

QGIS Application - Bug report #20694

QgsVectorLayer 's addFeatures function crashes the app

2018-12-02 01:14 PM - Mehmet Selim BILGIN

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<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>	Linux Mint 19	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	Yes	<b>Copied to github as #:</b> 28514
<b>Description</b>		
<p>I generated Spatialite point layer that has 1M features by using random point plugin. In python I tried to copy all features to memory layer. Here is the sample code:</p> <pre>sourceFeatures = self.sourceLayer.getSelectedFeatures() self.targetLayer.startEditing() self.targetLayer.addFeatures(sourceFeatures)</pre> <p><b>---crashed---</b></p> <p>But when i try with 10.000 features this time it successfully adds features. Interestingly, I tried to add 1M features with while loop, this time it succeed. And note that adding operation runs on another <b>QThread</b>.</p>		