

QGIS Application - Bug report #20097

iface.addvectorlayer doesn't work in processing script

2018-10-12 10:31 PM - Vincent Dionne

Status:	Rejected	
Priority:	Normal	
Assignee:		
Category:	Processing/Core	
Affected QGIS version:	3.2.2	Regression?: Yes
Operating System:	Windows 7	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: wontfix
Crashes QGIS or corrupts data:	No	Copied to github as #: 27919
Description		
Hello, if you try to load a layer within a processing script using : <code>layer = iface.addVectorLayer("path2asimpleshapefile.shp","test", "ogr")</code>. The layer will not be added on the canvas. But the layer object will be OK. NB: I noticed that it is working if you remove all parameter from the script ? But it will not work if you add any parameter (<code>QgsProcessingParameterVectorLayer</code> for example) It was working fine in 2.18. thank you,		

History

#1 - 2018-10-13 12:56 AM - Nyall Dawson

- Resolution set to wontfix
- Status changed from Open to Rejected

This isnt thread safe, so not possible in 3.x. use `context.addLayerToLoadOnCompletion` instead