

QGIS Application - Bug report #11703

Add Invalid Layer to QgsLayerTreeGroup crashes QGIS 2.6

2014-11-20 11:55 PM - Akbar Gumbira

Status: Closed	
Priority: Normal	
Assignee: Martin Dobias	
Category:	
Affected QGIS version: 2.6.0	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied: No	Resolution:
Crashes QGIS or corrupts data: No	Copied to github as #: 19945
Description	
<p>Hi, I know that this isn't the expected scenario. But if we feed QgsLayerTreeGroup with invalid layer, e.g just give it None, it will crash QGIS.</p> <p>Simple script that can be run in QGIS Python Console :</p> <pre>a = QgsLayerTreeGroup() a.addLayer(None)</pre> <p>I think throwing Exception is better than not handling it at all</p>	

Associated revisions

Revision f28a6d1d - 2015-01-13 07:38 AM - Martin Dobias

Fix #11703 and #11704

Do not create a layer node if the passed layer cannot be used (not in registry)

History

#1 - 2014-11-23 01:26 PM - Tim Sutton

- Assignee changed from Tim Sutton to Martin Dobias

#2 - 2015-01-12 10:41 PM - Martin Dobias

- Status changed from Open to Closed

Fixed in changeset commit:"f28a6d1d7d426286f67b94b094a6653aec69f0a3".