QGIS Application - Bug report #16426
Rule-based renderers do not seem to implement symbolLayers() and causes crash

2017-04-07 12:11 PM - Georg Wicke

Status:	Closed			
Priority:	High			
Assignee:				
Category:	Symbology			
Affected QGIS version:	2.18.7	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:	No	**Resolution:**		
Crashes QGIS or corrupts data:	Yes	**Copied to github as #:**	24335	

Description

Steps to reproduce:

1. Open a vector layer in QGIS
2. Type the following into the python console:

    iface.activeLayer().rendererV2().legendSymbolItemsV2()[0].symbol().symbolLayers()

Result: Crashes with "pure virtual function call".

Expected result: Obviously, no crash :-)

The same happens with "symbolLayer(int layer)" etc.

History

#1 - 2017-04-30 11:57 AM - Giovanni Manghi

- Subject changed from Rule-based renderers do not seem to implement symbolLayers() to Rule-based renderers do not seem to implement symbolLayers() and causes crash

- OS version deleted (10)

- Operating System deleted (Windows)

- Target version set to Version 2.18

- Priority changed from Normal to High

- Category set to Symbology

- Description updated

- Affected QGIS version changed from 2.18.3 to 2.18.7

#2 - 2017-05-01 01:01 AM - Giovanni Manghi

- Easy fix? set to No

- Regression? set to No

#3 - 2017-11-24 10:25 AM - Alessandro Pasotti

Cannot reproduce in master

#4 - 2017-11-24 11:00 AM - Georg Wicke

Okay. Will try as soon as QGIS3 is published and I have it installed. Need to migrate first.

#5 - 2017-11-24 01:43 PM - Giovanni Manghi

- Status changed from Open to Feedback

#6 - 2018-05-16 06:15 PM - Alexander Bruy

- Status changed from Feedback to Closed

Closed for the lack of feedback. Please reopen if necessary.