

selectionChanged() SIGNAL getting connected and disconnected on raster layers in qgsmappcanvas.cpp

Status:	Closed	
Priority:	Low	
Assignee:	Aaron Racicot -	
Category:	Map Canvas	
Affected QGIS version:		Regression?: No
Operating System: All		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 10870

In `qgsmapcanvas.cpp` in `[[QgsMapCanvas]]::setLayerSet` a disconnect and connect call to `selectionChanged` signal are being made on the map layer set, but some of those layers can be raster layers. `selectionChanged()` is a signal that only vector layers can emit.

This bug causes warning messages to appear when calling `setLayerSet` via the python bindings with a layer set that contains rasters.

The solution is to wrap the disconnect and connect calls with logic to test if the layer is a vector layer.

#1 - 2007-11-15 01:05 PM - Aaron Racicot -

Turns out `src/app/legend/qgslegendlayerfile.cpp` also contains the issue... not only for `selectionChanged()` but for `wasModified(bool)` as well. Both of these need to be connected only to vector layers. Attached is a patch to wrap all of these cases to check for vector layer.

- Resolution set to fixed
- Status changed from In Progress to Closed

#3 - 2009-08-22 12:52 AM - Anonymous

Files

2025-04-27