

QGIS Application - Bug report #6243

QgsProject.read() should open a project file in "append" mode

2012-08-23 02:32 AM - luca76 -

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Project Loading/Saving	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: invalid
Crashes QGIS or corrupts data:		Copied to github as #: 15550
Description		
<p>QgsProject API Documentation states:</p> <pre>bool read (QFileInfo const &file) read project file</pre> <p>bool read ()</p> <p>presuming that the caller has already reset the map canvas, map registry, and legend</p> <p>the first read (QFileInfo const &file) sets the project filename and calls the second read (). As you read, it says: "presuming that the caller has already reset the map canvas, map registry, and legend", so I wanted to use it to append my QGIS project file to current.</p> <p>But it doesn't happen: current maplayers are cleared and substituted to the layers of the project file, although I still see the old project title in the window titlebar.</p> <p>Here's how you can reproduce it:</p> <ol style="list-style-type: none">1. write a plugin with this code: <code>QgsProject.instance().read (new QFileInfo ("<path of a qgis file>"));</code>2. open a different qgis project file3. launch the plugin4. all layers are substituted.		

History

#1 - 2012-09-04 11:52 AM - Paolo Cavallini

- Target version changed from Version 1.8.0 to Version 2.0.0

#2 - 2012-09-29 08:10 AM - Sandro Santilli

I'm also looking for a way to "append" layers to an existing project. Ideally all under a group named after the file.

#3 - 2012-09-29 08:15 AM - Sandro Santilli

The code is intentionally clearing all stuff, surely for project properties but don't know if for anything else too (assets referenced by layers?):

```
// before we start loading everything, let's clear out the current set of
// properties first so that we don't have the properties from the previous
// project still hanging around
```

```
imp_->clear();  
mEmbeddedLayers.clear();
```

#4 - 2012-12-30 09:51 AM - Giovanni Manghi

- *Priority changed from High to Normal*

#5 - 2014-01-29 05:06 AM - luca76 -

- *Target version changed from Version 2.0.0 to Future Release - Lower Priority*

#6 - 2014-03-26 11:25 AM - Alexander Bruy

- *Category changed from C++ Plugins to Project Loading/Saving*

#7 - 2016-07-05 08:15 AM - luca76 -

- *Resolution set to invalid*

- *Status changed from Open to Closed*