

# QGIS Application - Bug report #20428

## QgsMapCanvas.items() crashes QGIS

2018-11-09 09:14 PM - Matthew Jurewicz

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> Python bindings / sipify	
<b>Affected QGIS version:</b> 3.4.1	<b>Regression?:</b> No
<b>Operating System:</b> Windows 10	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> no timely feedback
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 28248
<b>Description</b>	
The following line of code crashes QGIS: iface.mapCanvas().items()	

### History

#### #1 - 2018-11-12 11:49 AM - Giovanni Manghi

- Status changed from Open to Feedback
- Priority changed from Normal to High
- Crashes QGIS or corrupts data changed from No to Yes

Try 3.4.1

#### #2 - 2018-11-12 04:22 PM - Matthew Jurewicz

Giovanni Manghi wrote:

| Try 3.4.1

Also crashes QGIS 3.4.1.

#### #3 - 2018-11-12 04:26 PM - Giovanni Manghi

- Status changed from Feedback to Open
- Affected QGIS version changed from 3.2.3 to 3.4.1
- Category changed from Map Canvas to Python bindings / sipify

#### #4 - 2019-01-28 12:54 PM - Peter Petrik

unable to replicate with QGIS 3.5 on MacOS

#### #5 - 2019-01-28 12:56 PM - Giovanni Manghi

- Status changed from Open to Feedback

#### #6 - 2019-01-29 03:42 AM - Nyal Dawson

No crash on Linux either.

**#7 - 2019-03-08 11:59 AM - Giovanni Manghi**

- *Status changed from Feedback to Closed*
- *Resolution set to no timely feedback*

Closing for lack of feedback.