

# QGIS Application - Bug report #2006

## Python: cannot connect SIGNAL canvasClicked with a function

2009-10-13 06:56 AM - luca76 -

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Borys Jurgiel	
<b>Category:</b>	Python plugins	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	Windows	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 12066
<b>Description</b>		
I cannot connect SIGNAL canvasClicked anymore (QGIS 1.3.0)		
this:		
QObject.connect(emitPoint, SIGNAL"), self.clickButton)		
doesn't work anymore.		
Neither:		
QObject.connect(emitPoint, SIGNAL"), self.clickButton)		
attached a simple plugin.		

## History

#1 - 2009-10-13 08:07 AM - Jürgen Fischer

- Resolution set to invalid
- Status changed from Open to Closed

the latter works. The problem is that your tool is destroyed before you get a chance to use it. Following works:

```
# Import the [[PyQt]] and QGIS libraries
from [[PyQt]]4.QtCore import *
from [[PyQt]]4.QtGui import *
from qgis.core import *
from qgis.gui import *

class simplePlugin:

    def __init__(self, iface):
        # Save reference to the QGIS interface
        self.iface = iface

    def initGui(self):
        # Create action that will start plugin configuration
        self.action = QAction(QIcon(":/plugins/totem/icon.png"), "test", self.iface.mainWindow())
        # connect the action to the run method
```

```

QObject.connect(self.action, SIGNAL("activated()"), self.run)
self iface.addPluginToMenu("Plugin...", self.action)

def unload(self):
    # Remove the plugin menu item and icon
    self iface.removePluginMenu("Plugin...", self.action)
    self iface.removeToolBarIcon(self.action)

def run(self):
    mapCanvas=self iface.mapCanvas()
    # Create the appropriate map tool and connect the gotPoint() signal.
    self.emitPoint = [[QgsMapToolEmitPoint]](mapCanvas)
    mapCanvas.setMapTool(self.emitPoint)
    QObject.connect(self.emitPoint, SIGNAL("canvasClicked(const [[QgsPoint]] &, Qt::MouseButton)"), self.clickButton)

def clickButton(self, pnt, but):
    QMessageBox.information(None, "Nome finestra", "cliccato", "&Ok", "&Cancel", "", 0, 1)

```

## Files

[simple\\_plugin.zip](#)

1.3 KB

2009-10-13

luca76 -