

QGIS Application - Bug report #5747

Crash after calling QgsMapLayerRegistry::addMapLayers

2012-06-05 07:19 AM - Giuseppe Sucameli

Status: Closed	
Priority: Normal	
Assignee:	
Category: Python plugins	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 15253
Description	
<p>The QgsMapLayerRegistry.addMapLayer is deprecated but the newer version QgsMapLayerRegistry.addMapLayers if called two times cause segfault.</p> <p>From the python console:</p> <pre>vl1 = QgsVectorLayer("/home/brushtyler/vl1", "test", "ogr") QgsMapLayerRegistry.instance().addMapLayers([vl1]) vl2 = QgsVectorLayer("/home/brushtyler/vl2", "test", "ogr") QgsMapLayerRegistry.instance().addMapLayers([vl2])</pre> <p>Confirmed on both Win7 and Ubuntu 11.04, QGis 1.8</p>	

Associated revisions

Revision d78e6052 - 2012-06-06 08:34 AM - Jürgen Fischer

fix #5747

History

#1 - 2012-06-05 07:41 AM - Giovanni Manghi

is this a regression since 1.7.4?

#2 - 2012-06-05 07:54 AM - Giuseppe Sucameli

Giovanni Manghi wrote:

| *is this a regression since 1.7.4?*

no, the QgsMapLayerRegistry::addMapLayers() method is new in 1.8 (it wasn't present in 1.7.x)

#3 - 2012-06-05 03:56 PM - Larry Shaffer

Giuseppe,

I attempted to confirm with 1.8_1125571 on Mac OS X 10.6.8 and Ubuntu 12.04, but I couldn't get `QgsMapLayerRegistry.addMapLayers()` to work without an exception being raised:

```
TypeError: QgsMapLayerRegistry.addMapLayers(list-of-QgsMapLayer, bool theEmitSignal=True): first argument of unbound method must have type 'QgsMapLayerRegistry'
```

I tried from `qgis.core` import `QgsMapLayerRegistry` but ends in same exception.

However, I had no issues adding 7 layers with `QgsMapLayerRegistry.instance().addMapLayers()`, as long as I did not use an existing layer name as the second parameter to the `QgsVectorLayer` constructor.

This works on *both* platforms:

```
v1 = QgsVectorLayer("/data/hr_100kdlg/hr-bnd.shp", "test1", "ogr")
QgsMapLayerRegistry.instance().addMapLayers([v1])
v2 = QgsVectorLayer("/data/hr_100kdlg/hr-rds.shp", "test2", "ogr")
QgsMapLayerRegistry.instance().addMapLayers([v2])
...
v7 = QgsVectorLayer("/data/hr_100kdlg/hr-quads.shp", "test7", "ogr")
QgsMapLayerRegistry.instance().addMapLayers([v7])
```

but this causes the crash on *both* platforms (sometimes took 3 layers):

```
v1 = QgsVectorLayer("/data/hr_100kdlg/hr-bnd.shp", "samename", "ogr")
QgsMapLayerRegistry.instance().addMapLayers([v1])
v2 = QgsVectorLayer("/data/hr_100kdlg/hr-rds.shp", "samename", "ogr")
QgsMapLayerRegistry.instance().addMapLayers([v2])
```

Does it still crash on your tested platforms when using dissimilar layer names in `QgsVectorLayer` constructor?

#4 - 2012-06-05 11:09 PM - Jürgen Fischer

- *Category changed from Map Canvas to Python plugins*

#5 - 2012-06-05 11:35 PM - Jürgen Fischer

- *Status changed from Open to Closed*

Fixed in changeset commit:"d78e6052431192351115eac5720c34721a5085c1".