

## QGIS Application - Bug report #20558

### QGIS crashes when printing to console in separate thread

2018-11-20 01:51 AM - Matthew Jackson

<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> wontfix
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 28378
<b>Description</b>	
<p>If you run the following in the python console from QGIS 3.x in Windows 10, QGIS will crash every time. I believe this is a regression that began with 3.0, but I no longer have a 2.x version to compare with.</p> <pre>class PrintThread (QThread):     completed = pyqtSignal()     def init(self ):         QThread.__init__(self)     def run (self):         print("a message!")  t = PrintThread() t.start()</pre>	

#### History

##### #1 - 2018-11-20 07:51 AM - Giovanni Manghi

- Category changed from Python plugins to Python bindings / sipify

##### #2 - 2018-11-20 06:19 PM - Alessandro Pasotti

I think this is a won't fix: python printing from a thread will crash for sure.

You should use QgsMessageLog or other means to communicate with the user.

##### #3 - 2018-11-20 07:57 PM - Nyal Dawson

- Regression? changed from Yes to No

It's not a regression - this has always been the case.

##### #4 - 2018-11-22 08:24 AM - Juan Manuel Perez

Just tried the above code on QGis 2.18.20, and in 2.18 this piece of code didn't cause QGis to crash.

I stumbled on this issue while migrating a processing plugging from Qgis 2.18 to Qgis 3.4. Its processing algorithm included some 'print' statements, and I've been forced to remove them for Qgis3 (in Qgis2 they didn't cause any problems).

**#5 - 2018-11-22 09:32 AM - Alessandro Pasotti**

- *Resolution set to wontfix*
- *Status changed from Open to Closed*

The solution is simple: do not use "print" in a python script in QGIS.