

QGIS Application - Bug report #8543

QgsVectorLayerEditBuffer.addedFeatures() function binding on Windows 8 causes crash

2013-09-01 10:41 AM - Larry Shaffer

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: worksforme
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 17294
Description		
Repeatable steps:		
1. Put a vector layer into edit mode		
2. Add a feature		
3. Run commands in console		
eb = iface.activeLayer().editBuffer()		
eb.addedFeatures()		
4. Crash		
QgsVectorLayerEditBuffer.addedFeatures() works fine on Mac (10.7.5, latest master), returning a dict.		
Will try to get, or inspect, a crash dump soon.		

History

#1 - 2013-09-01 11:11 AM - Salvatore Larosa

Hi Larry,

this should not be hard to solve, I haven't a build environment under windows.

Anyone could try the following patch:

```
diff --git a/python/core/qgsvectorlayereditbuffer.sip b/python/core/qgsvectorlayereditbuffer.sip
index 0b6af3a..11ff4ab 100644
--- a/python/core/qgsvectorlayereditbuffer.sip
+++ b/python/core/qgsvectorlayereditbuffer.sip
@@ -102,7 +102,7 @@ class QgsVectorLayerEditBuffer : QObject
 \
note added in v1.6 */
void committedAttributesDeleted( const QString& layerId, const QgsAttributeList& deletedAttributes );
void committedAttributesAdded( const QString& layerId, const QList<QgsField>& addedAttributes );
- void committedFeaturesAdded( const QString& layerId, const QgsFeatureList& addedFeatures );
+ void committedFeaturesAdded( const QString& layerId, const QgsFeatureMap& addedFeatures );
void committedFeaturesRemoved( const QString& layerId, const QgsFeatureIds& deletedFeatureIds );
void committedAttributeValuesChanges( const QString& layerId, const QgsChangedAttributesMap& changedAttributesValues );
void committedGeometriesChanges( const QString& layerId, const QgsGeometryMap& changedGeometries );
```

#2 - 2013-09-01 11:22 AM - Larry Shaffer

Hi Salvatore,

Not sure how that signal relates to the **QgsVectorLayerEditBuffer.addedFeatures()** public function.

Also, wouldn't changing that in the .sip file probably cause a build error when sip doesn't find a matching signature in the header file (qgsvectorlayereditbuffer.h)?

#3 - 2013-09-01 12:00 PM - Salvatore Larosa

sorry for the overzealous approach, forget my note!

#4 - 2016-06-21 01:34 PM - Jürgen Fischer

- *Crashes QGIS or corrupts data changed from No to Yes*
- *Resolution set to worksforme*
- *Status changed from Open to Closed*

works fine for me (on windows 10 x86 and x86_64)