

QGIS Application - Feature request #1482

Add accessors to QgsVectorLayer

2009-01-08 03:13 PM - oliviert -

Status:	Closed	
Priority:	Low	
Assignee:		
Category:	Vectors	
Pull Request or Patch supplied:	No	Resolution: fixed/implemented
Easy fix?:	No	Copied to github as #: 11542
Description I think it will be useful to add accessors in the <code>[[QgsVectorLayer]]</code> class for private members. For instance : <pre>const [[QgsFeatureIds]]& getDeletedFeatureIds() const { return mDeletedFeatureIds; } const [[QgsFeatureList]]& getAddedFeatures() const { return mAddedFeatures; } const [[QgsGeometryMap]]& getChangedGeometries() const { return mChangedGeometries; }</pre> Maybe it will also be a good idea for other members ...		

History

#1 - 2010-06-11 10:13 PM - Paolo Cavallini

Still true?

#2 - 2011-12-16 01:58 PM - Giovanni Manghi

- Target version changed from Version 1.7.0 to Version 1.7.4

#3 - 2012-04-15 10:13 AM - Giovanni Manghi

- Target version changed from Version 1.7.4 to Version 2.0.0

#4 - 2012-10-06 02:28 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#5 - 2015-11-16 08:25 AM - Médéric RIBREUX

- Pull Request or Patch supplied set to No

- Status changed from Open to Closed

- Resolution set to fixed/implemented

- % Done changed from 0 to 100

- Assignee deleted (nobody -)

Hello, bug triage...

since QGIS 2.0, you can access those attributes by using a [QgsVectorLayerEditBuffer](#) from the QgsVectorLayer. There are the following public methods:

- addedFeatures()
- deletedFeatureIds()
- changedGeometries()

I am closing this old feature request (feel free to reopen it if you think there is still need to have a private access directly in QgsVectorLayer) !

