

QGIS Application - Bug report #2173

Crash in python console when renderer changes

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

Status:	Closed	
Priority:	Low	
Assignee:	nobody -	
Category:	Symbology	
Affected QGIS version:		Regression?: No
Operating System:	Debian	Easy fix?: No
Pull Request or Patch supplied:		Resolution: duplicate
Crashes QGIS or corrupts data:		Copied to github as #: 12233
Description		
To replicate:		
1) Add layer		
2) open python console		
<pre>l = qgis.utils.iface.mapCanvas().layer(0) print l.isUsingRendererV2() ren = l.rendererV2()</pre>		
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.