QGIS Application - Bug report #18005
Processing temporary layers style change not picked up in legend/layer list

2018-01-30 08:39 PM - Richard Duivenvoorde

Status:	Closed		
Priority:	Normal		
Assignee:	Victor Olaya		
Category:	Processing/Core		
Affected QGIS version:	master	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	fixed/implemented
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	25901

Description

To recreate, in current master:

- load a simple point layer

- create a buffer in processing

- it will (here) create a brown style: visibl both in the temporary layer AND in the layer list

- now in the layer properties, styling tab change the color for example to green

- upon 'apply', now the color of the buffer features will be updated

- but the colors in the legend will stay old (brown)

I also tried to not create the temporary layer, but create a geopackage immidiatly, but this shows the same behaviour.

When creating a temporary layer from scratch, though styling just works.

Associated revisions

Revision 0607f79f - 2018-02-05 02:19 AM - Nyall Dawson

Ensure member QObjects for QgsMapLayer (and subclasses) are correctly
parented to their owner QgsMapLayer.

This ensures that if the layer is moved to a different thread with
QObject::moveToThread(), then those children are also considered
by QObject::moveToThread() and correctly also moved to the new
target thread. This fixes broken connections (and likely other
issues) caused when moving layers between threads (such as is
done when a background processing algorithm completes).

Fixes #18005

History

#1 - 2018-02-01 06:53 PM - Alexander Bruy

- *Status changed from Open to Feedback*

Does this happen with layers added to project from disk or created in other way? Processing itself does nothing with styling, looks like refreshing layer tree
is broken.

#2 - 2018-02-01 08:24 PM - Richard Duivenvoorde

Nope, only when you create a new vector layer with processing...

If you save the result layer as a shape file, load it, then the styling is ok

I did try to have a look to, and only thing I could think of is that the 'takeMapLayer' which is used in
https://github.com/qgis/QGIS/blob/master/python/plugins/processing/gui/Postprocessing.py#L79
and which according to some docs I found 'hands over ownership', maybe looses some 'repaint' signals or so?

But please just try the buffer scenario I described in the issue..

#3 - 2018-02-01 08:30 PM - Raymond Nijssen

Hi Alexander,

Alexander Bruy wrote:

> *... Processing itself does nothing with styling, ...*

So what could explain that the buffer result always gets the same brown (#813d02) color now?

#4 - 2018-02-01 09:17 PM - Nyall Dawson

https://github.com/qgis/QGIS/pull/6230 fixes this

#5 - 2018-02-05 02:18 AM - Nyall Dawson

- Status changed from Feedback to Closed

- % Done changed from 0 to 100

Applied in changeset commit:qgis|0607f79f478fc868a44790831b802f637ff9ded8.

#6 - 2018-02-21 09:28 PM - Giovanni Manghi

- Resolution set to fixed/implemented