

QGIS Application - Bug report #11704

Adding valid layer but not in QgsMapLayerRegistry to QgsLayerTreeGroup crashes QGIS 2.6

2014-11-21 01:25 AM - Akbar Gumbira

Status:	Closed	
Priority:	Normal	
Assignee:	Martin Dobias	
Category:		
Affected QGIS version:	2.6.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: duplicate
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 19946
Description		
This is a bit related to #11703 If we add a valid layer, but that layer is not registered in QgsMapLayerRegistry, this will crash QGIS 2.6. A simple scenario, select any vector layer first and run this: <pre>layer = iface.activeLayer() layer_group = QgsLayerTreeGroup() layer_group.addLayer(layer) <-- THIS IS FINE print layer_group.dump() new_layer = QgsVectorLayer(layer.source(), layer.name(), 'ogr') layer_group.addLayer(new_layer) <- NOOOOOOOOOO THE CRASH PART print layer_group.dump()</pre>		

History

#1 - 2014-11-21 01:28 AM - Akbar Gumbira

```
layer = iface.activeLayer()
layer_group = QgsLayerTreeGroup()
layer_group.addLayer(layer) # <-- THIS IS FINE
print layer_group.dump()

new_layer = QgsVectorLayer(layer.source(), layer.name(), 'ogr')
layer_group.addLayer(new_layer) # <- NOOOOOOOOOO THE CRASH PART
print layer_group.dump()
```

#2 - 2014-11-23 01:27 PM - Tim Sutton

- Assignee changed from Tim Sutton to Martin Dobias

#3 - 2015-01-12 10:42 PM - Martin Dobias

- Resolution set to duplicate

- Status changed from Open to Closed

The same thing as #11703