

QGIS Application - Bug report #15088
Segmentation fault when using layersRemoved SIGNAL

2016-06-20 08:53 AM - gcarrillo -

Status:	Closed	
Priority:	Severe/Regression	
Assignee:		
Category:	Vectors	
Affected QGIS version:	2.14.2	Regression?: No
Operating System:	GNU/Linux	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 23030

Description

There seems to be an issue connecting the SIGNAL layersRemoved from QgsMapLayerRegistry.

For example, if I save this script to a file, and run it from the Linux terminal:

```
#####
import unittest
from qgis.core import QgsApplication, QgsMapLayerRegistry

class SIGNALTest( unittest.TestCase ):
    def setUp( self ):
        app = QgsApplication([], True)
        QgsApplication.setPrefixPath("/usr", True)
        QgsApplication.initQgis()
        QgsMapLayerRegistry.instance().layersRemoved.connect( self.myFunction )
    def myFunction( self, layerIds ):
        print "Called!"
    def test1( self ):
        self.assertEqual(1,1)
    def tearDown( self ):
        QgsApplication.exitQgis()

if name == "__main__":
    unittest.main()#####
```

I get the following result:

```
#####
Called!
.
-----
Ran 1 test in 0.119s

OK
Segmentation fault#####
```

If, on the contrary, I comment out the line where the connection is set or if I use other signals such as layerRemoved or layersAdded instead of layersRemoved, I get:

```
#####
```

.

Ran 1 test in 0.111s

OK#####

I'm using QGIS 2.14.2 on a GNU/Linux machine.

Associated revisions

Revision 4b0df5bc - 2016-06-26 12:15 PM - Matthias Kuhn

QgsMapLayerRegistry::removeMapLayers don't emit signals when empty

Fix #15088

Revision f3216bb0 - 2016-06-26 05:33 PM - Matthias Kuhn

QgsMapLayerRegistry::removeMapLayers don't emit signals when empty

Fix #15088

History

#1 - 2016-06-23 05:27 AM - René-Luc ReLuc

- Target version changed from Future Release - Lower Priority to Version 2.14
- Priority changed from Normal to Severe/Regression
- Category changed from Python plugins to Vectors

We encountered the same behavior on QGIS Server.

The crash is due to `QgsEditorWidgetRegistry::mapLayerWillBeRemoved` when the cast is done `QgsVectorLayer\* vl = qobject\_cast<QgsVectorLayer\*>(mapLayer);` QGIS crashed.

#2 - 2016-06-26 03:17 AM - Anonymous

- Status changed from Open to Closed

Fixed in changeset commit:"4b0df5bc5b71523ad35db050c57ca3c04c2b6d1e".