

QGIS Application - Bug report #2173

Crash in python console when renderer changes

2009-12-01 06:48 PM - springmeyer -

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	nobody -	
<b>Category:</b>	Symbology	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	Debian	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 12233
<b>Description</b>		
To replicate:		
1) Add layer		
2) open python console		
<pre>l = qgis.utils.iface.mapCanvas().layer(0) print l.isUsingRendererV2() ren = l.rendererV2()</pre>		
3) edit symbology of layer with console open		
4) type 'print ren' in console again... crash		
The object no longer exists and should be returned as None rather than crashing QGIS.		

History

#1 - 2009-12-01 11:49 PM - Jürgen Fischer

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

duplicate of #777 - the problem are python references to destroyed objects.