# QGIS Application - Bug report #17181 Crash using QgsComposerAttributeTableV2 after setting columns

2017-09-21 08:09 PM - Loïc BARTOLETTI

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Python bindings / sipify		
Affected QGIS	<b>/ersion:</b> 2.18.13	Regression?:	No
Operating System:		Easy fix?:	No
Pull Request or Patch sumplied:		Resolution:	invalid
Crashes QGIS or corruptesdata:		Copied to github a	<b>as #:</b> 25080
Description			
QGis crash when	you use this code into the console (	with a real project):	
	poserAttributeTableV2(iface.activeCo	omposers()[0].composition(), False)	
cols = table.colun	0		
0	mposerTableColumn("test_for_crash	h")	
newCol.setAttribu			
cols.append(new			
table.setColumns			
[i.heading() for i ii	n table.columns()]		
Tested on Windo	ws 7 QGis 2.18, Debian QGis 2.14 a	and FreeBSD 2.18.	
Seems to be a ba	ad_alloc. Here some logs from Debia	n:	
Warning: QO Segmentatior	bject::connect: Cannot connect (null) n fault	::layerModified() to QgsComposerAf	ttributeTableV2::refreshAttributes()
FreeBSD show a	windows with this error:		
cxxrt::bad_all	OC		
Related issues:			

# History

## #1 - 2017-09-22 09:54 AM - Giovanni Manghi

- Status changed from Open to Feedback

Is this related to #17180 ?

## #2 - 2017-09-22 10:00 AM - Loïc BARTOLETTI

No, they're different issues.

I'm working on several projects needing to use the composer and found these two bugs.

## #3 - 2017-09-22 10:01 AM - Giovanni Manghi

- Status changed from Feedback to Open

# Loïc BARTOLETTI wrote:

#### No, they're different issues.

I'm working on several projects needing to use the composer and found these two bugs.

thanks, so please add a description to #17180 just not leave the link to stackexchange, thanks.

#### #4 - 2017-09-28 09:31 AM - Jürgen Fischer

- Related to Bug report #17180: Atlas crash using python added

### #5 - 2017-09-28 09:34 AM - Denis Rouzaud

- Assignee deleted (Denis Rouzaud)

### #6 - 2017-09-29 01:58 AM - Nyall Dawson

- Resolution set to invalid

- Status changed from Open to Closed

Your code is a bit wrong:

cols = table.columns()

...

cols.append(newCol) table.setColumns(cols)

table.columns() is returning a pointer to the table's columns, so any edits (such as appending columns) happens immediately. There's no need to call table.setColumns() after. This is causing the crash, because the table already has ownership of that columns object.

Admittedly, not the nicest api!