

<div>Status: Closed</div> <div>Priority: Low</div> <div>Assignee:</div> <div>Category: Python plugins</div> <div>Affected QGIS version:</div> <div>Operating System: Windows</div> <div>Pull Request or Patch supplied:</div> <div>Crashes QGIS or corrupts data:</div>	<div>Regression?: No</div> <div>Easy fix?: No</div> <div>Resolution: fixed</div> <div>Copied to github as #: 12760</div>
<div>Description</div> <div><p>Briefly about my case:</p><p>I created a python plugin, and it creates [[QgsVectorLayer]]'s from Postgis database. I do add qml styles to my layers, with layer.loadNamedStyle(path_to_qml). And in qml i've specified form init functions in python <editforminit>myInitMethod</editforminit> I'm trying to initialize some data fields with editforminit function.</p><p>The problem:</p><p>1) i add a layer with my plugin</p><p>2) select the added layer which has <editforminit> specified</p><p>3) toggle the layer to edit mode</p><p>4) try to add a layer object to map, click on the map</p><p>5) then qgis always craches</p><p>Problem is only when i have set editforminit function.</p><p>but if i do steps</p><ul style="list-style-type: none">- (save project)- (close and open qgis)<p>before adding new object to my layer, then editforminit function is invoked and everything works.</p><p>Maybe there's a workaround? Maybe some refreshing?</p><p>I do after adding layers:</p><pre>self.iface.refreshLegend(myLayer)</pre><pre>self.iface.mapCanvas().refresh()</pre></div>	

History

#1 - 2010-05-11 02:57 AM - Giovanni Manghi

Hi,

feedback to your problem the problem would be better asked in the developer mailing list.

#2 - 2010-05-25 11:00 AM - Alex Mandel

Needs to be retested on a newer trunk, not a showstopper for release.

#3 - 2010-06-20 10:30 AM - Martin Dobias

This could have been fixed recently in commit:52a49c90 (SVN r13752), please test again.

If the problem persists, please provide further information how to replicate the problem. Can you simply add a layer and set a QML with "editforminit" function to get the crash (without using the plugin)?

#4 - 2010-07-24 03:56 PM - Giuseppe Sucameli

No user's inputs for 5 weeks...

I tick the "awaiting user input" checkbox and hope.

#5 - 2010-07-24 04:31 PM - jaanussuvi -

Replying to [comment:4 wonder]:

This could have been fixed recently in commit:52a49c90 (SVN r13752), please test again.

Sorry, I've finished my project with the plugin, and I do not have development environment setup anymore. So it's really time consuming to test it. btw the plugin doesn't use custom editform or init function. I solved it differently.

I think this approach was too complex anyway.

If the problem persists, please provide further information how to replicate the problem. Can you simply add a layer and set a QML with "editforminit" function to get the crash (without using the plugin)?

Yes, if I add a postgis layer to my qgis project with custom editform, then it works fine. But if I add postgis layer with python, and try to add new object to the layer, then it does not work. But if I save newly created layer to qgis project and restart qgis, then it works.

How to replicate:

Also complex task, if not having the setup.

I believe it could be done with python console.

U should have postgis db and qml for some geo object.

in qml of course <editforminit>myInitMethod</editforminit>

Code that creates vector layer from postgis:

```
uri = qgis.core.QgsDataSourceURI()
uri.setDataSource("your_schema", "your_geo_table", "the_geom", subset_sql)
vl = qgis.core.QgsVectorLayer(uri.uri(), "layer_name", "postgres")
vl.loadNamedStyle(QString(qml_path + "vl.qml"))
qgis.core.QgsMapLayerRegistry.instance().addMapLayer(vl, True)
self.iface.refreshLegend(vl)
self.iface.mapCanvas().refresh()
```

Sorry, i'm too busy with new projects.

I hope my description helps.

#6 - 2010-09-19 08:57 AM - Paolo Cavallini

- *Resolution set to fixed*

- *Status changed from Open to Closed*

Closing it pending reporter check. Please reopen it if necessary.