

## QGIS Application - Bug report #6243

### QgsProject.read() should open a project file in "append" mode

2012-08-23 02:32 AM - luca76 -

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Project Loading/Saving	
<b>Affected QGIS version:</b> 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> invalid
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 15550
<b>Description</b>	
<p>QgsProject API Documentation states:</p> <pre>bool read (QFileInfo const &amp;file)     read project file  bool read ()     presuming that the caller has already reset the map canvas, map registry, and legend</pre> <p>the first read (QFileInfo const &amp;file) sets the project filename and calls the second read (). As you read, it says: "presuming that the caller has already reset the map canvas, map registry, and legend", so I wanted to use it to append my QGIS project file to current.</p> <p>But it doesn't happen: current maplayers are cleared and substituted to the layers of the project file, although I still see the old project title in the window titlebar.</p> <p>Here's how you can reproduce it:</p> <ol style="list-style-type: none"><li>1. write a plugin with this code: <code>QgsProject.instance().read ( new QFileInfo ( "&lt;path of a qgis file&gt;" ) );</code></li><li>2. open a different qgis project file</li><li>3. launch the plugin</li><li>4. all layers are substituted.</li></ol>	

## History

### #1 - 2012-09-04 11:52 AM - Paolo Cavallini

- Target version changed from Version 1.8.0 to Version 2.0.0

### #2 - 2012-09-29 08:10 AM - Sandro Santilli

I'm also looking for a way to "append" layers to an existing project. Ideally all under a group named after the file.

### #3 - 2012-09-29 08:15 AM - Sandro Santilli

The code is intentionally clearing all stuff, surely for project properties but don't know if for anything else too (assets referenced by layers?):

```
// before we start loading everything, let's clear out the current set of
// properties first so that we don't have the properties from the previous
// project still hanging around
```

```
imp_->clear();  
mEmbeddedLayers.clear();
```

**#4 - 2012-12-30 09:51 AM - Giovanni Manghi**

- *Priority changed from High to Normal*

**#5 - 2014-01-29 05:06 AM - luca76 -**

- *Target version changed from Version 2.0.0 to Future Release - Lower Priority*

**#6 - 2014-03-26 11:25 AM - Alexander Bruy**

- *Category changed from C++ Plugins to Project Loading/Saving*

**#7 - 2016-07-05 08:15 AM - luca76 -**

- *Resolution set to invalid*

- *Status changed from Open to Closed*