

## QGIS Application - Bug report #18723

### Adding a new function expression that also prints in the console halts QGIS

2018-04-14 02:16 PM - Tudor Bărăscu

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	PyQGIS Console	
<b>Affected QGIS version:</b>	3.1(master)	<b>Regression?:</b> No
<b>Operating System:</b>	Debian Buster	<b>Easy fix?:</b> No
<b>Pull Request or Patch applied:</b>	No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 26610
<b>Description</b>		
<p>I have a point layer with 3 points.</p> <p>I created the following function:</p> <pre>from qgis.core import * from qgis.gui import * from random import uniform  @qgsfunction(args='auto', group='QTIBIA Engineering') def random_records(value1, value2, feature, parent):     """     Generates a random value..     """      print(value1, value2)     return uniform(value1, value2)</pre> <p>If I put in the layer label: uniform(0, 100.5) QGIS halts on the third print. So, printing from the function halts QGIS.</p>		

#### History

#1 - 2018-04-14 11:07 PM - Nyal Dawson

- Resolution set to invalid

- Status changed from Open to Closed

This isn't safe to do - better to use the thread safe qgis logger classes, e.g. QgsLogger, QgsMessageLog