QGIS Application - Bug report #16426 Rule-based renderers do not seem to implement symbolLayers() and causes crash

2017-04-07 12:11 PM - Georg Wicke

Status:	Closed		
Priority:	High		
Assignee:			
Category:	Symbology		
Affected QGIS version:2.18.7		Regression?:	No
Operating System:		Easy fix?:	No
Pull Request or Patch supplied:		Resolution:	
Crashes QGIS or corruptesdata:		Copied to github as #:	24335
Description			
Steps to reproduce:			
1. Open a vector layer in QGIS			
2. Type the following into the python console:			
iface.activeLayer().rendererV2().legendSymbolItemsV2()[0].symbol().symbolLayers()			
Result: Crashes with "pure virtual function call".			
Expected result: Obviously, no crash :-)			
The same happens with "symbolLayer(int layer)" etc.			

History

#1 - 2017-04-30 11:57 AM - Giovanni Manghi

- Subject changed from Rule-based renderers do not seem to implement symbolLayers() to Rule-based renderers do not seem to implement

symbolLayers() and causes crash

- OS version deleted (10)
- Operating System deleted (Windows)
- Target version set to Version 2.18
- Priority changed from Normal to High
- Category set to Symbology
- Description updated
- Affected QGIS version changed from 2.18.3 to 2.18.7

#2 - 2017-05-01 01:01 AM - Giovanni Manghi

- Easy fix? set to No
- Regression? set to No

#3 - 2017-11-24 10:25 AM - Alessandro Pasotti

Cannot reproduce in master

#4 - 2017-11-24 11:00 AM - Georg Wicke

Okay. Will try as soon as QGIS3 is published and I have it installed. Need to migrate first.

#5 - 2017-11-24 01:43 PM - Giovanni Manghi

- Status changed from Open to Feedback

#6 - 2018-05-16 06:15 PM - Alexander Bruy

- Status changed from Feedback to Closed

Closed for the lack of feedback. Please reopen if necessary.