

QGIS Application - Bug report #20097

iface.addvectorlayer doesn't work in processing script

2018-10-12 10:31 PM - Vincent Dionne

Status: Rejected	
Priority: Normal	
Assignee:	
Category: Processing/Core	
Affected QGIS version: 3.2.2	Regression?: Yes
Operating System: Windows 7	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: wontfix
Crashes QGIS or corrupts data: No	Copied to github as #: 27919

Description

Hello,

if you try to load a layer within a processing script using : layer = iface.addVectorLayer("path2asimpleshapefile.shp","test", "ogr").

The layer will not be added on the canvas. But the layer object will be OK.

NB: I noticed that it is working if you remove all parameter from the script ? But it will not work if you add any parameter (QgsProcessingParameterVectorLayer for example)

It was working fine in 2.18.

thank you,

History

#1 - 2018-10-13 12:56 AM - Nyal Dawson

- Resolution set to wontfix
- Status changed from Open to Rejected

This isnt thread safe, so not possible in 3.x. use context.addLayerToLoadOnCompletion instead