

QGIS Application - Bug report #811

selectionChanged() SIGNAL getting connected and disconnected on raster layers in qgsmapcanvas.cpp

2007-11-15 11:38 AM - Aaron Racicot -

Status:	Closed	
Priority:	Low	
Assignee:	Aaron Racicot -	
Category:	Map Canvas	
Affected QGIS version:		Regression?: No
Operating System:	All	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 10870

**Description**

In qgsmapcanvas.cpp in [[QgsMapCanvas]]::setLayerSet a disconnect and connect call to selectionChanged signal are being made on the map layer set, but some of those layers can be raster layers. selectionChanged() is a signal that only vector layers can emit.

This bug causes warning messages to appear when calling setLayerSet via the python bindings with a layer set that contains rasters.

The solution is to wrap the disconnect and connect calls with logic to test if the layer is a vector layer.

History

#1 - 2007-11-15 01:05 PM - Aaron Racicot -

- Status changed from Open to In Progress

Turns out src/app/legend/qgslegendlayerfile.cpp also contains the issue... not only for selectionChanged() but for wasModified(bool) as well. Both of these need to be connected only to vector layers. Attached is a patch to wrap all of these cases to check for vector layer.

#2 - 2007-11-16 01:01 AM - Marco Hugentobler

- Resolution set to fixed

- Status changed from In Progress to Closed

Applied in commit:bd3fd856 (SVN r7417). Many thanks for the input!

#3 - 2009-08-22 12:52 AM - Anonymous

Milestone Version 0.9.1 deleted

Files

bug811fix.diff	2.86 KB	2007-11-15	Aaron Racicot -
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