

## QGIS Application - Bug report #21116

### processing.run and processing.runAndLoadResults give different output

2019-01-29 03:55 AM - Etienne Trimaille

<b>Status:</b>	Rejected	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Processing/Core	
<b>Affected QGIS version:</b>	3.5(master)	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> wontfix
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 28934
<b>Description</b>		
<p>I noticed that "processing.run" and "processing.runAndLoadResults" give different output.</p> <p>The first one returns a dictionary of QgsMapLayer object. The second one returns a dictionary of maplayer ID.</p> <p>This is IMHO not very convenient when you develop a script, calling many sub Processing algorithm. Sometimes you want to debug quickly by checking the content of an intermediate result by adding "AndLoadResults". But then the output is different, so the script fails with an "AttributeError" if the function doesn't exist on the new returned object.</p> <p>I'm not sure if it's a bug or if it was a feature.</p>		

#### History

##### #1 - 2019-01-29 10:27 AM - Alexander Bruy

This is no bug, runAndLoadResults() performs some actions after algorithm execution (applying style, loading layer into project, etc) and as result removes layers from the context's layer store.

This always worked in the same way.

##### #2 - 2019-01-29 10:58 AM - Nyal Dawson

- Resolution set to wontfix

- Status changed from Open to Rejected

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