

QGIS Application - Bug report #7268

Master crashes after a typo in API: QgsMapLayerRegistry.removeMapLayers(int)

2013-03-03 09:43 AM - Borys Jurgiel

Status: Closed	
Priority: Normal	
Assignee:	
Category: Python plugins	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: fixed
Crashes QGIS or corrupts data: Yes	Copied to github as #: 16285
Description	
Master crashes when I accidentally pass a single id (instead of a list) to QgsMapLayerRegistry.removeMapLayers() Looks like a simple validation issue. I mark as a blocker, as it may be potentially a common mistake.	

History

#1 - 2013-03-13 04:05 AM - Alexander Bruy

- Status changed from Open to Closed

- Resolution set to fixed

There is now removeMapLayer() method (in addition to removeMapLayers()) that accepts single layer ID, so I close this issue.

#2 - 2013-03-13 04:16 AM - Borys Jurgiel

- Status changed from Closed to Reopened

I decided to reopen it as I believe QGIS shouldn't crash just because of typos in scripts. It doesn't cost much CPU to validate the datatype, and it can save one's work after a small typo in the Python Console (and QGIS reputation as well :)

#3 - 2013-03-13 04:16 AM - Borys Jurgiel

- Resolution deleted (fixed)

#4 - 2013-05-13 04:47 AM - Matthias Kuhn

- Status changed from Reopened to Feedback

- Priority changed from Severe/Regression to Normal

The following excerpt from the python console did not generate a crash.

I don't see, where this could have been fixed, but maybe it is connected to the SIP version? Which version are you using?

```
QgsMapLayerRegistry.instance().removeMapLayers(1)
Traceback (most recent call last):
  File "<input>", line 1, in <module>
TypeError: QgsMapLayerRegistry.removeMapLayers(QStringList): argument 1 has unexpected type 'int'
QgsMapLayerRegistry.instance().removeMapLayers(['1'])
QgsMapLayerRegistry.instance().removeMapLayers('1')
```

#5 - 2013-06-11 04:47 PM - Borys Jurgiel

- *Resolution set to fixed*

- *Status changed from Feedback to Closed*

Seems it's fixed in the meantime.