Using QgsAttributeTableModel makes QGIS crash

I'm using a slot to show layer attributes as follows:
```python
@pyqtSlot(int)
def on_layerCombo_currentIndexChanged(self):
    if self.layerCombo.currentIndex() == 0:
        return
    currentLayerName = self.layerCombo.currentText()
    currentLayer = None
    layers = self.iface.mapCanvas().layers()
    for layer in layers:
        if layer.name() == currentLayerName:
            currentLayer = layer
            break
    cache = QgsVectorLayerCache(currentLayer, 10)
    model = QgsAttributeTableModel(cache)
    model.loadLayer()
    self.tableView.setModel(model)
```

The problem is, every time a refresh event happens on my table QGIS crashes.

History

#1 - 2015-11-11 05:48 AM - Luiz Andrade
- Category set to Python plugins
- Priority changed from Normal to High

#2 - 2016-02-01 09:39 AM - Sandro Santilli
Luiz could you please test with current master branch ? Some fixes have gone into QgsAttributeTable

#3 - 2016-02-09 03:14 AM - Sandro Santilli
- Status changed from Open to Closed
- Resolution set to fixed/implemented
- Target version set to Version 2.14

Assuming fixed (also assuming 8 days are enough for anyone to give feedback to a ticket).

Feel free to reopen if still experiencing this bug.
Sorry for the late response. No problems anymore so far. Thank you very much!

Files

<table>
<thead>
<tr>
<th>Filename</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
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</thead>
<tbody>
<tr>
<td>attributes_viewer.py</td>
<td>3.18 KB</td>
<td>2015-11-11</td>
<td>Luiz Andrade</td>
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<tr>
<td>attributes_viewer.ui</td>
<td>997 Bytes</td>
<td>2015-11-11</td>
<td>Luiz Andrade</td>
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