

# QGIS Application - Bug report #2173

## Crash in python console when renderer changes

2009-12-01 06:48 PM - springmeyer -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Debian	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 12233

### Description

To replicate:

- 1) Add layer
- 2) open python console

```
l = qgis.utils.iface.mapCanvas().layer(0)
print l.isUsingRendererV2()
ren = l.rendererV2()
```

- 3) edit symbology of layer with console open
- 4) type 'print ren' in console again... crash

The object no longer exists and should be returned as None rather than crashing QGIS.

### History

**#1 - 2009-12-01 11:49 PM - Jürgen Fischer**

- Resolution set to duplicate
- Status changed from Open to Closed

duplicate of #777 - the problem are python references to destroyed objects.