

# QGIS Application - Bug report #14320

## Qgis crashes when trying to add vector layer

2016-02-17 06:44 AM - Philipp Ringli

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Unknown	
<b>Affected QGIS version:</b> 2.12.1	<b>Regression?:</b> No
<b>Operating System:</b> OS X	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 22309

### Description

If I run this script, Qgis crashes.

```
import os, processing
from unidecode import unidecode
import re
from qgis.core import *
from qgis.gui import *
import qgis.utils

def replaceChars(text):
    text = re.sub(r"[\s+]", "_", text.lower())
    text = re.sub(r"\"", "", text)
    text = re.sub(r",", "_", text)
    text = unidecode(text)
    return text

crs = 'EPSG:3857'
path = "/Users/cmyk/Desktop/Regionen/Frankreich/buffered"

for lay in QgsMapLayerRegistry.instance().mapLayers().values():
    print(lay.name())
    if lay.name() == "buffered" :
        for z in lay.getFeatures():
            newName = (replaceChars(z["NAME_2"]))
            lay.setLayerName(newName)
            processing.runalg("qgis:reprojectlayer", lay, crs, path + "/" + newName)
            QgsMapLayerRegistry.instance().removeMapLayers( [lay.id()] )

        layer = QgsVectorLayer(path + "/" + lay.name(), newName, "ogr")
        if not layer.isValid():
            print "Layer failed to load!"
```

### Related issues:

Duplicates QGIS Application - Bug report # 777: crashes with python reference...

**Closed**

### History

**#1 - 2016-02-25 01:58 PM - Jürgen Fischer**

- Resolution set to duplicate
- Status changed from Open to Closed

QgsMapLayerRegistry.instance().removeMapLayers( [lay.id()] ) deletes the layer so lay.name() will crash. This is a duplicate of #777

**#2 - 2017-09-22 10:05 AM - Jürgen Fischer**

- Category set to Unknown

**Files**

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QGIS_2016-02-17-153943_wsPhil.crash	115 KB	2016-02-17	Philipp Ringli
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