PyQGIS 3.34 developer cookbook

QGIS Project

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CHAPTER 1

소개

This document is intended to be both a tutorial and a reference guide. While it does not list all possible use cases, it should give a good overview of the principal functionality.

자유 소프트웨어 재단이 발행한 버전 1.3 이상의 GNU 자유 문서 사용 허가서의 조건에 따라 이 문서를 장절항목 변경 없이, 앞표지 및 뒤표지 텍스트 추가 없이 복사, 배포, 그리고/또는 수정할 수 있습니다.

이 사용 허가서의 복사본은 부록 gnu_fdl 에 포함되어 있습니다.

This license also applies to all code snippets in this document.

Python support was first introduced in QGIS 0.9. There are several ways to use Python in QGIS Desktop (covered in the following sections):

- Issue commands in the Python console within QGIS
- Create and use plugins
- Automatically run Python code when QGIS starts
- Create processing algorithms
- Create functions for expressions in QGIS
- Create custom applications based on the QGIS API

Python bindings are also available for QGIS Server, including Python plugins (see *QGIS 서버와 파이썬*) and Python bindings that can be used to embed QGIS Server into a Python application.

There is a complete QGIS C++ API reference that documents the classes from the QGIS libraries. The Pythonic QGIS API (pyqgis) is nearly identical to the C++ API.

Another good resource for learning how to perform common tasks is to download existing plugins from the plugin repository and examine their code.

1.1 Scripting in the Python Console

QGIS provides an integrated Python console for scripting. It can be opened from the *Plugins* ⍰ *Python Console* menu:

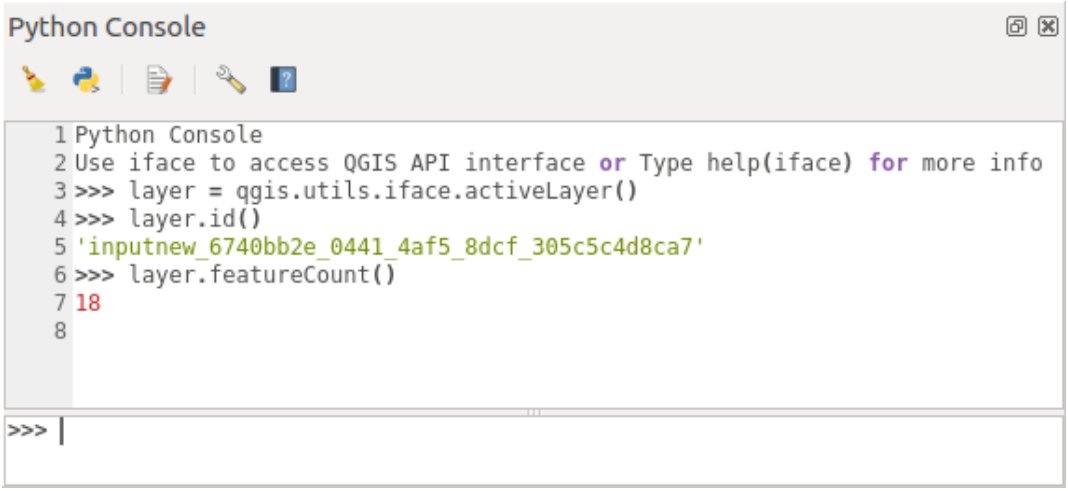


그림 1.1: QGIS 파이썬 콘솔

The screenshot above illustrates how to get the layer currently selected in the layer list, show its ID and optionally, if it is a vector layer, show the feature count. For interaction with the QGIS environment, there is an `iface` variable, which is an instance of `QgisInterface`. This interface allows access to the map canvas, menus, toolbars and other parts of the QGIS application.

For user convenience, the following statements are executed when the console is started (in the future it will be possible to set further initial commands)

```
from qgis.core import *
import qgis.utils
```

For those which use the console often, it may be useful to set a shortcut for triggering the console (within *Settings* ⍰ *Keyboard shortcuts*⋯)

1.2 파이썬 플러그인

The functionality of QGIS can be extended using plugins. Plugins can be written in Python. The main advantage over C++ plugins is simplicity of distribution (no compiling for each platform) and easier development.

Many plugins covering various functionality have been written since the introduction of Python support. The plugin installer allows users to easily fetch, upgrade and remove Python plugins. See the Python Plugins page for more information about plugins and plugin development.

파이썬으로 플러그인을 생성하는 일은 매우 간단합니다. 자세한 내용은파이썬 플러그인 개발하기 강의를 참조하십시오.

참고: Python plugins are also available for QGIS server. See *QGIS 서버와 파이썬* for further details.

1.2.1 Processing Plugins

Processing Plugins can be used to process data. They are easier to develop, more specific and more lightweight than Python Plugins. 공간 처리 플러그인 작성하기 explains when the use of Processing algorithms is appropiate and how to develop them.

1.3 Running Python code when QGIS starts

There are different methods to run Python code every time QGIS starts.

1. Creating a startup.py script
2. Setting the `PYQGIS_STARTUP` environment variable to an existing Python file
3. Specifying a startup script using the `--code init_qgis.py` parameter.

1.3.1 `startup.py` 파일

Every time QGIS starts, the user's Python home directory and a list of system paths are searched for a file named `startup.py`. If that file exists, it is executed by the embedded Python interpreter.

The path in the user's home directory usually is found under:

- Linux: `.local/share/QGIS/QGIS3`
- Windows: `AppData\Roaming\QGIS\QGIS3`
- macOS: `Library/Application Support/QGIS/QGIS3`

The default system paths depend on the operating system. To find the paths that work for you, open the Python Console and run `QStandardPaths.standardLocations(QStandardPaths.AppDataLocation)` to see the list of default directories.

The `startup.py` script is executed immediately upon initializing python in QGIS, early on in the start of the application.

1.3.2 The PYQGIS_STARTUP environment variable

You can run Python code just before QGIS initialization completes by setting the `PYQGIS_STARTUP` environment variable to the path of an existing Python file.

This code will run before QGIS initialization is complete. This method is very useful for cleaning sys.path, which may have undesireable paths, or for isolating/loading the initial environment without requiring a virtual environment, e.g. homebrew or MacPorts installs on Mac.

1.3.3 The `--code` parameter

You can provide custom code to execute as startup paramteter to QGIS. To do so, create a python file, for example `qgis_init.py`, to execute and start QGIS from the command line using `qgis --code qgis_init.py`.

Code provided via `--code` is executed late in the QGIS initialization phase, after the application components have been loaded.

1.3.4 Additional arguments for Python

To provide additional arguments for your `--code` script or for other python code that is executed, you can use the `--py-args` argument. Any argument coming after `--py-args` and before a `--` arg (if present) will be passed to Python but ignored by the QGIS application itself.

In the following example, `myfile.tif` will be available via `sys.argv` in Python but will not be loaded by QGIS. Whereas `otherfile.tif` will be loaded by QGIS but is not present in `sys.argv`.

```
qgis --code qgis_init.py --py-args myfile.tif -- otherfile.tif
```

If you want access to every command line parameter from within Python, you can use `QCoreApplication.arguments()`

```
QgsApplication.instance().arguments()
```

1.4 파이썬 응용 프로그램

It is often handy to create scripts for automating processes. With PyQGIS, this is perfectly possible —import the qgis.core module, initialize it and you are ready for the processing.

Or you may want to create an interactive application that uses GIS functionality —perform measurements, export a map as PDF, …The qgis.gui module provides various GUI components, most notably the map canvas widget that can be incorporated into the application with support for zooming, panning and/or any further custom map tools.

PyQGIS custom applications or standalone scripts must be configured to locate the QGIS resources, such as projection information and providers for reading vector and raster layers. QGIS Resources are initialized by adding a few lines to the beginning of your application or script. The code to initialize QGIS for custom applications and standalone scripts is similar. Examples of each are provided below.

참고: Do *not* use `qgis.py` as a name for your script. Python will not be able to import the bindings as the script's name will shadow them.

1.4.1 Using PyQGIS in standalone scripts

To start a standalone script, initialize the QGIS resources at the beginning of the script:

```
from qgis.core import *

# Supply path to qgis install location
QgsApplication.setPrefixPath("/path/to/qgis/installation", True)

# Create a reference to the QgsApplication.  Setting the
# second argument to False disables the GUI.
qgs = QgsApplication([], False)

# Load providers
qgis.initQgis()

# Write your code here to load some layers, use processing
# algorithms, etc.

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
# Finally, exitQgis() is called to remove the
# provider and layer registries from memory
qgs.exitQgis()
```

First we import the qgis.core module and configure the prefix path. The prefix path is the location where QGIS is installed on your system. It is configured in the script by calling the `setPrefixPath()` method. The second argument of `setPrefixPath()` is set to `True`, specifying that default paths are to be used.

The QGIS install path varies by platform; the easiest way to find it for your system is to use the 파이썬 콘솔에서의 스크립트 작업 from within QGIS and look at the output from running:

```
QgsApplication.prefixPath()
```

After the prefix path is configured, we save a reference to `QgsApplication` in the variable `qgs`. The second argument is set to `False`, specifying that we do not plan to use the GUI since we are writing a standalone script. With `QgsApplication` configured, we load the QGIS data providers and layer registry by calling the `initQgis()` method.

```
qgs.initQgis()
```

With QGIS initialized, we are ready to write the rest of the script. Finally, we wrap up by calling `exitQgis()` to remove the data providers and layer registry from memory.

```
qgs.exitQgis()
```

1.4.2 Using PyQGIS in custom applications

The only difference between 독립 실행형 스크립트에서 *PyQGIS* 사용하기 and a custom PyQGIS application is the second argument when instantiating the `QgsApplication`. Pass `True` instead of `False` to indicate that we plan to use a GUI.

```
from qgis.core import *

# Supply the path to the qgis install location
QgsApplication.setPrefixPath("/path/to/qgis/installation", True)

# Create a reference to the QgsApplication.
# Setting the second argument to True enables the GUI.  We need
# this since this is a custom application.

qgs = QgsApplication([], True)

# load providers
qgs.initQgis()

# Write your code here to load some layers, use processing
# algorithms, etc.

# Finally, exitQgis() is called to remove the
# provider and layer registries from memory
qgs.exitQgis()
```

Now you can work with the QGIS API - load layers and do some processing or fire up a GUI with a map canvas. The possibilities are endless :-)

1.4.3 사용자 정의 응용 프로그램 실행

You need to tell your system where to search for QGIS libraries and appropriate Python modules if they are not in a well-known location - otherwise Python will complain:

```
>>> import qgis.core
ImportError: No module named qgis.core
```

This can be fixed by setting the `PYTHONPATH` environment variable. In the following commands, `<qgispath>` should be replaced with your actual QGIS installation path:

- on Linux: **`export PYTHONPATH=/<qgispath>/share/qgis/python`**
- on Windows: **`set PYTHONPATH=c:\<qgispath>\python`**
- on macOS: **`export PYTHONPATH=/<qgispath>/Contents/Resources/python`**

Now, the path to the PyQGIS modules is known, but they depend on the `qgis_core` and `qgis_gui` libraries (the Python modules serve only as wrappers). The path to these libraries may be unknown to the operating system, and then you will get an import error again (the message might vary depending on the system):

```
>>> import qgis.core
ImportError: libqgis_core.so.3.2.0: cannot open shared object file:
  No such file or directory
```

Fix this by adding the directories where the QGIS libraries reside to the search path of the dynamic linker:

- on Linux: **`export LD_LIBRARY_PATH=/<qgispath>/lib`**
- on Windows: **`set PATH=C:\<qgispath>\bin;C:\<qgispath>\apps\<qgisrelease>\bin;%PATH%`** where `<qgisrelease>` should be replaced with the type of release you are targeting (eg, `qgis-ltr`, `qgis`, `qgis-dev`)

이러한 명령어를 시동과정을 처리하는 부트스트랩 스크립트에 넣어 둘 수 있습니다. PyQGIS 를 이용하는 사용자 정의 응용 프로그램을 배포할 경우 보통 다음 두 가지 방법을 쓸 수 있습니다.

- require the user to install QGIS prior to installing your application. The application installer should look for default locations of QGIS libraries and allow the user to set the path if not found. This approach has the advantage of being simpler, however it requires the user to do more steps.
- QGIS 를 응용 프로그램과 함께 패키지하는 방법입니다. 응용 프로그램을 배포하는 데 더 많은 노력이 필요하고 용량이 더 커지게 되지만, 사용자가 추가로 다른 소프트웨어를 다운로드해 설치해야 하는 부담이 줄어들게 됩니다.

The two deployment models can be mixed. You can provide a standalone applications on Windows and macOS, but for Linux leave the installation of GIS up to the user and his package manager.

1.5 Technical notes on PyQt and SIP

We've decided for Python as it's one of the most favoured languages for scripting. PyQGIS bindings in QGIS 3 depend on SIP and PyQt5. The reason for using SIP instead of the more widely used SWIG is that the QGIS code depends on Qt libraries. Python bindings for Qt (PyQt) are done using SIP and this allows seamless integration of PyQGIS with PyQt.

CHAPTER 2

프로젝트 불러오기

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    Qgis,
    QgsProject,
    QgsPathResolver
)

from qgis.gui import (
    QgsLayerTreeMapCanvasBridge,
)
```

플러그인으로부터 기존 프로젝트를, 또는 (더 자주) 독립 설치형 QGIS 파이썬 응용 프로그램을 개발할 때, 기존 프로젝트를 불러와야 하는 경우가 많습니다. (파이썬 응용 프로그램 참조)

현재 QGIS 응용 프로그램으로 프로젝트를 불러오려면 `QgsProject` 클래스의 인스턴스를 생성해야 합니다. 이 클래스는 싱글턴 (singleton) 클래스이기 때문에, 생성하려면 이 클래스의 `instance()` 메소드를 사용해야만 합니다. 이 클래스의 `read()` 메소드를 호출해서 불러올 프로젝트의 경로를 넘겨줄 수 있습니다:

```
# If you are not inside a QGIS console you first need to import
# qgis and PyQt classes you will use in this script as shown below:
from qgis.core import QgsProject
# Get the project instance
project = QgsProject.instance()
# Print the current project file name (might be empty in case no projects have been␣
↪loaded)
# print(project.fileName())

# Load another project
project.read('testdata/01_project.qgs')
print(project.fileName())
```

```
testdata/01_project.qgs
```

프로젝트를 (예를 들어 몇몇 레이어를 추가하거나 제거하기 위해) 수정하고 변경 사항을 저장해야 한다면, 프로젝트 인스턴스의 `write()` 메소드를 호출하십시오. `write()` 메소드도 프로젝트를 새 위치에 저장하기 위한 선택적인 경로를 입력받습니다.

```
# Save the project to the same
project.write()
# ... or to a new file
project.write('testdata/my_new_qgis_project.qgs')
```

`read()` 와 `write()` 두 함수 모두 작업 수행이 성공적이었는지 확인할 수 있는 불 (boolean) 값을 반환합니다.

참고: QGIS 독립 설치형 응용 프로그램을 작성하고 있는 경우, 불러온 프로젝트를 캔버스와 동기화시키려면 다음 예시에서처럼 `QgsLayerTreeMapCanvasBridge` 클래스의 인스턴스를 생성해야 합니다:

```
bridge = QgsLayerTreeMapCanvasBridge( \
         QgsProject.instance().layerTreeRoot(), canvas)
# Now you can safely load your project and see it in the canvas
project.read('testdata/my_new_qgis_project.qgs')
```

2.1 경로 오류 해결하기

It can happen that layers loaded in the project are moved to another location. When the project is loaded again all the layer paths are broken. The `QgsPathResolver` class helps you rewrite layers path within the project.

Its `setPathPreprocessor()` method allows setting a custom path pre-processor function to manipulate paths and data sources prior to resolving them to file references or layer sources.

The processor function must accept a single string argument (representing the original file path or data source) and return a processed version of this path. The path pre-processor function is called **before** any bad layer handler. If multiple preprocessors are set, they will be called in sequence based on the order in which they were originally set.

다음은 몇몇 활용 사례입니다:

1. 변경된 경로를 대체:

```
def my_processor(path):
    return path.replace('c:/Users/ClintBarton/Documents/Projects', 'x:/Projects/')

QgsPathResolver.setPathPreprocessor(my_processor)
```

2. 새 데이터베이스 호스트 주소로 대체:

```
def my_processor(path):
    return path.replace('host=10.1.1.115', 'host=10.1.1.116')

QgsPathResolver.setPathPreprocessor(my_processor)
```

3. 저장된 데이터베이스 인증 정보를 새 정보로 대체:

```
def my_processor(path):
    path= path.replace("user='gis_team'", "user='team_awesome'")
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    path = path.replace("password='cats'", "password='g7as!m*'")
    return path

QgsPathResolver.setPathPreprocessor(my_processor)
```

Likewise, a `setPathWriter()` method is available for a path writer function.

An example to replace the path with a variable:

```
def my_processor(path):
  return path.replace('c:/Users/ClintBarton/Documents/Projects', '$projectdir$')

QgsPathResolver.setPathWriter(my_processor)
```

Both methods return an `id` that can be used to remove the pre-processor or writer they added. See `removePathPreprocessor()` and `removePathWriter()`.

2.2 Using flags to speed up things

In some instances where you may not need to use a fully functional project, but only want to access it for a specific reason, flags may be helpful. A full list of flags is available under `ProjectReadFlag`. Multiple flags can be added together.

As an example, if we do not care about actual layers and data and simply want to access a project (e.g. for layout or 3D view settings), we can use `DontResolveLayers` flag to bypass the data validation step and prevent the bad layer dialog from appearing. The following can be done:

```
readflags = Qgis.ProjectReadFlags()
readflags |= Qgis.ProjectReadFlag.DontResolveLayers
project = QgsProject()
project.read('C:/Users/ClintBarton/Documents/Projects/mysweetproject.qgs', readflags)
```

To add more flags the python Bitwise OR operator (`|`) must be used.

CHAPTER 3

레이어 불러오기

힌트: The code snippets on this page need the following imports:

```
import os # This is is needed in the pyqgis console also
from qgis.core import (
    QgsVectorLayer
)
```

데이터를 담고 있는 레이어를 열어봅시다. QGIS 는 벡터 및 래스터 레이어를 인식합니다. 추가적으로 사용자 정의 레이어도 이용할 수 있지만, 이 문서에서는 사용자 정의 레이어를 다루지 않습니다.

3.1 벡터 레이어

To create and add a vector layer instance to the project, specify the layer's data source identifier, name for the layer and provider's name:

```
# get the path to the shapefile e.g. /home/project/data/ports.shp
path_to_airports_layer = "testdata/airports.shp"

# The format is:
# vlayer = QgsVectorLayer(data_source, layer_name, provider_name)

vlayer = QgsVectorLayer(path_to_airports_layer, "Airports layer", "ogr")
if not vlayer.isValid():
    print("Layer failed to load!")
else:
    QgsProject.instance().addMapLayer(vlayer)
```

data_source 식별자는 문자열로 각 벡터 데이터 제공자에 지정되어 있습니다. layer_name 은 레이어 목록 위젯에서 사용합니다. 레이어를 성공적으로 불러왔는지 확인하는 일이 중요합니다. 성공적이 아니라면, 유효하지 않은 레이어 인스턴스가 반환됩니다.

For a geopackage vector layer:

```
# get the path to a geopackage  e.g. /usr/share/qgis/resources/data/world_map.gpkg
path_to_gpkg = os.path.join(QgsApplication.pkgDataPath(), "resources", "data", "world_map.gpkg")
# append the layername part
gpkg_countries_layer = path_to_gpkg + "|layername=countries"
# e.g. gpkg_places_layer = "/usr/share/qgis/resources/data/world_map.gpkg|layername=countries"
vlayer = QgsVectorLayer(gpkg_countries_layer, "Countries layer", "ogr")
if not vlayer.isValid():
    print("Layer failed to load!")
else:
    QgsProject.instance().addMapLayer(vlayer)
```

The quickest way to open and display a vector layer in QGIS is the `addVectorLayer()` method of the `QgisInterface`:

```
vlayer = iface.addVectorLayer(path_to_airports_layer, "Airports layer", "ogr")
if not vlayer:
  print("Layer failed to load!")
```

This creates a new layer and adds it to the current QGIS project (making it appear in the layer list) in one step. The function returns the layer instance or `None` if the layer couldn't be loaded.

다음 목록은 벡터 데이터 제공자를 통해 여러 데이터 소스에 접근하는 방법을 보여줍니다.

- GDAL library (Shapefile and many other file formats) —data source is the path to the file:
  - for Shapefile:

    ```
    vlayer = QgsVectorLayer("testdata/airports.shp", "layer_name_you_like", "ogr")
    QgsProject.instance().addMapLayer(vlayer)
    ```

  - for dxf (note the internal options in data source uri):

    ```
    uri = "testdata/sample.dxf|layername=entities|geometrytype=Polygon"
    vlayer = QgsVectorLayer(uri, "layer_name_you_like", "ogr")
    QgsProject.instance().addMapLayer(vlayer)
    ```

- PostGIS database - data source is a string with all information needed to create a connection to PostgreSQL database.

  `QgsDataSourceUri` class can generate this string for you. Note that QGIS has to be compiled with Postgres support, otherwise this provider isn't available:

```
uri = QgsDataSourceUri()
# set host name, port, database name, username and password
uri.setConnection("localhost", "5432", "dbname", "johny", "xxx")
# set database schema, table name, geometry column and optionally
# subset (WHERE clause)
uri.setDataSource("public", "roads", "the_geom", "cityid = 2643", "primary_key_field")

vlayer = QgsVectorLayer(uri.uri(False), "layer name you like", "postgres")
```

참고: The `False` argument passed to `uri.uri(False)` prevents the expansion of the authentication configuration parameters, if you are not using any authentication configuration this argument does not make any difference.

- CSV or other delimited text files —to open a file with a semicolon as a delimiter, with field "x"for X coordinate and field "y"for Y coordinate you would use something like this:

```
uri = "file://{}/testdata/delimited_xy.csv?delimiter={}&xField={}&yField={}".
↪format(os.getcwd(), ";", "x", "y")
vlayer = QgsVectorLayer(uri, "layer name you like", "delimitedtext")
QgsProject.instance().addMapLayer(vlayer)
```

참고: The provider string is structured as a URL, so the path must be prefixed with `file://`. Also it allows WKT (well known text) formatted geometries as an alternative to `x` and `y` fields, and allows the coordinate reference system to be specified. For example:

```
uri = "file:///some/path/file.csv?delimiter={}&crs=epsg:4723&wktField={}".format(
↪";", "shape")
```

- GPX files —the "gpx"data provider reads tracks, routes and waypoints from gpx files. To open a file, the type (track/route/waypoint) needs to be specified as part of the url:

```
uri = "testdata/layers.gpx?type=track"
vlayer = QgsVectorLayer(uri, "layer name you like", "gpx")
QgsProject.instance().addMapLayer(vlayer)
```

- SpatiaLite database —Similarly to PostGIS databases, `QgsDataSourceUri` can be used for generation of data source identifier:

```
uri = QgsDataSourceUri()
uri.setDatabase('/home/martin/test-2.3.sqlite')
schema = ''
table = 'Towns'
geom_column = 'Geometry'
uri.setDataSource(schema, table, geom_column)

display_name = 'Towns'
vlayer = QgsVectorLayer(uri.uri(), display_name, 'spatialite')
QgsProject.instance().addMapLayer(vlayer)
```

- MySQL WKB-based geometries, through GDAL —data source is the connection string to the table:

```
uri = "MySQL:dbname,host=localhost,port=3306,user=root,password=xxx|layername=my_
↪table"
vlayer = QgsVectorLayer( uri, "my table", "ogr" )
QgsProject.instance().addMapLayer(vlayer)
```

- WFS connection: the connection is defined with a URI and using the `WFS` provider:

```
uri = "https://demo.mapserver.org/cgi-bin/wfs?service=WFS&version=2.0.0&
↪request=GetFeature&typename=ms:cities"
vlayer = QgsVectorLayer(uri, "my wfs layer", "WFS")
```

The uri can be created using the standard `urllib` library:

```
import urllib

params = {
    'service': 'WFS',
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    'version': '2.0.0',
    'request': 'GetFeature',
    'typename': 'ms:cities',
    'srsname': "EPSG:4326"
}
uri2 = 'https://demo.mapserver.org/cgi-bin/wfs?' + urllib.parse.unquote(urllib.
↪parse.urlencode(params))
```

참고: You can change the data source of an existing layer by calling `setDataSource()` on a `QgsVectorLayer` instance, as in the following example:

```
uri = "https://demo.mapserver.org/cgi-bin/wfs?service=WFS&version=2.0.0&
↪request=GetFeature&typename=ms:cities"
provider_options = QgsDataProvider.ProviderOptions()
# Use project's transform context
provider_options.transformContext = QgsProject.instance().transformContext()
vlayer.setDataSource(uri, "layer name you like", "WFS", provider_options)

del(vlayer)
```

3.2 래스터 레이어

For accessing raster files, GDAL library is used. It supports a wide range of file formats. In case you have troubles with opening some files, check whether your GDAL has support for the particular format (not all formats are available by default). To load a raster from a file, specify its filename and display name:

```
# get the path to a tif file  e.g. /home/project/data/srtm.tif
path_to_tif = "qgis-projects/python_cookbook/data/srtm.tif"
rlayer = QgsRasterLayer(path_to_tif, "SRTM layer name")
if not rlayer.isValid():
    print("Layer failed to load!")
```

To load a raster from a geopackage:

```
# get the path to a geopackage  e.g. /home/project/data/data.gpkg
path_to_gpkg = os.path.join(os.getcwd(), "testdata", "sublayers.gpkg")
# gpkg_raster_layer = "GPKG:/home/project/data/data.gpkg:srtm"
gpkg_raster_layer = "GPKG:" + path_to_gpkg + ":srtm"

rlayer = QgsRasterLayer(gpkg_raster_layer, "layer name you like", "gdal")

if not rlayer.isValid():
    print("Layer failed to load!")
```

Similarly to vector layers, raster layers can be loaded using the addRasterLayer function of the `QgisInterface` object:

```
iface.addRasterLayer(path_to_tif, "layer name you like")
```

This creates a new layer and adds it to the current project (making it appear in the layer list) in one step.

To load a PostGIS raster:

PostGIS rasters, similar to PostGIS vectors, can be added to a project using a URI string. It is efficient to keep a reusable dictionary of strings for the database connection parameters. This makes it easy to edit the dictionary for the applicable connection. The dictionary is then encoded into a URI using the 'postgresraster' provider metadata object. After that the raster can be added to the project.

```
uri_config = {
    # database parameters
    'dbname':'gis_db',       # The PostgreSQL database to connect to.
    'host':'localhost',      # The host IP address or localhost.
    'port':'5432',           # The port to connect on.
    'sslmode':QgsDataSourceUri.SslDisable, # SslAllow, SslPrefer, SslRequire, SslVerifyCa, SslVerifyFull
    # user and password are not needed if stored in the authcfg or service
    'authcfg':'QconfigId',   # The QGIS athentication database ID holding connection details.
    'service': None,          # The PostgreSQL service to be used for connection to the database.
    'username':None,         # The PostgreSQL user name.
    'password':None,         # The PostgreSQL password for the user.
    # table and raster column details
    'schema':'public',       # The database schema that the table is located in.
    'table':'my_rasters',    # The database table to be loaded.
    'geometrycolumn':'rast',# raster column in PostGIS table
    'sql':None,              # An SQL WHERE clause. It should be placed at the end of the string.
    'key':None,              # A key column from the table.
    'srid':None,             # A string designating the SRID of the coordinate reference system.
    'estimatedmetadata':'False', # A boolean value telling if the metadata is estimated.
    'type':None,             # A WKT string designating the WKB Type.
    'selectatid':None,       # Set to True to disable selection by feature ID.
    'options':None,          # other PostgreSQL connection options not in this list.
    'enableTime': None,
    'temporalDefaultTime': None,
    'temporalFieldIndex': None,
    'mode':'2',              # GDAL 'mode' parameter, 2 unions raster tiles, 1 adds tiles separately (may require user input)
}
# remove any NULL parameters
uri_config = {key:val for key, val in uri_config.items() if val is not None}
# get the metadata for the raster provider and configure the URI
md = QgsProviderRegistry.instance().providerMetadata('postgresraster')
uri = QgsDataSourceUri(md.encodeUri(uri_config))

# the raster can then be loaded into the project
rlayer = iface.addRasterLayer(uri.uri(False), "raster layer name", "postgresraster")
```

Raster layers can also be created from a WCS service:

```
layer_name = 'modis'
url = "https://demo.mapserver.org/cgi-bin/wcs?identifier={}".format(layer_name)
rlayer = QgsRasterLayer(uri, 'my wcs layer', 'wcs')
```

Here is a description of the parameters that the WCS URI can contain:

WCS URI is composed of **key=value** pairs separated by `&`. It is the same format like query string in URL, encoded the same way. `QgsDataSourceUri` should be used to construct the URI to ensure that special characters are encoded properly.

- **url** (required) : WCS Server URL. Do not use VERSION in URL, because each version of WCS is using different parameter name for **GetCapabilities** version, see param version.
- **identifier** (required) : Coverage name
- **time** (optional) : time position or time period (beginPosition/endPosition[/timeResolution])
- **format** (optional) : Supported format name. Default is the first supported format with tif in name or the first supported format.
- **crs** (optional) : CRS in form AUTHORITY:ID, e.g. EPSG:4326. Default is EPSG:4326 if supported or the first supported CRS.
- **username** (optional) : Username for basic authentication.
- **password** (optional) : Password for basic authentication.
- **IgnoreGetMapUrl** (optional, hack) : If specified (set to 1), ignore GetCoverage URL advertised by GetCapabilities. May be necessary if a server is not configured properly.
- **InvertAxisOrientation** (optional, hack) : If specified (set to 1), switch axis in GetCoverage request. May be necessary for geographic CRS if a server is using wrong axis order.
- **IgnoreAxisOrientation** (optional, hack) : If specified (set to 1), do not invert axis orientation according to WCS standard for geographic CRS.
- **cache** (optional) : cache load control, as described in QNetworkRequest::CacheLoadControl, but request is resend as PreferCache if failed with AlwaysCache. Allowed values: AlwaysCache, PreferCache, PreferNetwork, AlwaysNetwork. Default is AlwaysCache.

Alternatively you can load a raster layer from WMS server. However currently it's not possible to access GetCapabilities response from API —you have to know what layers you want:

```
urlWithParams = "crs=EPSG:4326&format=image/png&layers=continents&styles&url=https://
↪demo.mapserver.org/cgi-bin/wms"
rlayer = QgsRasterLayer(urlWithParams, 'some layer name', 'wms')
if not rlayer.isValid():
  print("Layer failed to load!")
```

3.3 QgsProject instance

If you would like to use the opened layers for rendering, do not forget to add them to the `QgsProject` instance. The `QgsProject` instance takes ownership of layers and they can be later accessed from any part of the application by their unique ID. When the layer is removed from the project, it gets deleted, too. Layers can be removed by the user in the QGIS interface, or via Python using the `removeMapLayer()` method.

Adding a layer to the current project is done using the `addMapLayer()` method:

```
QgsProject.instance().addMapLayer(rlayer)
```

To add a layer at an absolute position:

```
# first add the layer without showing it
QgsProject.instance().addMapLayer(rlayer, False)
# obtain the layer tree of the top-level group in the project
layerTree = iface.layerTreeCanvasBridge().rootGroup()
# the position is a number starting from 0, with -1 an alias for the end
layerTree.insertChildNode(-1, QgsLayerTreeLayer(rlayer))
```

If you want to delete the layer use the `removeMapLayer()` method:

```
# QgsProject.instance().removeMapLayer(layer_id)
QgsProject.instance().removeMapLayer(rlayer.id())
```

In the above code, the layer id is passed (you can get it calling the `id()` method of the layer), but you can also pass the layer object itself.

For a list of loaded layers and layer ids, use the `mapLayers()` method:

```
QgsProject.instance().mapLayers()
```

CHAPTER 4

Accessing the Table Of Contents (TOC)

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    QgsProject,
    QgsVectorLayer,
)
```

You can use different classes to access all the loaded layers in the TOC and use them to retrieve information:

- `QgsProject`
- `QgsLayerTreeGroup`

4.1 The QgsProject class

You can use `QgsProject` to retrieve information about the TOC and all the layers loaded.

You have to create an `instance` of `QgsProject` and use its methods to get the loaded layers.

The main method is `mapLayers()`. It will return a dictionary of the loaded layers:

```
layers = QgsProject.instance().mapLayers()
print(layers)
```

```
{'countries_89ae1b0f_f41b_4f42_bca4_caf55ddbe4b6': <QgsVectorLayer: 'countries' (ogr)>
↪}
```

The dictionary `keys` are the unique layer ids while the `values` are the related objects.

It is now straightforward to obtain any other information about the layers:

```
# list of layer names using list comprehension
l = [layer.name() for layer in QgsProject.instance().mapLayers().values()]
# dictionary with key = layer name and value = layer object
layers_list = {}
for l in QgsProject.instance().mapLayers().values():
  layers_list[l.name()] = l

print(layers_list)
```

```
{'countries': <QgsVectorLayer: 'countries' (ogr)>}
```

You can also query the TOC using the name of the layer:

```
country_layer = QgsProject.instance().mapLayersByName("countries")[0]
```

참고: A list with all the matching layers is returned, so we index with `[0]` to get the first layer with this name.

4.2 QgsLayerTreeGroup class

The layer tree is a classical tree structure built of nodes. There are currently two types of nodes: group nodes (`QgsLayerTreeGroup`) and layer nodes (`QgsLayerTreeLayer`).

참고: for more information you can read these blog posts of Martin Dobias: Part 1 Part 2 Part 3

The project layer tree can be accessed easily with the method `layerTreeRoot()` of the `QgsProject` class:

```
root = QgsProject.instance().layerTreeRoot()
```

`root` is a group node and has *children*:

```
root.children()
```

A list of direct children is returned. Sub group children should be accessed from their own direct parent.

We can retrieve one of the children:

```
child0 = root.children()[0]
print(child0)
```

```
<QgsLayerTreeLayer: countries>
```

Layers can also be retrieved using their (unique) `id`:

```
ids = root.findLayerIds()
# access the first layer of the ids list
root.findLayer(ids[0])
```

And groups can also be searched using their names:

```
root.findGroup('Group Name')
```

`QgsLayerTreeGroup` has many other useful methods that can be used to obtain more information about the TOC:

```
# list of all the checked layers in the TOC
checked_layers = root.checkedLayers()
print(checked_layers)
```

```
[<QgsVectorLayer: 'countries' (ogr)>]
```

Now let's add some layers to the project's layer tree. There are two ways of doing that:

1. **Explicit addition** using the `addLayer()` or `insertLayer()` functions:

```
# create a temporary layer
layer1 = QgsVectorLayer("path_to_layer", "Layer 1", "memory")
# add the layer to the legend, last position
root.addLayer(layer1)
# add the layer at given position
root.insertLayer(5, layer1)
```

2. **Implicit addition**: since the project's layer tree is connected to the layer registry it is enough to add a layer to the map layer registry:

```
QgsProject.instance().addMapLayer(layer1)
```

You can switch between `QgsVectorLayer` and `QgsLayerTreeLayer` easily:

```
node_layer = root.findLayer(country_layer.id())
print("Layer node:", node_layer)
print("Map layer:", node_layer.layer())
```

```
Layer node: <QgsLayerTreeLayer: countries>
Map layer: <QgsVectorLayer: 'countries' (ogr)>
```

Groups can be added with the `addGroup()` method. In the example below, the former will add a group to the end of the TOC while for the latter you can add another group within an existing one:

```
node_group1 = root.addGroup('Simple Group')
# add a sub-group to Simple Group
node_subgroup1 = node_group1.addGroup("I'm a sub group")
```

To moving nodes and groups there are many useful methods.

Moving an existing node is done in three steps:

1. cloning the existing node
2. moving the cloned node to the desired position
3. deleting the original node

```
# clone the group
cloned_group1 = node_group1.clone()
# move the node (along with sub-groups and layers) to the top
root.insertChildNode(0, cloned_group1)
# remove the original node
root.removeChildNode(node_group1)
```

It is a little bit more *complicated* to move a layer around in the legend:

```
# get a QgsVectorLayer
vl = QgsProject.instance().mapLayersByName("countries")[0]
# create a QgsLayerTreeLayer object from vl by its id
myvl = root.findLayer(vl.id())
# clone the myvl QgsLayerTreeLayer object
myvlclone = myvl.clone()
# get the parent. If None (layer is not in group) returns ''
parent = myvl.parent()
# move the cloned layer to the top (0)
parent.insertChildNode(0, myvlclone)
# remove the original myvl
root.removeChildNode(myvl)
```

or moving it to an existing group:

```
# get a QgsVectorLayer
vl = QgsProject.instance().mapLayersByName("countries")[0]
# create a QgsLayerTreeLayer object from vl by its id
myvl = root.findLayer(vl.id())
# clone the myvl QgsLayerTreeLayer object
myvlclone = myvl.clone()
# create a new group
group1 = root.addGroup("Group1")
# get the parent. If None (layer is not in group) returns ''
parent = myvl.parent()
# move the cloned layer to the top (0)
group1.insertChildNode(0, myvlclone)
# remove the QgsLayerTreeLayer from its parent
parent.removeChildNode(myvl)
```

Some other methods that can be used to modify the groups and layers:

```
node_group1 = root.findGroup("Group1")
# change the name of the group
node_group1.setName("Group X")
node_layer2 = root.findLayer(country_layer.id())
# change the name of the layer
node_layer2.setName("Layer X")
# change the visibility of a layer
node_group1.setItemVisibilityChecked(True)
node_layer2.setItemVisibilityChecked(False)
# expand/collapse the group view
node_group1.setExpanded(True)
node_group1.setExpanded(False)
```

CHAPTER 5

래스터 레이어 사용

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    QgsRasterLayer,
    QgsProject,
    QgsPointXY,
    QgsRaster,
    QgsRasterShader,
    QgsColorRampShader,
    QgsSingleBandPseudoColorRenderer,
    QgsSingleBandColorDataRenderer,
    QgsSingleBandGrayRenderer,
)

from qgis.PyQt.QtGui import (
    QColor,
)
```

5.1 레이어 상세 정보

A raster layer consists of one or more raster bands —referred to as single band and multi band rasters. One band represents a matrix of values. A color image (e.g. aerial photo) is a raster consisting of red, blue and green bands. Single band rasters typically represent either continuous variables (e.g. elevation) or discrete variables (e.g. land use). In some cases, a raster layer comes with a palette and the raster values refer to the colors stored in the palette.

The following code assumes `rlayer` is a `QgsRasterLayer` object.

```
rlayer = QgsProject.instance().mapLayersByName('srtm')[0]
# get the resolution of the raster in layer unit
print(rlayer.width(), rlayer.height())
```

```
919 619
```

```
# get the extent of the layer as QgsRectangle
print(rlayer.extent())
```

```
<QgsRectangle: 20.06856808199999875 -34.27001076999999896, 20.83945284300000012 -33.
↪75077500700000144>
```

```
# get the extent of the layer as Strings
print(rlayer.extent().toString())
```

```
20.0685680819999988,-34.2700107699999990 : 20.8394528430000001,-33.7507750070000014
```

```
# get the raster type: 0 = GrayOrUndefined (single band), 1 = Palette (single band),␣
↪2 = Multiband
print(rlayer.rasterType())
```

```
RasterLayerType.GrayOrUndefined
```

```
 # get the total band count of the raster
print(rlayer.bandCount())
```

```
1
```

```
# get the first band name of the raster
print(rlayer.bandName(1))
```

```
Band 1: Height
```

```
# get all the available metadata as a QgsLayerMetadata object
print(rlayer.metadata())
```

```
<qgis._core.QgsLayerMetadata object at 0x13711d558>
```

5.2 Renderer

When a raster layer is loaded, it gets a default renderer based on its type. It can be altered either in the layer properties or programmatically.

To query the current renderer:

```
print(rlayer.renderer())
```

```
<qgis._core.QgsSingleBandGrayRenderer object at 0x7f471c1da8a0>
```

```
print(rlayer.renderer().type())
```

```
singlebandgray
```

To set a renderer, use the `setRenderer()` method of `QgsRasterLayer`. There are a number of renderer classes (derived from `QgsRasterRenderer`):

- `QgsHillshadeRenderer`
- `QgsMultiBandColorRenderer`
- `QgsPalettedRasterRenderer`
- `QgsRasterContourRenderer`
- `QgsSingleBandColorDataRenderer`
- `QgsSingleBandGrayRenderer`
- `QgsSingleBandPseudoColorRenderer`

Single band raster layers can be drawn either in gray colors (low values = black, high values = white) or with a pseudocolor algorithm that assigns colors to the values. Single band rasters with a palette can also be drawn using the palette. Multiband layers are typically drawn by mapping the bands to RGB colors. Another possibility is to use just one band for drawing.

5.2.1 단일 밴드 래스터

Let's say we want a render single band raster layer with colors ranging from green to yellow (corresponding to pixel values from 0 to 255). In the first stage we will prepare a `QgsRasterShader` object and configure its shader function:

```
fcn = QgsColorRampShader()
fcn.setColorRampType(QgsColorRampShader.Interpolated)
lst = [ QgsColorRampShader.ColorRampItem(0, QColor(0,255,0)),
      QgsColorRampShader.ColorRampItem(255, QColor(255,255,0)) ]
fcn.setColorRampItemList(lst)
shader = QgsRasterShader()
shader.setRasterShaderFunction(fcn)
```

The shader maps the colors as specified by its color map. The color map is provided as a list of pixel values with associated colors. There are three modes of interpolation:

- linear (`Interpolated`): the color is linearly interpolated from the color map entries above and below the pixel value
- discrete (`Discrete`): the color is taken from the closest color map entry with equal or higher value
- exact (`Exact`): the color is not interpolated, only pixels with values equal to color map entries will be drawn

In the second step we will associate this shader with the raster layer:

```
renderer = QgsSingleBandPseudoColorRenderer(rlayer.dataProvider(), 1, shader)
rlayer.setRenderer(renderer)
```

The number `1` in the code above is the band number (raster bands are indexed from one).

Finally we have to use the `triggerRepaint()` method to see the results:

```
rlayer.triggerRepaint()
```

5.2.2 다중 밴드 래스터

By default, QGIS maps the first three bands to red, green and blue to create a color image (this is the `MultiBandColor` drawing style). In some cases you might want to override these setting. The following code interchanges red band (1) and green band (2):

```
rlayer_multi = QgsProject.instance().mapLayersByName('multiband')[0]
rlayer_multi.renderer().setGreenBand(1)
rlayer_multi.renderer().setRedBand(2)
```

In case only one band is necessary for visualization of the raster, single band drawing can be chosen, either gray levels or pseudocolor.

We have to use `triggerRepaint()` to update the map and see the result:

```
rlayer_multi.triggerRepaint()
```

5.3 값 조회

Raster values can be queried using the `sample()` method of the `QgsRasterDataProvider` class. You have to specify a `QgsPointXY` and the band number of the raster layer you want to query. The method returns a tuple with the value and `True` or `False` depending on the results:

```
val, res = rlayer.dataProvider().sample(QgsPointXY(20.50, -34), 1)
```

Another method to query raster values is using the `identify()` method that returns a `QgsRasterIdentifyResult` object.

```
ident = rlayer.dataProvider().identify(QgsPointXY(20.5, -34), QgsRaster.
↪IdentifyFormatValue)

if ident.isValid():
  print(ident.results())
```

```
{1: 323.0}
```

In this case, the `results()` method returns a dictionary, with band indices as keys, and band values as values. For instance, something like `{1: 323.0}`

5.4 Editing raster data

You can create a raster layer using the `QgsRasterBlock` class. For example, to create a 2x2 raster block with one byte per pixel:

```
block = QgsRasterBlock(Qgis.Byte, 2, 2)
block.setData(b'\xaa\xbb\xcc\xdd')
```

Raster pixels can be overwritten thanks to the `writeBlock()` method. To overwrite existing raster data at position 0,0 by the 2x2 block:

```
provider = rlayer.dataProvider()
provider.setEditable(True)
provider.writeBlock(block, 1, 0, 0)
provider.setEditable(False)
```

CHAPTER 6

벡터 레이어 사용

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
  QgsApplication,
  QgsDataSourceUri,
  QgsCategorizedSymbolRenderer,
  QgsClassificationRange,
  QgsPointXY,
  QgsProject,
  QgsExpression,
  QgsField,
  QgsFields,
  QgsFeature,
  QgsFeatureRequest,
  QgsFeatureRenderer,
  QgsGeometry,
  QgsGraduatedSymbolRenderer,
  QgsMarkerSymbol,
  QgsMessageLog,
  QgsRectangle,
  QgsRendererCategory,
  QgsRendererRange,
  QgsSymbol,
  QgsVectorDataProvider,
  QgsVectorLayer,
  QgsVectorFileWriter,
  QgsWkbTypes,
  QgsSpatialIndex,
  QgsVectorLayerUtils
)

from qgis.core.additions.edit import edit

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
from qgis.PyQt.QtGui import (
    QColor,
)
```

이 장에서는 벡터 레이어에 대해 할 수 있는 여러 가지 작업들을 소개합니다.

Most work here is based on the methods of the `QgsVectorLayer` class.

6.1 Retrieving information about attributes

You can retrieve information about the fields associated with a vector layer by calling `fields()` on a `QgsVectorLayer` object:

```
vlayer = QgsVectorLayer("testdata/airports.shp", "airports", "ogr")
for field in vlayer.fields():
    print(field.name(), field.typeName())
```

```
ID Integer64
fk_region Integer64
ELEV Real
NAME String
USE String
```

The `displayField()` and `mapTipTemplate()` methods provide information on the field and template used in the maptips tab.

When you load a vector layer, a field is always chosen by QGIS as the `Display Name`, while the `HTML Map Tip` is empty by default. With these methods you can easily get both:

```
vlayer = QgsVectorLayer("testdata/airports.shp", "airports", "ogr")
print(vlayer.displayField())
```

```
NAME
```

참고: If you change the `Display Name` from a field to an expression, you have to use `displayExpression()` instead of `displayField()`.

6.2 벡터 레이어 상의 반복 작업

Iterating over the features in a vector layer is one of the most common tasks. Below is an example of the simple basic code to perform this task and showing some information about each feature. The `layer` variable is assumed to have a `QgsVectorLayer` object.

```
# "layer" is a QgsVectorLayer instance
layer = iface.activeLayer()
features = layer.getFeatures()

for feature in features:
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    # retrieve every feature with its geometry and attributes
    print("Feature ID: ", feature.id())
    # fetch geometry
    # show some information about the feature geometry
    geom = feature.geometry()
    geomSingleType = QgsWkbTypes.isSingleType(geom.wkbType())
    if geom.type() == QgsWkbTypes.PointGeometry:
        # the geometry type can be of single or multi type
        if geomSingleType:
            x = geom.asPoint()
            print("Point: ", x)
        else:
            x = geom.asMultiPoint()
            print("MultiPoint: ", x)
    elif geom.type() == QgsWkbTypes.LineGeometry:
        if geomSingleType:
            x = geom.asPolyline()
            print("Line: ", x, "length: ", geom.length())
        else:
            x = geom.asMultiPolyline()
            print("MultiLine: ", x, "length: ", geom.length())
    elif geom.type() == QgsWkbTypes.PolygonGeometry:
        if geomSingleType:
            x = geom.asPolygon()
            print("Polygon: ", x, "Area: ", geom.area())
        else:
            x = geom.asMultiPolygon()
            print("MultiPolygon: ", x, "Area: ", geom.area())
    else:
        print("Unknown or invalid geometry")
    # fetch attributes
    attrs = feature.attributes()
    # attrs is a list. It contains all the attribute values of this feature
    print(attrs)
    # for this test only print the first feature
    break
```

```
Feature ID:  1
Point:  <QgsPointXY: POINT(7 45)>
[1, 'First feature']
```

6.3 피처 선택

In QGIS desktop, features can be selected in different ways: the user can click on a feature, draw a rectangle on the map canvas or use an expression filter. Selected features are normally highlighted in a different color (default is yellow) to draw user's attention on the selection.

Sometimes it can be useful to programmatically select features or to change the default color.

To select all the features, the `selectAll()` method can be used:

```
# Get the active layer (must be a vector layer)
layer = iface.activeLayer()
layer.selectAll()
```

To select using an expression, use the `selectByExpression()` method:

```
# Assumes that the active layer is points.shp file from the QGIS test suite
# (Class (string) and Heading (number) are attributes in points.shp)
layer = iface.activeLayer()
layer.selectByExpression('"Class"=\'B52\' and "Heading" > 10 and "Heading" <70',␣
↪QgsVectorLayer.SetSelection)
```

To change the selection color you can use `setSelectionColor()` method of `QgsMapCanvas` as shown in the following example:

```
iface.mapCanvas().setSelectionColor( QColor("red") )
```

To add features to the selected features list for a given layer, you can call `select()` passing to it the list of features IDs:

```
selected_fid = []

# Get the first feature id from the layer
feature = next(layer.getFeatures())
if feature:
    selected_fid.append(feature.id())

# Add that features to the selected list
layer.select(selected_fid)
```

To clear the selection:

```
layer.removeSelection()
```

6.3.1 속성에 접근하기

Attributes can be referred to by their name:

```
print(feature['name'])
```

```
First feature
```

Alternatively, attributes can be referred to by index. This is a bit faster than using the name. For example, to get the second attribute:

```
print(feature[1])
```

```
First feature
```

6.3.2 선택된 피처에 대한 반복 작업

If you only need selected features, you can use the `selectedFeatures()` method from the vector layer:

```
selection = layer.selectedFeatures()
for feature in selection:
    # do whatever you need with the feature
    pass
```

6.3.3 피처 부분 집합에 대한 반복 작업

If you want to iterate over a given subset of features in a layer, such as those within a given area, you have to add a `QgsFeatureRequest` object to the `getFeatures()` call. Here's an example:

```
areaOfInterest = QgsRectangle(450290,400520, 450750,400780)

request = QgsFeatureRequest().setFilterRect(areaOfInterest)

for feature in layer.getFeatures(request):
    # do whatever you need with the feature
    pass
```

For the sake of speed, the intersection is often done only using feature's bounding box. There is however a flag `ExactIntersect` that makes sure that only intersecting features will be returned:

```
request = QgsFeatureRequest().setFilterRect(areaOfInterest) \
                             .setFlags(QgsFeatureRequest.ExactIntersect)
```

With `setLimit()` you can limit the number of requested features. Here's an example:

```
request = QgsFeatureRequest()
request.setLimit(2)
for feature in layer.getFeatures(request):
    print(feature)
```

```
<qgis._core.QgsFeature object at 0x7f9b78590948>
<qgis._core.QgsFeature object at 0x7faef5881670>
```

If you need an attribute-based filter instead (or in addition) of a spatial one like shown in the examples above, you can build a `QgsExpression` object and pass it to the `QgsFeatureRequest` constructor. Here's an example:

```
# The expression will filter the features where the field "location_name"
# contains the word "Lake" (case insensitive)
exp = QgsExpression('location_name ILIKE \'%Lake%\'')
request = QgsFeatureRequest(exp)
```

See 값을 필터링하고 계산하는 표현식 for the details about the syntax supported by `QgsExpression`.

request 를 각 피처에서 검색된 데이터를 정의하는 데 사용할 수 있기에, 반복 작업자가 모든 피처를 순회하긴 하지만, 각 피처에 대한 부분적인 데이터를 반환합니다.

```
# Only return selected fields to increase the "speed" of the request
request.setSubsetOfAttributes([0,2])

# More user friendly version
request.setSubsetOfAttributes(['name','id'],layer.fields())

# Don't return geometry objects to increase the "speed" of the request
request.setFlags(QgsFeatureRequest.NoGeometry)

# Fetch only the feature with id 45
request.setFilterFid(45)

# The options may be chained
request.setFilterRect(areaOfInterest).setFlags(QgsFeatureRequest.NoGeometry).
↪setFilterFid(45).setSubsetOfAttributes([0,2])
```

6.4 벡터 레이어 수정

Most vector data providers support editing of layer data. Sometimes they support just a subset of possible editing actions. Use the `capabilities()` function to find out what set of functionality is supported.

```
caps = layer.dataProvider().capabilities()
# Check if a particular capability is supported:
if caps & QgsVectorDataProvider.DeleteFeatures:
    print('The layer supports DeleteFeatures')
```

```
The layer supports DeleteFeatures
```

For a list of all available capabilities, please refer to the `API Documentation of QgsVectorDataProvider`.

To print layer's capabilities textual description in a comma separated list you can use `capabilitiesString()` as in the following example:

```
caps_string = layer.dataProvider().capabilitiesString()
# Print:
# 'Add Features, Delete Features, Change Attribute Values, Add Attributes,
# Delete Attributes, Rename Attributes, Fast Access to Features at ID,
# Presimplify Geometries, Presimplify Geometries with Validity Check,
# Transactions, Curved Geometries'
```

벡터 레이어 편집을 위한 다음 방법 가운데 어떤 것을 사용하든, 변경 사항은 기저 데이터 저장소 (파일, 데이터베이스 등등) 에 직접 반영됩니다. 일시적으로만 변경하고자 할 경우, 편집 버퍼로 수정 하는 방법을 설명하는 다음 단계로 넘어가십시오.

참고: If you are working inside QGIS (either from the console or from a plugin), it might be necessary to force a redraw of the map canvas in order to see the changes you've done to the geometry, to the style or to the attributes:

```
# If caching is enabled, a simple canvas refresh might not be sufficient
# to trigger a redraw and you must clear the cached image for the layer
if iface.mapCanvas().isCachingEnabled():
    layer.triggerRepaint()
else:
    iface.mapCanvas().refresh()
```

6.4.1 피처 추가

Create some `QgsFeature` instances and pass a list of them to provider's `addFeatures()` method. It will return two values: result (`True` or `False`) and list of added features (their ID is set by the data store).

To set up the attributes of the feature, you can either initialize the feature passing a `QgsFields` object (you can obtain that from the `fields()` method of the vector layer) or call `initAttributes()` passing the number of fields you want to be added.

```
if caps & QgsVectorDataProvider.AddFeatures:
    feat = QgsFeature(layer.fields())
    feat.setAttributes([0, 'hello'])
    # Or set a single attribute by key or by index:
    feat.setAttribute('name', 'hello')
    feat.setAttribute(0, 'hello')
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    feat.setGeometry(QgsGeometry.fromPointXY(QgsPointXY(123, 456)))
    (res, outFeats) = layer.dataProvider().addFeatures([feat])
```

6.4.2 피처 삭제

To delete some features, just provide a list of their feature IDs.

```
if caps & QgsVectorDataProvider.DeleteFeatures:
    res = layer.dataProvider().deleteFeatures([5, 10])
```

6.4.3 피처 수정

It is possible to either change feature's geometry or to change some attributes. The following example first changes values of attributes with index 0 and 1, then it changes the feature's geometry.

```
fid = 100   # ID of the feature we will modify

if caps & QgsVectorDataProvider.ChangeAttributeValues:
    attrs = { 0 : "hello", 1 : 123 }
    layer.dataProvider().changeAttributeValues({ fid : attrs })

if caps & QgsVectorDataProvider.ChangeGeometries:
    geom = QgsGeometry.fromPointXY(QgsPointXY(111,222))
    layer.dataProvider().changeGeometryValues({ fid : geom })
```

팁: Favor QgsVectorLayerEditUtils class for geometry-only edits

If you only need to change geometries, you might consider using the `QgsVectorLayerEditUtils` which provides some useful methods to edit geometries (translate, insert or move vertex, etc.).

6.4.4 편집 버퍼로 벡터 레이어 수정

When editing vectors within QGIS application, you have to first start editing mode for a particular layer, then do some modifications and finally commit (or rollback) the changes. All the changes you make are not written until you commit them —they stay in layer's in-memory editing buffer. It is possible to use this functionality also programmatically — it is just another method for vector layer editing that complements the direct usage of data providers. Use this option when providing some GUI tools for vector layer editing, since this will allow user to decide whether to commit/rollback and allows the usage of undo/redo. When changes are committed, all changes from the editing buffer are saved to data provider.

The methods are similar to the ones we have seen in the provider, but they are called on the `QgsVectorLayer` object instead.

For these methods to work, the layer must be in editing mode. To start the editing mode, use the `startEditing()` method. To stop editing, use the `commitChanges()` or `rollBack()` methods. The first one will commit all your changes to the data source, while the second one will discard them and will not modify the data source at all.

To find out whether a layer is in editing mode, use the `isEditable()` method.

Here you have some examples that demonstrate how to use these editing methods.

```
from qgis.PyQt.QtCore import QVariant

feat1 = feat2 = QgsFeature(layer.fields())
fid = 99
feat1.setId(fid)

# add two features (QgsFeature instances)
layer.addFeatures([feat1,feat2])
# delete a feature with specified ID
layer.deleteFeature(fid)

# set new geometry (QgsGeometry instance) for a feature
geometry = QgsGeometry.fromWkt("POINT(7 45)")
layer.changeGeometry(fid, geometry)
# update an attribute with given field index (int) to a given value
fieldIndex =1
value ='My new name'
layer.changeAttributeValue(fid, fieldIndex, value)

# add new field
layer.addAttribute(QgsField("mytext", QVariant.String))
# remove a field
layer.deleteAttribute(fieldIndex)
```

In order to make undo/redo work properly, the above mentioned calls have to be wrapped into undo commands. (If you do not care about undo/redo and want to have the changes stored immediately, then you will have easier work by *editing with data provider*.)

Here is how you can use the undo functionality:

```
layer.beginEditCommand("Feature triangulation")

# ... call layer's editing methods ...

if problem_occurred:
  layer.destroyEditCommand()
  # ... tell the user that there was a problem
  # and return

# ... more editing ...

layer.endEditCommand()
```

The `beginEditCommand()` method will create an internal "active"command and will record subsequent changes in vector layer. With the call to `endEditCommand()` the command is pushed onto the undo stack and the user will be able to undo/redo it from GUI. In case something went wrong while doing the changes, the `destroyEditCommand()` method will remove the command and rollback all changes done while this command was active.

You can also use the `with edit(layer)`-statement to wrap commit and rollback into a more semantic code block as shown in the example below:

```
with edit(layer):
  feat = next(layer.getFeatures())
  feat[0] = 5
  layer.updateFeature(feat)
```

This will automatically call `commitChanges()` in the end. If any exception occurs, it will `rollBack()` all the changes. In case a problem is encountered within `commitChanges()` (when the method returns False) a

`QgsEditError` exception will be raised.

6.4.5 항목 추가 및 제거

필드 (속성) 를 추가하려면, 필드를 정의한 리스트를 지정해야 합니다. 필드를 삭제하려면 필드 인덱스 목록만 넘겨주면 됩니다.

```
from qgis.PyQt.QtCore import QVariant

if caps & QgsVectorDataProvider.AddAttributes:
    res = layer.dataProvider().addAttributes(
        [QgsField("mytext", QVariant.String),
        QgsField("myint", QVariant.Int)])

if caps & QgsVectorDataProvider.DeleteAttributes:
    res = layer.dataProvider().deleteAttributes([0])
```

```
# Alternate methods for removing fields
# first create temporary fields to be removed (f1-3)
layer.dataProvider().addAttributes([QgsField("f1",QVariant.Int),QgsField("f2",
↪QVariant.Int),QgsField("f3",QVariant.Int)])
layer.updateFields()
count=layer.fields().count() # count of layer fields
ind_list=list((count-3, count-2)) # create list

# remove a single field with an index
layer.dataProvider().deleteAttributes([count-1])

# remove multiple fields with a list of indices
layer.dataProvider().deleteAttributes(ind_list)
```

데이터 제공자에서 필드를 추가 또는 제거한 다음 레이어의 필드를 업데이트해야 합니다. 이는 변경 사항이 자동적으로 반영되지 않기 때문입니다.

```
layer.updateFields()
```

팁: Directly save changes using `with` based command

Using `with edit(layer)`: the changes will be committed automatically calling `commitChanges()` at the end. If any exception occurs, it will `rollBack()` all the changes. See 편집 버퍼로 벡터 레이어 수정하기.

6.5 공간 인덱스 사용

벡터 레이어에 대해 자주 쿼리를 해야 할 경우 공간 인덱스를 사용하면 코드 실행 속도를 획기적으로 향상시킬 수 있습니다. 여러분이 보간 알고리듬을 작성하는데, 보간값을 계산하기 위해 주어진 위치에서 가장 가까운 포인트 레이어의 포인트 10 개를 알아내야 한다고 한번 상상해보십시오. 공간 인덱스가 없다면, QGIS 가 그 포인트 10 개를 찾는 유일한 방법은 해당 위치에서 모든 포인트까지의 거리를 각각 계산한 다음 그 거리들을 비교하는 것입니다. 특히 이 작업을 몇 군데의 위치에 대해 반복해야 할 경우 시간이 아주 오래 걸릴 수 있습니다. 레이어가 공간 인덱스를 가지고 있다면, 훨씬 효율적으로 작업할 수 있습니다.

공간 인덱스가 없는 레이어를 전화번호가 정렬되지도 색인되지도 않은 전화번호부라고 생각해보십시오. 어떤 사람의 전화번호를 찾으려면 처음부터 그 번호를 찾을 때까지 읽을 수밖에 없습니다.

Spatial indexes are not created by default for a QGIS vector layer, but you can create them easily. This is what you have to do:

- create spatial index using the `QgsSpatialIndex` class:

```
index = QgsSpatialIndex()
```

- add features to index —index takes `QgsFeature` object and adds it to the internal data structure. You can create the object manually or use one from a previous call to the provider's `getFeatures()` method.

```
index.addFeature(feat)
```

- alternatively, you can load all features of a layer at once using bulk loading

```
index = QgsSpatialIndex(layer.getFeatures())
```

- 공간 인덱스가 채워지면 쿼리를 해보십시오.

```
# returns array of feature IDs of five nearest features
nearest = index.nearestNeighbor(QgsPointXY(25.4, 12.7), 5)

# returns array of IDs of features which intersect the rectangle
intersect = index.intersects(QgsRectangle(22.5, 15.3, 23.1, 17.2))
```

You can also use the `QgsSpatialIndexKDBush` spatial index. This index is similar to the *standard* `QgsSpatialIndex` but:

- supports **only** single point features
- is **static** (no additional features can be added to the index after the construction)
- is **much faster!**
- allows direct retrieval of the original feature's points, without requiring additional feature requests
- supports true *distance based* searches, i.e. return all points within a radius from a search point

6.6 The QgsVectorLayerUtils class

The `QgsVectorLayerUtils` class contains some very useful methods that you can use with vector layers.

For example the `createFeature()` method prepares a `QgsFeature` to be added to a vector layer keeping all the eventual constraints and default values of each field:

```
vlayer = QgsVectorLayer("testdata/airports.shp", "airports", "ogr")
feat = QgsVectorLayerUtils.createFeature(vlayer)
```

The `getValues()` method allows you to quickly get the values of a field or expression:

```
vlayer = QgsVectorLayer("testdata/airports.shp", "airports", "ogr")
# select only the first feature to make the output shorter
vlayer.selectByIds([1])
val = QgsVectorLayerUtils.getValues(vlayer, "NAME", selectedOnly=True)
print(val)
```

```
(['AMBLER'], True)
```

6.7 Creating Vector Layers

There are several ways to generate a vector layer dataset:

- the `QgsVectorFileWriter` class: A convenient class for writing vector files to disk, using either a static call to `writeAsVectorFormatV3()` which saves the whole vector layer or creating an instance of the class and issue calls to `addFeature()`. This class supports all the vector formats that GDAL supports (GeoPackage, Shapefile, GeoJSON, KML and others).
- the `QgsVectorLayer` class: instantiates a data provider that interprets the supplied path (url) of the data source to connect to and access the data. It can be used to create temporary, memory-based layers (`memory`) and connect to GDAL vector datasets (`ogr`), databases (`postgres`, `spatialite`, `mysql`, `mssql`) and more (`wfs`, `gpx`, `delimitedtext`…).

6.7.1 From an instance of `QgsVectorFileWriter`

```
# SaveVectorOptions contains many settings for the writer process
save_options = QgsVectorFileWriter.SaveVectorOptions()
transform_context = QgsProject.instance().transformContext()
# Write to a GeoPackage (default)
error = QgsVectorFileWriter.writeAsVectorFormatV3(layer,
                                                  "testdata/my_new_file.gpkg",
                                                  transform_context,
                                                  save_options)
if error[0] == QgsVectorFileWriter.NoError:
    print("success!")
else:
  print(error)
```

```
# Write to an ESRI Shapefile format dataset using UTF-8 text encoding
save_options = QgsVectorFileWriter.SaveVectorOptions()
save_options.driverName = "ESRI Shapefile"
save_options.fileEncoding = "UTF-8"
transform_context = QgsProject.instance().transformContext()
error = QgsVectorFileWriter.writeAsVectorFormatV3(layer,
                                                  "testdata/my_new_shapefile",
                                                  transform_context,
                                                  save_options)
if error[0] == QgsVectorFileWriter.NoError:
    print("success again!")
else:
  print(error)
```

```
# Write to an ESRI GDB file
save_options = QgsVectorFileWriter.SaveVectorOptions()
save_options.driverName = "FileGDB"
# if no geometry
save_options.overrideGeometryType = QgsWkbTypes.Unknown
save_options.actionOnExistingFile = QgsVectorFileWriter.CreateOrOverwriteLayer
save_options.layerName = 'my_new_layer_name'
transform_context = QgsProject.instance().transformContext()
gdb_path = "testdata/my_example.gdb"
error = QgsVectorFileWriter.writeAsVectorFormatV3(layer,
                                                  gdb_path,
                                                  transform_context,
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
                                                    save_options)
if error[0] == QgsVectorFileWriter.NoError:
  print("success!")
else:
  print(error)
```

You can also convert fields to make them compatible with different formats by using the `FieldValueConverter`. For example, to convert array variable types (e.g. in Postgres) to a text type, you can do the following:

```
LIST_FIELD_NAME = 'xxxx'

class ESRIValueConverter(QgsVectorFileWriter.FieldValueConverter):

  def __init__(self, layer, list_field):
    QgsVectorFileWriter.FieldValueConverter.__init__(self)
    self.layer = layer
    self.list_field_idx = self.layer.fields().indexFromName(list_field)

  def convert(self, fieldIdxInLayer, value):
    if fieldIdxInLayer == self.list_field_idx:
      return QgsListFieldFormatter().representValue(layer=vlayer,
                                                    fieldIndex=self.list_field_idx,
                                                    config={},
                                                    cache=None,
                                                    value=value)
    else:
      return value

  def fieldDefinition(self, field):
    idx = self.layer.fields().indexFromName(field.name())
    if idx == self.list_field_idx:
      return QgsField(LIST_FIELD_NAME, QVariant.String)
    else:
      return self.layer.fields()[idx]

converter = ESRIValueConverter(vlayer, LIST_FIELD_NAME)
opts = QgsVectorFileWriter.SaveVectorOptions()
opts.fieldValueConverter = converter
```

A destination CRS may also be specified —if a valid instance of `QgsCoordinateReferenceSystem` is passed as the fourth parameter, the layer is transformed to that CRS.

For valid driver names please call the `supportedFiltersAndFormats()` method or consult the supported formats by OGR —you should pass the value in the "Code"column as the driver name.

Optionally you can set whether to export only selected features, pass further driver-specific options for creation or tell the writer not to create attributes…There are a number of other (optional) parameters; see the `QgsVectorFileWriter` documentation for details.

6.7.2 Directly from features

```
from qgis.PyQt.QtCore import QVariant

# define fields for feature attributes. A QgsFields object is needed
fields = QgsFields()
fields.append(QgsField("first", QVariant.Int))
fields.append(QgsField("second", QVariant.String))

""" create an instance of vector file writer, which will create the vector file.
Arguments:
1. path to new file (will fail if exists already)
2. field map
3. geometry type - from WKBTYPE enum
4. layer's spatial reference (instance of
   QgsCoordinateReferenceSystem)
5. coordinate transform context
6. save options (driver name for the output file, encoding etc.)
"""

crs = QgsProject.instance().crs()
transform_context = QgsProject.instance().transformContext()
save_options = QgsVectorFileWriter.SaveVectorOptions()
save_options.driverName = "ESRI Shapefile"
save_options.fileEncoding = "UTF-8"

writer = QgsVectorFileWriter.create(
  "testdata/my_new_shapefile.shp",
  fields,
  QgsWkbTypes.Point,
  crs,
  transform_context,
  save_options
)

if writer.hasError() != QgsVectorFileWriter.NoError:
    print("Error when creating shapefile: ",  writer.errorMessage())

# add a feature
fet = QgsFeature()

fet.setGeometry(QgsGeometry.fromPointXY(QgsPointXY(10,10)))
fet.setAttributes([1, "text"])
writer.addFeature(fet)

# delete the writer to flush features to disk
del writer
```

6.7.3 From an instance of `QgsVectorLayer`

Among all the data providers supported by the `QgsVectorLayer` class, let's focus on the memory-based layers. Memory provider is intended to be used mainly by plugin or 3rd party app developers. It does not store data on disk, allowing developers to use it as a fast backend for some temporary layers.

이 제공자는 문자열 (string), 정수 (int), 더블형 실수 (double) 유형의 필드를 지원합니다.

The memory provider also supports spatial indexing, which is enabled by calling the provider's `createSpatialIndex()` function. Once the spatial index is created you will be able to iterate over features within smaller regions faster (since it's not necessary to traverse all the features, only those in specified rectangle).

A memory provider is created by passing `"memory"` as the provider string to the `QgsVectorLayer` constructor.

The constructor also takes a URI defining the geometry type of the layer, one of: `"Point"`, `"LineString"`, `"Polygon"`, `"MultiPoint"`, `"MultiLineString"`, `"MultiPolygon"` or `"None"`.

이 URI 로 좌표계, 항목, 메모리기반 제공자의 인덱스 작업도 설정할 수 있습니다. 문법은 다음과 같습니다.

crs=definition
: Specifies the coordinate reference system, where definition may be any of the forms accepted by `QgsCoordinateReferenceSystem.createFromString()`

index=yes
: 제공자가 공간 인덱스를 사용하도록 설정합니다.

field=name:type(length,precision)
: 레이어의 속성을 설정합니다. 속성의 명칭은 필수적이며, 선택적으로 유형 (정수, 더블형 실수, 문자 스트링), 길이 및 정밀도를 설정할 수 있습니다. 여러 개의 속성 항목을 정의할 수도 있습니다.

다음은 이 모든 옵션들을 포함하는 URI 의 예시입니다.

```
"Point?crs=epsg:4326&field=id:integer&field=name:string(20)&index=yes"
```

다음은 메모리기반 제공자를 생성하고 값을 채우는 코드의 예시입니다.

```
from qgis.PyQt.QtCore import QVariant

# create layer
vl = QgsVectorLayer("Point", "temporary_points", "memory")
pr = vl.dataProvider()

# add fields
pr.addAttributes([QgsField("name", QVariant.String),
                    QgsField("age",  QVariant.Int),
                    QgsField("size", QVariant.Double)])
vl.updateFields() # tell the vector layer to fetch changes from the provider

# add a feature
fet = QgsFeature()
fet.setGeometry(QgsGeometry.fromPointXY(QgsPointXY(10,10)))
fet.setAttributes(["Johny", 2, 0.3])
pr.addFeatures([fet])

# update layer's extent when new features have been added
# because change of extent in provider is not propagated to the layer
vl.updateExtents()
```

마지막으로, 모든 작업이 성공적이었는지 확인해봅시다.

```
# show some stats
print("fields:", len(pr.fields()))
print("features:", pr.featureCount())
e = vl.extent()
print("extent:", e.xMinimum(), e.yMinimum(), e.xMaximum(), e.yMaximum())

# iterate over features
features = vl.getFeatures()
for fet in features:
    print("F:", fet.id(), fet.attributes(), fet.geometry().asPoint())
```

```
fields: 3
features: 1
extent: 10.0 10.0 10.0 10.0
F: 1 ['Johny', 2, 0.3] <QgsPointXY: POINT(10 10)>
```

6.8 벡터 레이어의 표현 (심볼)

벡터 레이어를 렌더링할 때, 레이어와 관련된 **렌더러** 와 **심볼** 이 데이터의 표현을 결정합니다. 심볼은 피처의 시각적 표현을 그리는 일을 담당하는 클래스이며, 렌더러는 특정 피처에 대해 어떤 심볼을 적용할지 결정합니다.

The renderer for a given layer can be obtained as shown below:

```
renderer = layer.renderer()
```

그리고 이를 참고해 조금 더 나가봅시다.

```
print("Type:", renderer.type())
```

```
Type: singleSymbol
```

There are several known renderer types available in the QGIS core library:

유형	클래스	설명
singleSymbol	`QgsSingleSymbolRenderer`	모든 피처를 동일한 심볼로 렌더링합니다.
categorizedSymbol	`QgsCategorizedSymbolRenderer`	피처를 각 카테고리에 대해 서로 다른 심볼로 렌더링합니다.
graduatedSymbol	`QgsGraduatedSymbolRenderer`	피처를 값의 범위에 따라 서로 다른 심볼로 렌더링합니다.

There might be also some custom renderer types, so never make an assumption there are just these types. You can query the application's `QgsRendererRegistry` to find out currently available renderers:

```
print(QgsApplication.rendererRegistry().rendererersList())
```

```
['nullSymbol', 'singleSymbol', 'categorizedSymbol', 'graduatedSymbol', 'RuleRenderer',
↪ 'pointDisplacement', 'pointCluster', 'mergedFeatureRenderer',
↪'invertedPolygonRenderer', 'heatmapRenderer', '25dRenderer', 'embeddedSymbol']
```

텍스트 형식으로 렌더러의 내용을 덤프받을 수도 있습니다. 디버깅 작업에 유용할 수 있습니다.

```
renderer.dump()
```

```
SINGLE: MARKER SYMBOL (1 layers) color 190,207,80,255
```

6.8.1 단일 심볼 렌더러

You can get the symbol used for rendering by calling `symbol()` method and change it with `setSymbol()` method (note for C++ devs: the renderer takes ownership of the symbol.)

You can change the symbol used by a particular vector layer by calling `setSymbol()` passing an instance of the appropriate symbol instance. Symbols for *point*, *line* and *polygon* layers can be created by calling the `createSimple()` function of the corresponding classes `QgsMarkerSymbol`, `QgsLineSymbol` and `QgsFillSymbol`.

The dictionary passed to `createSimple()` sets the style properties of the symbol.

For example you can replace the symbol used by a particular **point** layer by calling `setSymbol()` passing an instance of a `QgsMarkerSymbol`, as in the following code example:

```
symbol = QgsMarkerSymbol.createSimple({'name': 'square', 'color': 'red'})
layer.renderer().setSymbol(symbol)
# show the change
layer.triggerRepaint()
```

`name` 은 마커의 형태를 의미하며, 다음 중 어느 것이라도 가능합니다.

- `circle`
- `square`
- `cross`
- `rectangle`
- `diamond`
- `pentagon`
- `triangle`
- `equilateral_triangle`
- `star`
- `regular_star`
- `arrow`
- `filled_arrowhead`
- `x`

To get the full list of properties for the first symbol layer of a symbol instance you can follow the example code:

```
print(layer.renderer().symbol().symbolLayers()[0].properties())
```

```
{'angle': '0', 'cap_style': 'square', 'color': '255,0,0,255', 'horizontal_anchor_point
↪': '1', 'joinstyle': 'bevel', 'name': 'square', 'offset': '0,0', 'offset_map_unit_
↪scale': '3x:0,0,0,0,0,0', 'offset_unit': 'MM', 'outline_color': '35,35,35,255',
↪'outline_style': 'solid', 'outline_width': '0', 'outline_width_map_unit_scale':
↪'3x:0,0,0,0,0,0', 'outline_width_unit': 'MM', 'scale_method': 'diameter', 'size': '2
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
↪', 'size_map_unit_scale': '3x:0,0,0,0,0,0', 'size_unit': 'MM', 'vertical_anchor_
↪point': '1'}
```

This can be useful if you want to alter some properties:

```
# You can alter a single property...
layer.renderer().symbol().symbolLayer(0).setSize(3)
# ... but not all properties are accessible from methods,
# you can also replace the symbol completely:
props = layer.renderer().symbol().symbolLayer(0).properties()
props['color'] = 'yellow'
props['name'] = 'square'
layer.renderer().setSymbol(QgsMarkerSymbol.createSimple(props))
# show the changes
layer.triggerRepaint()
```

6.8.2 카테고리 심볼 렌더러

When using a categorized renderer, you can query and set the attribute that is used for classification: use the `classAttribute()` and `setClassAttribute()` methods.

카테고리 목록을 얻는 방법은 다음과 같습니다.

```
categorized_renderer = QgsCategorizedSymbolRenderer()
# Add a few categories
cat1 = QgsRendererCategory('1', QgsMarkerSymbol(), 'category 1')
cat2 = QgsRendererCategory('2', QgsMarkerSymbol(), 'category 2')
categorized_renderer.addCategory(cat1)
categorized_renderer.addCategory(cat2)

for cat in categorized_renderer.categories():
    print("{}: {} :: {}".format(cat.value(), cat.label(), cat.symbol()))
```

```
1: category 1 :: <qgis._core.QgsMarkerSymbol object at 0x7f378ffcd9d8>
2: category 2 :: <qgis._core.QgsMarkerSymbol object at 0x7f378ffcd9d8>
```

Where `value()` is the value used for discrimination between categories, `label()` is a text used for category description and `symbol()` method returns the assigned symbol.

The renderer usually stores also original symbol and color ramp which were used for the classification: `sourceColorRamp()` and `sourceSymbol()` methods.

6.8.3 등급 심볼 렌더러

이 렌더러는 앞에서 설명한 카테고리 심볼 렌더러와 매우 비슷하지만, 범주 당 하나의 속성을 할당하는 대신 값의 범위에 따라 할당하기 때문에 숫자 속성에만 사용할 수 있습니다.

이 렌더러가 사용하는 범위에 대해 상세히 조회하려면 다음과 같은 방법을 사용합니다.

```
graduated_renderer = QgsGraduatedSymbolRenderer()
# Add a few categories
graduated_renderer.addClassRange(QgsRendererRange(QgsClassificationRange('class 0-100
↪', 0, 100), QgsMarkerSymbol()))
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
graduated_renderer.addClassRange(QgsRendererRange(QgsClassificationRange('class 101-
↪200', 101, 200), QgsMarkerSymbol()))

for ran in graduated_renderer.ranges():
    print("{} - {}: {} {}".format(
        ran.lowerValue(),
        ran.upperValue(),
        ran.label(),
        ran.symbol()
      ))
```

```
0.0 - 100.0: class 0-100 <qgis._core.QgsMarkerSymbol object at 0x7f8bad281b88>
101.0 - 200.0: class 101-200 <qgis._core.QgsMarkerSymbol object at 0x7f8bad281b88>
```

you can again use the `classAttribute()` (to find the classification attribute name), `sourceSymbol()` and `sourceColorRamp()` methods. Additionally there is the `mode()` method which determines how the ranges were created: using equal intervals, quantiles or some other method.

사용자 정의 등급 심볼 렌더러를 생성하고자 할 경우 다음 예시에서처럼 하면 됩니다. (이 예시에서는 범주 2 개인 간단한 배열을 생성합니다.)

```
from qgis.PyQt import QtGui

myVectorLayer = QgsVectorLayer("testdata/airports.shp", "airports", "ogr")
myTargetField = 'ELEV'
myRangeList = []
myOpacity = 1
# Make our first symbol and range...
myMin = 0.0
myMax = 50.0
myLabel = 'Group 1'
myColour = QtGui.QColor('#ffee00')
mySymbol1 = QgsSymbol.defaultSymbol(myVectorLayer.geometryType())
mySymbol1.setColor(myColour)
mySymbol1.setOpacity(myOpacity)
myRange1 = QgsRendererRange(myMin, myMax, mySymbol1, myLabel)
myRangeList.append(myRange1)
#now make another symbol and range...
myMin = 50.1
myMax = 100
myLabel = 'Group 2'
myColour = QtGui.QColor('#00eeff')
mySymbol2 = QgsSymbol.defaultSymbol(
     myVectorLayer.geometryType())
mySymbol2.setColor(myColour)
mySymbol2.setOpacity(myOpacity)
myRange2 = QgsRendererRange(myMin, myMax, mySymbol2, myLabel)
myRangeList.append(myRange2)
myRenderer = QgsGraduatedSymbolRenderer('', myRangeList)
myClassificationMethod = QgsApplication.classificationMethodRegistry().method(
↪"EqualInterval")
myRenderer.setClassificationMethod(myClassificationMethod)
myRenderer.setClassAttribute(myTargetField)

myVectorLayer.setRenderer(myRenderer)
```

6.8.4 심볼 다루기

For representation of symbols, there is `QgsSymbol` base class with three derived classes:

- `QgsMarkerSymbol` —for point features
- `QgsLineSymbol` —for line features
- `QgsFillSymbol` —for polygon features

Every symbol consists of one or more symbol layers (classes derived from `QgsSymbolLayer`). The symbol layers do the actual rendering, the symbol class itself serves only as a container for the symbol layers.

Having an instance of a symbol (e.g. from a renderer), it is possible to explore it: the `type()` method says whether it is a marker, line or fill symbol. There is a `dump()` method which returns a brief description of the symbol. To get a list of symbol layers:

```
marker_symbol = QgsMarkerSymbol()
for i in range(marker_symbol.symbolLayerCount()):
    lyr = marker_symbol.symbolLayer(i)
    print("{}: {}".format(i, lyr.layerType()))
```

```
0: SimpleMarker
```

To find out symbol's color use `color()` method and `setColor()` to change its color. With marker symbols additionally you can query for the symbol size and rotation with the `size()` and `angle()` methods. For line symbols the `width()` method returns the line width.

기본적으로 크기 및 두께는 밀리미터 단위이며, 각도는 도 단위입니다.

심볼 레이어 다루기

As said before, symbol layers (subclasses of `QgsSymbolLayer`) determine the appearance of the features. There are several basic symbol layer classes for general use. It is possible to implement new symbol layer types and thus arbitrarily customize how features will be rendered. The `layerType()` method uniquely identifies the symbol layer class —the basic and default ones are `SimpleMarker`, `SimpleLine` and `SimpleFill` symbol layers types.

You can get a complete list of the types of symbol layers you can create for a given symbol layer class with the following code:

```
from qgis.core import QgsSymbolLayerRegistry
myRegistry = QgsApplication.symbolLayerRegistry()
myMetadata = myRegistry.symbolLayerMetadata("SimpleFill")
for item in myRegistry.symbolLayersForType(QgsSymbol.Marker):
    print(item)
```

```
AnimatedMarker
EllipseMarker
FilledMarker
FontMarker
GeometryGenerator
MaskMarker
RasterMarker
SimpleMarker
SvgMarker
VectorField
```

The `QgsSymbolLayerRegistry` class manages a database of all available symbol layer types.

To access symbol layer data, use its `properties()` method that returns a key-value dictionary of properties which determine the appearance. Each symbol layer type has a specific set of properties that it uses. Additionally, there are the generic methods `color()`, `size()`, `angle()` and `width()`, with their setter counterparts. Of course size and angle are available only for marker symbol layers and width for line symbol layers.

사용자 지정 심볼 레이어 유형 생성

데이터를 어떻게 렌더링할지 사용자 지정하고 싶다고 상상해보십시오. 사용자가 원하는 방식대로 피처를 그리는, 자신만의 심볼 레이어 클래스를 생성할 수 있습니다. 다음은 지정된 반지름으로 빨간색 원을 그리는 마커의 예시 코드입니다.

```
from qgis.core import QgsMarkerSymbolLayer
from qgis.PyQt.QtGui import QColor

class FooSymbolLayer(QgsMarkerSymbolLayer):

  def __init__(self, radius=4.0):
      QgsMarkerSymbolLayer.__init__(self)
      self.radius = radius
      self.color = QColor(255,0,0)

  def layerType(self):
     return "FooMarker"

  def properties(self):
      return { "radius" : str(self.radius) }

  def startRender(self, context):
    pass

  def stopRender(self, context):
      pass

  def renderPoint(self, point, context):
      # Rendering depends on whether the symbol is selected (QGIS >= 1.5)
      color = context.selectionColor() if context.selected() else self.color
      p = context.renderContext().painter()
      p.setPen(color)
      p.drawEllipse(point, self.radius, self.radius)

  def clone(self):
      return FooSymbolLayer(self.radius)
```

The `layerType()` method determines the name of the symbol layer; it has to be unique among all symbol layers. The `properties()` method is used for persistence of attributes. The `clone()` method must return a copy of the symbol layer with all attributes being exactly the same. Finally there are rendering methods: `startRender()` is called before rendering the first feature, `stopRender()` when the rendering is done, and `renderPoint()` is called to do the rendering. The coordinates of the point(s) are already transformed to the output coordinates.

For polylines and polygons the only difference would be in the rendering method: you would use `renderPolyline()` which receives a list of lines, while `renderPolygon()` receives a list of points on the outer ring as the first parameter and a list of inner rings (or None) as a second parameter.

일반적으로 사용자가 표현을 변경할 수 있도록 심볼 레이어 유형의 속성을 설정하기 위한 GUI 를 추가하는 것이 편리합니다. 앞의 예시에서 사용자가 원의 반경을 설정하도록 할 수 있습니다. 다음은 그런 위젯을 구현하는 예시 코드입니다.

```
from qgis.gui import QgsSymbolLayerWidget

class FooSymbolLayerWidget(QgsSymbolLayerWidget):
    def __init__(self, parent=None):
        QgsSymbolLayerWidget.__init__(self, parent)

        self.layer = None

        # setup a simple UI
        self.label = QLabel("Radius:")
        self.spinRadius = QDoubleSpinBox()
        self.hbox = QHBoxLayout()
        self.hbox.addWidget(self.label)
        self.hbox.addWidget(self.spinRadius)
        self.setLayout(self.hbox)
        self.connect(self.spinRadius, SIGNAL("valueChanged(double)"), \
            self.radiusChanged)

    def setSymbolLayer(self, layer):
        if layer.layerType() != "FooMarker":
            return
        self.layer = layer
        self.spinRadius.setValue(layer.radius)

    def symbolLayer(self):
        return self.layer

    def radiusChanged(self, value):
        self.layer.radius = value
        self.emit(SIGNAL("changed()"))
```

This widget can be embedded into the symbol properties dialog. When the symbol layer type is selected in symbol properties dialog, it creates an instance of the symbol layer and an instance of the symbol layer widget. Then it calls the `setSymbolLayer()` method to assign the symbol layer to the widget. In that method the widget should update the UI to reflect the attributes of the symbol layer. The `symbolLayer()` method is used to retrieve the symbol layer again by the properties dialog to use it for the symbol.

On every change of attributes, the widget should emit the `changed()` signal to let the properties dialog update the symbol preview.

이제 마지막 단계만 남았습니다. QGIS 가 이 새 클래스들을 인식하도록 만드는 일입니다. 심볼 레이어를 레지스트리에 추가하면 됩니다. 레지스트리에 추가하지 않고 심볼 레이어를 사용할 수도 있지만, 예를 들어 사용자 지정 심볼 레이어를 담고 있는 프로젝트 파일을 불러온다든가 GUI 에서 레이어 속성을 편집할 수 없는 등 몇몇 기능들을 사용할 수 없게 됩니다.

심볼 레이어에 대한 메타데이터도 생성해야 합니다.

```
from qgis.core import QgsSymbol, QgsSymbolLayerAbstractMetadata,␣
↪QgsSymbolLayerRegistry

class FooSymbolLayerMetadata(QgsSymbolLayerAbstractMetadata):

  def __init__(self):
    super().__init__("FooMarker", "My new Foo marker", QgsSymbol.Marker)

  def createSymbolLayer(self, props):
    radius = float(props["radius"]) if "radius" in props else 4.0
    return FooSymbolLayer(radius)
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```

fslmetadata = FooSymbolLayerMetadata()
```

```
QgsApplication.symbolLayerRegistry().addSymbolLayerType(fslmetadata)
```

You should pass layer type (the same as returned by the layer) and symbol type (marker/line/fill) to the constructor of the parent class. The `createSymbolLayer()` method takes care of creating an instance of symbol layer with attributes specified in the *props* dictionary. And there is the `createSymbolLayerWidget()` method which returns the settings widget for this symbol layer type.

마지막 단계는 이 심볼 레이어를 레지스트리에 추가하는 일입니다. 이제 모두 끝났습니다.

6.8.5 사용자 정의 렌더러 생성

피처를 렌더링하는 데 어떻게 심볼을 선택할지에 대한 규칙을 마음대로 지정하고 싶을 경우 새로운 렌더러를 만드는 것이 유용할 수도 있습니다. 여러 항목을 조합해서 심볼을 결정해야 하거나, 현재 축척에 따라 심볼 크기를 변경해야 하는 등의 경우에 새로운 렌더러를 만들면 좋습니다.

다음 예시 코드는 마커 심볼 2 개를 생성해서 각 피처마다 임의로 2 개 중 1 개를 선택하는 간단한 사용자 지정 렌더러입니다.

```
import random
from qgis.core import QgsWkbTypes, QgsSymbol, QgsFeatureRenderer


class RandomRenderer(QgsFeatureRenderer):
  def __init__(self, syms=None):
    super().__init__("RandomRenderer")
    self.syms = syms if syms else [
      QgsSymbol.defaultSymbol(QgsWkbTypes.geometryType(QgsWkbTypes.Point)),
      QgsSymbol.defaultSymbol(QgsWkbTypes.geometryType(QgsWkbTypes.Point))
    ]

  def symbolForFeature(self, feature, context):
    return random.choice(self.syms)

  def startRender(self, context, fields):
    super().startRender(context, fields)
    for s in self.syms:
      s.startRender(context, fields)

  def stopRender(self, context):
    super().stopRender(context)
    for s in self.syms:
      s.stopRender(context)

  def usedAttributes(self, context):
    return []

  def clone(self):
    return RandomRenderer(self.syms)
```

The constructor of the parent `QgsFeatureRenderer` class needs a renderer name (which has to be unique among renderers). The `symbolForFeature()` method is the one that decides what symbol will be used for a particular feature. `startRender()` and `stopRender()` take care of initialization/finalization of symbol rendering. The

usedAttributes() method can return a list of field names that the renderer expects to be present. Finally, the clone() method should return a copy of the renderer.

Like with symbol layers, it is possible to attach a GUI for configuration of the renderer. It has to be derived from QgsRendererWidget. The following sample code creates a button that allows the user to set the first symbol

```
from qgis.gui import QgsRendererWidget, QgsColorButton


class RandomRendererWidget(QgsRendererWidget):
  def __init__(self, layer, style, renderer):
    super().__init__(layer, style)
    if renderer is None or renderer.type() != "RandomRenderer":
      self.r = RandomRenderer()
    else:
      self.r = renderer
    # setup UI
    self.btn1 = QgsColorButton()
    self.btn1.setColor(self.r.syms[0].color())
    self.vbox = QVBoxLayout()
    self.vbox.addWidget(self.btn1)
    self.setLayout(self.vbox)
    self.btn1.colorChanged.connect(self.setColor1)

  def setColor1(self):
    color = self.btn1.color()
    if not color.isValid(): return
    self.r.syms[0].setColor(color)

  def renderer(self):
    return self.r
```

The constructor receives instances of the active layer (QgsVectorLayer), the global style (QgsStyle) and the current renderer. If there is no renderer or the renderer has different type, it will be replaced with our new renderer, otherwise we will use the current renderer (which has already the type we need). The widget contents should be updated to show current state of the renderer. When the renderer dialog is accepted, the widget's renderer() method is called to get the current renderer —it will be assigned to the layer.

마지막으로 렌더러의 메타데이터를 생성하고 레지스트리에 렌더러를 등록해야 합니다. 이렇게 하지 않으면 렌더러와 함께 레이어를 불러올 수 없고, 사용자가 렌더러 목록에서 렌더러를 선택할 수 없습니다. 이제 RandomRenderer 예시 코드를 완성해봅시다.

```
from qgis.core import (
  QgsRendererAbstractMetadata,
  QgsRendererRegistry,
  QgsApplication
)

class RandomRendererMetadata(QgsRendererAbstractMetadata):

  def __init__(self):
    super().__init__("RandomRenderer", "Random renderer")

  def createRenderer(self, element):
    return RandomRenderer()

  def createRendererWidget(self, layer, style, renderer):
    return RandomRendererWidget(layer, style, renderer)
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```

rrmetadata = RandomRendererMetadata()
```

```
QgsApplication.rendererRegistry().addRenderer(rrmetadata)
```

Similarly as with symbol layers, abstract metadata constructor awaits renderer name, name visible for users and optionally name of renderer's icon. The `createRenderer()` method passes a `QDomElement` instance that can be used to restore the renderer's state from the DOM tree. The `createRendererWidget()` method creates the configuration widget. It does not have to be present or can return `None` if the renderer does not come with GUI.

To associate an icon with the renderer you can assign it in the `QgsRendererAbstractMetadata` constructor as a third (optional) argument —the base class constructor in the RandomRendererMetadata `__init__()` function becomes

```
QgsRendererAbstractMetadata.__init__(self,
       "RandomRenderer",
       "Random renderer",
       QIcon(QPixmap("RandomRendererIcon.png", "png")))
```

The icon can also be associated at any later time using the `setIcon()` method of the metadata class. The icon can be loaded from a file (as shown above) or can be loaded from a Qt resource (PyQt5 includes .qrc compiler for Python).

6.9 남은 이야기들

TODO:

- creating/modifying symbols
- working with style (`QgsStyle`)
- working with color ramps (`QgsColorRamp`)
- exploring symbol layer and renderer registries

CHAPTER 7

도형 다루기

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
  QgsGeometry,
  QgsGeometryCollection,
  QgsPoint,
  QgsPointXY,
  QgsWkbTypes,
  QgsProject,
  QgsFeatureRequest,
  QgsVectorLayer,
  QgsDistanceArea,
  QgsUnitTypes,
  QgsCoordinateTransform,
  QgsCoordinateReferenceSystem
)
```

Points, linestrings and polygons that represent a spatial feature are commonly referred to as geometries. In QGIS they are represented with the `QgsGeometry` class.

도형 한 개가 실제로는 단순 (단일 영역, single-part) 도형의 집합인 경우가 종종 있습니다. 이런 도형을 다중 영역 (multi-part) 도형이라고 합니다. 다중 영역 도형이 한 가지 유형의 단순 도형으로만 이루어져 있을 경우 다중 포인트, 다중 라인스트링, 다중 폴리곤이라 부릅니다. 예를 들어 여러 개의 섬으로 이루어진 국가라면 다중 폴리곤으로 표현할 수 있습니다.

도형의 좌표는 어떤 좌표계 (CRS) 라도 될 수 있습니다. 레이어에서 피처를 불러올 때, 해당 도형은 레이어의 좌표계를 따르는 좌표를 가지게 될 겁니다.

Description and specifications of all possible geometries construction and relationships are available in the OGC Simple Feature Access Standards for advanced details.

7.1 도형 작성

PyQGIS provides several options for creating a geometry:

- 좌표로부터

```
gPnt = QgsGeometry.fromPointXY(QgsPointXY(1,1))
print(gPnt)
gLine = QgsGeometry.fromPolyline([QgsPoint(1, 1), QgsPoint(2, 2)])
print(gLine)
gPolygon = QgsGeometry.fromPolygonXY([[QgsPointXY(1, 1),
    QgsPointXY(2, 2), QgsPointXY(2, 1)]])
print(gPolygon)
```

  Coordinates are given using `QgsPoint` class or `QgsPointXY` class. The difference between these classes is that `QgsPoint` supports M and Z dimensions.

  A Polyline (Linestring) is represented by a list of points.

  A Polygon is represented by a list of linear rings (i.e. closed linestrings). The first ring is the outer ring (boundary), optional subsequent rings are holes in the polygon. Note that unlike some programs, QGIS will close the ring for you so there is no need to duplicate the first point as the last.

  다중 영역 도형은 한 단계 심화됩니다. 다중 포인트는 포인트의 목록, 다중 라인스트링은 라인스트링의 목록, 다중 폴리곤은 폴리곤의 목록입니다.

- WKT(well-known text) 로부터

```
geom = QgsGeometry.fromWkt("POINT(3 4)")
print(geom)
```

- WKB(well-known binary) 로부터

```
g = QgsGeometry()
wkb = bytes.fromhex("0101000000000000000000454000000000000001440")
g.fromWkb(wkb)

# print WKT representation of the geometry
print(g.asWkt())
```

7.2 도형에 접근

First, you should find out the geometry type. The `wkbType()` method is the one to use. It returns a value from the `QgsWkbTypes.Type` enumeration.

```
print(gPnt.wkbType())
# output: 'WkbType.Point'
print(gLine.wkbType())
# output: 'WkbType.LineString'
print(gPolygon.wkbType())
# output: 'WkbType.Polygon'
```

As an alternative, one can use the `type()` method which returns a value from the `QgsWkbTypes.GeometryType` enumeration.

```
print(gLine.type())
# output: 'GeometryType.Line'
```

You can use the `displayString()` function to get a human readable geometry type.

```
print(QgsWkbTypes.displayString(gPnt.wkbType()))
# output: 'Point'
print(QgsWkbTypes.displayString(gLine.wkbType()))
# output: 'LineString'
print(QgsWkbTypes.displayString(gPolygon.wkbType()))
# output: 'Polygon'
```

There is also a helper function `isMultipart()` to find out whether a geometry is multipart or not.

To extract information from a geometry there are accessor functions for every vector type. Here's an example on how to use these accessors:

```
print(gPnt.asPoint())
# output: <QgsPointXY: POINT(1 1)>
print(gLine.asPolyline())
# output: [<QgsPointXY: POINT(1 1)>, <QgsPointXY: POINT(2 2)>]
print(gPolygon.asPolygon())
# output: [[<QgsPointXY: POINT(1 1)>, <QgsPointXY: POINT(2 2)>, <QgsPointXY: POINT(2␣
↪1)>, <QgsPointXY: POINT(1 1)>]]
```

참고: The tuples (x,y) are not real tuples, they are `QgsPoint` objects, the values are accessible with `x()` and `y()` methods.

For multipart geometries there are similar accessor functions: `asMultiPoint()`, `asMultiPolyline()` and `asMultiPolygon()`.

It is possible to iterate over all the parts of a geometry, regardless of the geometry's type. E.g.

```
geom = QgsGeometry.fromWkt( 'MultiPoint( 0 0, 1 1, 2 2)' )
for part in geom.parts():
  print(part.asWkt())
```

```
Point (0 0)
Point (1 1)
Point (2 2)
```

```
geom = QgsGeometry.fromWkt( 'LineString( 0 0, 10 10 )' )
for part in geom.parts():
  print(part.asWkt())
```

```
LineString (0 0, 10 10)
```

```
gc = QgsGeometryCollection()
gc.fromWkt('GeometryCollection( Point(1 2), Point(11 12), LineString(33 34, 44 45))')
print(gc[1].asWkt())
```

```
Point (11 12)
```

It's also possible to modify each part of the geometry using `QgsGeometry.parts()` method.

```
geom = QgsGeometry.fromWkt( 'MultiPoint( 0 0, 1 1, 2 2)' )
for part in geom.parts():
  part.transform(QgsCoordinateTransform(
    QgsCoordinateReferenceSystem("EPSG:4326"),
    QgsCoordinateReferenceSystem("EPSG:3111"),
    QgsProject.instance())
  )

print(geom.asWkt())
```

```
MultiPoint ((-10334728.12541878595948219 -5360106.25905461423099041),(-10462135.
↪16126426123082638 -5217485.4735023295506835),(-10589399.84444035589694977 -5072021.
↪45942386891692877))
```

7.3 도형 관계계산 및 연산

QGIS uses GEOS library for advanced geometry operations such as geometry predicates (`contains()`, `intersects()`, ⋯) and set operations (`combine()`, `difference()`, ⋯). It can also compute geometric properties of geometries, such as area (in the case of polygons) or lengths (for polygons and lines).

Let's see an example that combines iterating over the features in a given layer and performing some geometric computations based on their geometries. The below code will compute and print the area and perimeter of each country in the `countries` layer within our tutorial QGIS project.

The following code assumes `layer` is a `QgsVectorLayer` object that has Polygon feature type.

```
# let's access the 'countries' layer
layer = QgsProject.instance().mapLayersByName('countries')[0]

# let's filter for countries that begin with Z, then get their features
query = '"name" LIKE \'Z%\''
features = layer.getFeatures(QgsFeatureRequest().setFilterExpression(query))

# now loop through the features, perform geometry computation and print the results
for f in features:
  geom = f.geometry()
  name = f.attribute('NAME')
  print(name)
  print('Area: ', geom.area())
  print('Perimeter: ', geom.length())
```

```
Zambia
Area:  62.82279065343119
Perimeter:  50.65232014052552
Zimbabwe
Area:  33.41113559136517
Perimeter:  26.608288555013935
```

Now you have calculated and printed the areas and perimeters of the geometries. You may however quickly notice that the values are strange. That is because areas and perimeters don't take CRS into account when computed using the `area()` and `length()` methods from the `QgsGeometry` class. For a more powerful area and distance calculation, the `QgsDistanceArea` class can be used, which can perform ellipsoid based calculations:

The following code assumes `layer` is a `QgsVectorLayer` object that has Polygon feature type.

```
d = QgsDistanceArea()
d.setEllipsoid('WGS84')

layer = QgsProject.instance().mapLayersByName('countries')[0]

# let's filter for countries that begin with Z, then get their features
query = '"name" LIKE \'Z%\''
features = layer.getFeatures(QgsFeatureRequest().setFilterExpression(query))

for f in features:
  geom = f.geometry()
  name = f.attribute('NAME')
  print(name)
  print("Perimeter (m):", d.measurePerimeter(geom))
  print("Area (m2):", d.measureArea(geom))

  # let's calculate and print the area again, but this time in square kilometers
  print("Area (km2):", d.convertAreaMeasurement(d.measureArea(geom), QgsUnitTypes.
↪AreaSquareKilometers))
```

```
Zambia
Perimeter (m): 5539361.250294601
Area (m2): 751989035032.9031
Area (km2): 751989.0350329031
Zimbabwe
Perimeter (m): 2865021.3325076113
Area (m2): 389267821381.6008
Area (km2): 389267.8213816008
```

Alternatively, you may want to know the distance between two points.

```
d = QgsDistanceArea()
d.setEllipsoid('WGS84')

# Let's create two points.
# Santa claus is a workaholic and needs a summer break,
# lets see how far is Tenerife from his home
santa = QgsPointXY(25.847899, 66.543456)
tenerife = QgsPointXY(-16.5735, 28.0443)

print("Distance in meters: ", d.measureLine(santa, tenerife))
```

QGIS 에 포함되어 있는, 벡터 데이터를 분석하고 변환하는 데 사용할 수 있는 알고리즘들의 수많은 예시가 있습니다. 다음은 링크들은 그 가운데 몇몇 코드를 보여줍니다.

- Distance and area using the `QgsDistanceArea` class: Distance matrix algorithm
- Lines to polygons algorithm

CHAPTER 8

투영 지원

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    QgsCoordinateReferenceSystem,
    QgsCoordinateTransform,
    QgsProject,
    QgsPointXY,
)
```

8.1 좌표계

Coordinate reference systems (CRS) are encapsulated by the `QgsCoordinateReferenceSystem` class. Instances of this class can be created in several different ways:

- 좌표계의 ID 로 CRS 설정

```
# EPSG 4326 is allocated for WGS84
crs = QgsCoordinateReferenceSystem("EPSG:4326")
print(crs.isValid())
```

```
True
```

QGIS supports different CRS identifiers with the following formats:

  - `EPSG:<code>` —ID assigned by the EPSG organization - handled with `createFromOgcWms()`
  - `POSTGIS:<srid>`—ID used in PostGIS databases - handled with `createFromSrid()`
  - `INTERNAL:<srsid>` —ID used in the internal QGIS database - handled with `createFromSrsId()`
  - `PROJ:<proj>` - handled with `createFromProj()`

- `WKT:<wkt>` - handled with `createFromWkt()`

If no prefix is specified, WKT definition is assumed.

- WKT(well-known text) 로 CRS 설정

```
wkt = 'GEOGCS["WGS84", DATUM["WGS84", SPHEROID["WGS84", 6378137.0, 298.257223563]],' \
      'PRIMEM["Greenwich", 0.0], UNIT["degree",0.017453292519943295],' \
      'AXIS["Longitude",EAST], AXIS["Latitude",NORTH]]'
crs = QgsCoordinateReferenceSystem(wkt)
print(crs.isValid())
```

```
True
```

- create an invalid CRS and then use one of the `create*` functions to initialize it. In the following example we use a Proj string to initialize the projection.

```
crs = QgsCoordinateReferenceSystem()
crs.createFromProj("+proj=longlat +ellps=WGS84 +datum=WGS84 +no_defs")
print(crs.isValid())
```

```
True
```

It's wise to check whether creation (i.e. lookup in the database) of the CRS has been successful: `isValid()` must return `True`.

Note that for initialization of spatial reference systems QGIS needs to look up appropriate values in its internal database `srs.db`. Thus in case you create an independent application you need to set paths correctly with `QgsApplication.setPrefixPath()`, otherwise it will fail to find the database. If you are running the commands from the QGIS Python console or developing a plugin you do not care: everything is already set up for you.

Accessing spatial reference system information:

```
crs = QgsCoordinateReferenceSystem("EPSG:4326")

print("QGIS CRS ID:", crs.srsid())
print("PostGIS SRID:", crs.postgisSrid())
print("Description:", crs.description())
print("Projection Acronym:", crs.projectionAcronym())
print("Ellipsoid Acronym:", crs.ellipsoidAcronym())
print("Proj String:", crs.toProj())
# check whether it's geographic or projected coordinate system
print("Is geographic:", crs.isGeographic())
# check type of map units in this CRS (values defined in QGis::units enum)
print("Map units:", crs.mapUnits())
```

Output:

```
QGIS CRS ID: 3452
PostGIS SRID: 4326
Description: WGS 84
Projection Acronym: longlat
Ellipsoid Acronym: EPSG:7030
Proj String: +proj=longlat +datum=WGS84 +no_defs
Is geographic: True
Map units: DistanceUnit.Degrees
```

8.2 CRS Transformation

You can do transformation between different spatial reference systems by using the `QgsCoordinateTransform` class. The easiest way to use it is to create a source and destination CRS and construct a `QgsCoordinateTransform` instance with them and the current project. Then just repeatedly call `transform()` function to do the transformation. By default it does forward transformation, but it is capable to do also inverse transformation.

```
crsSrc = QgsCoordinateReferenceSystem("EPSG:4326")    # WGS 84
crsDest = QgsCoordinateReferenceSystem("EPSG:32633")  # WGS 84 / UTM zone 33N
transformContext = QgsProject.instance().transformContext()
xform = QgsCoordinateTransform(crsSrc, crsDest, transformContext)

# forward transformation: src -> dest
pt1 = xform.transform(QgsPointXY(18,5))
print("Transformed point:", pt1)

# inverse transformation: dest -> src
pt2 = xform.transform(pt1, QgsCoordinateTransform.ReverseTransform)
print("Transformed back:", pt2)
```

Output:

```
Transformed point: <QgsPointXY: POINT(832713.79873844375833869 553423.
↪98688333143945783)>
Transformed back: <QgsPointXY: POINT(18 4.99999999999999911)>
```

CHAPTER 9

Using the Map Canvas

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.PyQt.QtGui import (
    QColor,
)

from qgis.PyQt.QtCore import Qt, QRectF

from qgis.PyQt.QtWidgets import QMenu

from qgis.core import (
    QgsVectorLayer,
    QgsPoint,
    QgsPointXY,
    QgsProject,
    QgsGeometry,
    QgsMapRendererJob,
    QgsWkbTypes,
)

from qgis.gui import (
    QgsMapCanvas,
    QgsVertexMarker,
    QgsMapCanvasItem,
    QgsMapMouseEvent,
    QgsRubberBand,
)
```

The Map canvas widget is probably the most important widget within QGIS because it shows the map composed from overlaid map layers and allows interaction with the map and layers. The canvas always shows a part of the map defined by the current canvas extent. The interaction is done through the use of **map tools**: there are tools for panning, zooming, identifying layers, measuring, vector editing and others. Similar to other graphics programs, there is always one tool active

and the user can switch between the available tools.

The map canvas is implemented with the `QgsMapCanvas` class in the qgis.gui module. The implementation is based on the Qt Graphics View framework. This framework generally provides a surface and a view where custom graphics items are placed and user can interact with them. We will assume that you are familiar enough with Qt to understand the concepts of the graphics scene, view and items. If not, please read the overview of the framework.

Whenever the map has been panned, zoomed in/out (or some other action that triggers a refresh), the map is rendered again within the current extent. The layers are rendered to an image (using the `QgsMapRendererJob` class) and that image is displayed on the canvas. The `QgsMapCanvas` class also controls refreshing of the rendered map. Besides this item which acts as a background, there may be more **map canvas items**.

Typical map canvas items are rubber bands (used for measuring, vector editing etc.) or vertex markers. The canvas items are usually used to give visual feedback for map tools, for example, when creating a new polygon, the map tool creates a rubber band canvas item that shows the current shape of the polygon. All map canvas items are subclasses of `QgsMapCanvasItem` which adds some more functionality to the basic `QGraphicsItem` objects.

요약하면 맵 캔버스 아키텍처는 다음 3 가지 개념으로 이루어집니다.

- 맵 캔버스—맵을 보여주는 데 쓰입니다.
- map canvas items —additional items that can be displayed on the map canvas
- map tools —for interaction with the map canvas

9.1 맵 캔버스 내장시키기

Map canvas is a widget like any other Qt widget, so using it is as simple as creating and showing it.

```
canvas = QgsMapCanvas()
canvas.show()
```

This produces a standalone window with map canvas. It can be also embedded into an existing widget or window. When using `.ui` files and Qt Designer, place a `QWidget` on the form and promote it to a new class: set `QgsMapCanvas` as class name and set `qgis.gui` as header file. The `pyuic5` utility will take care of it. This is a very convenient way of embedding the canvas. The other possibility is to manually write the code to construct map canvas and other widgets (as children of a main window or dialog) and create a layout.

맵 캔버스의 초기값은 배경은 검은색, 안티알리아싱은 사용하지 않는 것입니다. 배경을 하얀색으로 설정하고 부드러운 렌더링을 위해 안티알리아싱을 활성화하려면 다음과 같이 하십시오.

```
canvas.setCanvasColor(Qt.white)
canvas.enableAntiAliasing(True)
```

(In case you are wondering, `Qt` comes from `PyQt.QtCore` module and `Qt.white` is one of the predefined `QColor` instances.)

Now it is time to add some map layers. We will first open a layer and add it to the current project. Then we will set the canvas extent and set the list of layers for the canvas.

```
vlayer = QgsVectorLayer('testdata/airports.shp', "Airports layer", "ogr")
if not vlayer.isValid():
    print("Layer failed to load!")

# add layer to the registry
QgsProject.instance().addMapLayer(vlayer)

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
# set extent to the extent of our layer
canvas.setExtent(vlayer.extent())

# set the map canvas layer set
canvas.setLayers([vlayer])
```

이 명령어들을 실행하면, 사용자가 불러온 레이어가 캔버스에 보일 것입니다.

9.2 고무줄과 버텍스 마커

To show some additional data on top of the map in canvas, use map canvas items. It is possible to create custom canvas item classes (covered below), however there are two useful canvas item classes for convenience: `QgsRubberBand` for drawing polylines or polygons, and `QgsVertexMarker` for drawing points. They both work with map coordinates, so the shape is moved/scaled automatically when the canvas is being panned or zoomed.

To show a polyline:

```
r = QgsRubberBand(canvas, QgsWkbTypes.LineGeometry)  # line
points = [QgsPoint(-100, 45), QgsPoint(10, 60), QgsPoint(120, 45)]
r.setToGeometry(QgsGeometry.fromPolyline(points), None)
```

폴리곤을 표시하는 방법은 다음과 같습니다.

```
r = QgsRubberBand(canvas, QgsWkbTypes.PolygonGeometry)  # polygon
points = [[QgsPointXY(-100, 35), QgsPointXY(10, 50), QgsPointXY(120, 35)]]
r.setToGeometry(QgsGeometry.fromPolygonXY(points), None)
```

폴리곤의 포인트들이 1 차원 리스트가 아니라는 점에 주의하십시오. 실제로, 폴리곤의 포인트들은 폴리곤의 선형 폐곡선을 담고 있는 폐곡선 리스트입니다. 첫 번째 폐곡선은 외곽 경계선이고, 그 다음의 (있을 수도 있고 없을 수도 있는) 폐곡선은 폴리곤 내부의 구멍에 해당합니다.

고무줄을 사용자 지정 할 수 있습니다. 즉 색상 및 선 두께를 변경할 수도 있습니다.

```
r.setColor(QColor(0, 0, 255))
r.setWidth(3)
```

The canvas items are bound to the canvas scene. To temporarily hide them (and show them again), use the `hide()` and `show()` combo. To completely remove the item, you have to remove it from the scene of the canvas

```
canvas.scene().removeItem(r)
```

(C++ 의 경우 아이템을 그냥 삭제하는 것도 가능하지만, 파이썬에서 `del r` 명령어는 참조만 삭제할 뿐 실제 오브젝트는 캔버스가 소유하고 있으므로 계속 남아 있을 것입니다.)

Rubber band can be also used for drawing points, but the `QgsVertexMarker` class is better suited for this (`QgsRubberBand` would only draw a rectangle around the desired point).

You can use the vertex marker like this:

```
m = QgsVertexMarker(canvas)
m.setCenter(QgsPointXY(10,40))
```

This will draw a red cross on position **[10,45]**. It is possible to customize the icon type, size, color and pen width

```
m.setColor(QColor(0, 255, 0))
m.setIconSize(5)
m.setIconType(QgsVertexMarker.ICON_BOX) # or ICON_CROSS, ICON_X
m.setPenWidth(3)
```

For temporary hiding of vertex markers and removing them from canvas, use the same methods as for rubber bands.

9.3 캔버스에서 맵 도구 사용하기

The following example constructs a window that contains a map canvas and basic map tools for map panning and zooming. Actions are created for activation of each tool: panning is done with `QgsMapToolPan`, zooming in/out with a pair of `QgsMapToolZoom` instances. The actions are set as checkable and later assigned to the tools to allow automatic handling of checked/unchecked state of the actions –when a map tool gets activated, its action is marked as selected and the action of the previous map tool is deselected. The map tools are activated using `setMapTool()` method.

```
from qgis.gui import *
from qgis.PyQt.QtWidgets import QAction, QMainWindow
from qgis.PyQt.QtCore import Qt

class MyWnd(QMainWindow):
    def __init__(self, layer):
        QMainWindow.__init__(self)

        self.canvas = QgsMapCanvas()
        self.canvas.setCanvasColor(Qt.white)

        self.canvas.setExtent(layer.extent())
        self.canvas.setLayers([layer])

        self.setCentralWidget(self.canvas)

        self.actionZoomIn = QAction("Zoom in", self)
        self.actionZoomOut = QAction("Zoom out", self)
        self.actionPan = QAction("Pan", self)

        self.actionZoomIn.setCheckable(True)
        self.actionZoomOut.setCheckable(True)
        self.actionPan.setCheckable(True)

        self.actionZoomIn.triggered.connect(self.zoomIn)
        self.actionZoomOut.triggered.connect(self.zoomOut)
        self.actionPan.triggered.connect(self.pan)

        self.toolbar = self.addToolBar("Canvas actions")
        self.toolbar.addAction(self.actionZoomIn)
        self.toolbar.addAction(self.actionZoomOut)
        self.toolbar.addAction(self.actionPan)

        # create the map tools
        self.toolPan = QgsMapToolPan(self.canvas)
        self.toolPan.setAction(self.actionPan)
        self.toolZoomIn = QgsMapToolZoom(self.canvas, False) # false = in
        self.toolZoomIn.setAction(self.actionZoomIn)
        self.toolZoomOut = QgsMapToolZoom(self.canvas, True) # true = out
        self.toolZoomOut.setAction(self.actionZoomOut)
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```

        self.pan()

    def zoomIn(self):
        self.canvas.setMapTool(self.toolZoomIn)

    def zoomOut(self):
        self.canvas.setMapTool(self.toolZoomOut)

    def pan(self):
        self.canvas.setMapTool(self.toolPan)
```

You can try the above code in the Python console editor. To invoke the canvas window, add the following lines to instantiate the `MyWnd` class. They will render the currently selected layer on the newly created canvas

```
w = MyWnd(iface.activeLayer())
w.show()
```

9.3.1 Select a feature using QgsMapToolIdentifyFeature

You can use the map tool `QgsMapToolIdentifyFeature` for asking to the user to select a feature that will be sent to a callback function.

```
def callback(feature):
  """Code called when the feature is selected by the user"""
  print("You clicked on feature {}".format(feature.id()))

canvas = iface.mapCanvas()
feature_identifier = QgsMapToolIdentifyFeature(canvas)

# indicates the layer on which the selection will be done
feature_identifier.setLayer(vlayer)

# use the callback as a slot triggered when the user identifies a feature
feature_identifier.featureIdentified.connect(callback)

# activation of the map tool
canvas.setMapTool(feature_identifier)
```

9.3.2 Add items to map canvas contextual menu

Interaction with map canvas can also be done through entries you may add to its contextual menu using the `contextMenuAboutToShow` signal.

The following code adds *My menu → My Action* action next to default entries when you right-click over the map canvas.

```
# a slot to populate the context menu
def populateContextMenu(menu: QMenu, event: QgsMapMouseEvent):
    subMenu = menu.addMenu('My Menu')
    action = subMenu.addAction('My Action')
    action.triggered.connect(lambda *args:
                             print(f'Action triggered at {event.x()},{event.y()}'))

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
canvas.contextMenuAboutToShow.connect(populateContextMenu)
canvas.show()
```

9.4 사용자 지정 맵 도구 작성

You can write your custom tools, to implement a custom behavior to actions performed by users on the canvas.

Map tools should inherit from the `QgsMapTool`, class or any derived class, and selected as active tools in the canvas using the `setMapTool()` method as we have already seen.

다음 예시 코드는 캔버스 상에서 클릭과 드래그로 사각형 범위를 정의하도록 해주는 맵 도구입니다. 사각형이 정의되면, 콘솔에 그 범위 좌표를 출력합니다. 이전에 설명했던 고무줄 기능을 사용해서 확정되기 전의 사각형을 표시할 것입니다.

```
class RectangleMapTool(QgsMapToolEmitPoint):
  def __init__(self, canvas):
    self.canvas = canvas
    QgsMapToolEmitPoint.__init__(self, self.canvas)
    self.rubberBand = QgsRubberBand(self.canvas, QgsWkbTypes.PolygonGeometry)
    self.rubberBand.setColor(Qt.red)
    self.rubberBand.setWidth(1)
    self.reset()

  def reset(self):
    self.startPoint = self.endPoint = None
    self.isEmittingPoint = False
    self.rubberBand.reset(QgsWkbTypes.PolygonGeometry)

  def canvasPressEvent(self, e):
    self.startPoint = self.toMapCoordinates(e.pos())
    self.endPoint = self.startPoint
    self.isEmittingPoint = True
    self.showRect(self.startPoint, self.endPoint)

  def canvasReleaseEvent(self, e):
    self.isEmittingPoint = False
    r = self.rectangle()
    if r is not None:
      print("Rectangle:", r.xMinimum(),
            r.yMinimum(), r.xMaximum(), r.yMaximum()
           )

  def canvasMoveEvent(self, e):
    if not self.isEmittingPoint:
      return

    self.endPoint = self.toMapCoordinates(e.pos())
    self.showRect(self.startPoint, self.endPoint)

  def showRect(self, startPoint, endPoint):
    self.rubberBand.reset(QgsWkbTypes.PolygonGeometry)
    if startPoint.x() == endPoint.x() or startPoint.y() == endPoint.y():
      return

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    point1 = QgsPointXY(startPoint.x(), startPoint.y())
    point2 = QgsPointXY(startPoint.x(), endPoint.y())
    point3 = QgsPointXY(endPoint.x(), endPoint.y())
    point4 = QgsPointXY(endPoint.x(), startPoint.y())

    self.rubberBand.addPoint(point1, False)
    self.rubberBand.addPoint(point2, False)
    self.rubberBand.addPoint(point3, False)
    self.rubberBand.addPoint(point4, True)    # true to update canvas
    self.rubberBand.show()

  def rectangle(self):
    if self.startPoint is None or self.endPoint is None:
      return None
    elif (self.startPoint.x() == self.endPoint.x() or \
          self.startPoint.y() == self.endPoint.y()):
      return None

      return QgsRectangle(self.startPoint, self.endPoint)

  def deactivate(self):
    QgsMapTool.deactivate(self)
    self.deactivated.emit()
```

9.5 사용자 지정 맵 캔버스 아이템 작성

Here is an example of a custom canvas item that draws a circle:

```
class CircleCanvasItem(QgsMapCanvasItem):
  def __init__(self, canvas):
    super().__init__(canvas)
    self.center = QgsPoint(0, 0)
    self.size   = 100

  def setCenter(self, center):
    self.center = center

  def center(self):
    return self.center

  def setSize(self, size):
    self.size = size

  def size(self):
    return self.size

  def boundingRect(self):
    return QRectF(self.center.x() - self.size/2,
      self.center.y() - self.size/2,
      self.center.x() + self.size/2,
      self.center.y() + self.size/2)

  def paint(self, painter, option, widget):
    path = QPainterPath()
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    path.moveTo(self.center.x(), self.center.y());
    path.arcTo(self.boundingRect(), 0.0, 360.0)
    painter.fillPath(path, QColor("red"))


# Using the custom item:
item = CircleCanvasItem(iface.mapCanvas())
item.setCenter(QgsPointXY(200,200))
item.setSize(80)
```

CHAPTER 10

맵 렌더링 및 출력

힌트: The code snippets on this page need the following imports:

```
import os

from qgis.core import (
    QgsGeometry,
    QgsMapSettings,
    QgsPrintLayout,
    QgsMapSettings,
    QgsMapRendererParallelJob,
    QgsLayoutItemLabel,
    QgsLayoutItemLegend,
    QgsLayoutItemMap,
    QgsLayoutItemPolygon,
    QgsLayoutItemScaleBar,
    QgsLayoutExporter,
    QgsLayoutItem,
    QgsLayoutPoint,
    QgsLayoutSize,
    QgsUnitTypes,
    QgsProject,
    QgsFillSymbol,
    QgsAbstractValidityCheck,
    check,
)

from qgis.PyQt.QtGui import (
    QPolygonF,
    QColor,
)

from qgis.PyQt.QtCore import (
    QPointF,
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    QRectF,
    QSize,
)
```

There are generally two approaches when input data should be rendered as a map: either do it quick way using *QgsMapRendererJob* or produce more fine-tuned output by composing the map with the `QgsLayout` class.

10.1 단순 렌더링

The rendering is done creating a `QgsMapSettings` object to define the rendering settings, and then constructing a `QgsMapRendererJob` with those settings. The latter is then used to create the resulting image.

다음은 그 예시입니다.

```
image_location = os.path.join(QgsProject.instance().homePath(), "render.png")

vlayer = iface.activeLayer()
settings = QgsMapSettings()
settings.setLayers([vlayer])
settings.setBackgroundColor(QColor(255, 255, 255))
settings.setOutputSize(QSize(800, 600))
settings.setExtent(vlayer.extent())

render = QgsMapRendererParallelJob(settings)

def finished():
    img = render.renderedImage()
    # save the image; e.g. img.save("/Users/myuser/render.png","png")
    img.save(image_location, "png")

render.finished.connect(finished)

# Start the rendering
render.start()

# The following loop is not normally required, we
# are using it here because this is a standalone example.
from qgis.PyQt.QtCore import QEventLoop
loop = QEventLoop()
render.finished.connect(loop.quit)
loop.exec_()
```

10.2 서로 다른 좌표계를 가진 레이어들을 렌더링하기

If you have more than one layer and they have a different CRS, the simple example above will probably not work: to get the right values from the extent calculations you have to explicitly set the destination CRS

```
layers = [iface.activeLayer()]
settings = QgsMapSettings()
settings.setLayers(layers)
settings.setDestinationCrs(layers[0].crs())
```

10.3 Output using print layout

Print layout is a very handy tool if you would like to do a more sophisticated output than the simple rendering shown above. It is possible to create complex map layouts consisting of map views, labels, legend, tables and other elements that are usually present on paper maps. The layouts can be then exported to PDF, SVG, raster images or directly printed on a printer.

The layout consists of a bunch of classes. They all belong to the core library. QGIS application has a convenient GUI for placement of the elements, though it is not available in the GUI library. If you are not familiar with Qt Graphics View framework, then you are encouraged to check the documentation now, because the layout is based on it.

The central class of the layout is the `QgsLayout` class, which is derived from the Qt QGraphicsScene class. Let us create an instance of it:

```
project = QgsProject.instance()
layout = QgsPrintLayout(project)
layout.initializeDefaults()
```

This initializes the layout with some default settings, specifically by adding an empty A4 page to the layout. You can create layouts without calling the `initializeDefaults()` method, but you'll need to take care of adding pages to the layout yourself.

The previous code creates a "temporary"layout that is not visible in the GUI. It can be handy to e.g. quickly add some items and export without modifying the project itself nor expose these changes to the user. If you want the layout to be saved/restored along with the project and available in the layout manager, then add:

```
layout.setName("MyLayout")
project.layoutManager().addLayout(layout)
```

Now we can add various elements (map, label, ⋯) to the layout. All these objects are represented by classes that inherit from the base `QgsLayoutItem` class.

Here's a description of some of the main layout items that can be added to a layout.

- map —Here we create a map of a custom size and render the current map canvas

```
map = QgsLayoutItemMap(layout)
# Set map item position and size (by default, it is a 0 width/0 height item␣
↪placed at 0,0)
map.attemptMove(QgsLayoutPoint(5,5, QgsUnitTypes.LayoutMillimeters))
map.attemptResize(QgsLayoutSize(200,200, QgsUnitTypes.LayoutMillimeters))
# Provide an extent to render
map.zoomToExtent(iface.mapCanvas().extent())
layout.addLayoutItem(map)
```

- 라벨—라벨을 표출할 수 있도록 해줍니다. 폰트, 색상, 정렬 및 여백을 수정할 수 있습니다.

```
label = QgsLayoutItemLabel(layout)
label.setText("Hello world")
label.adjustSizeToText()
layout.addLayoutItem(label)
```

- legend

```
legend = QgsLayoutItemLegend(layout)
legend.setLinkedMap(map) # map is an instance of QgsLayoutItemMap
layout.addLayoutItem(legend)
```

- 축척막대 (scale bar)

```
item = QgsLayoutItemScaleBar(layout)
item.setStyle('Numeric') # optionally modify the style
item.setLinkedMap(map) # map is an instance of QgsLayoutItemMap
item.applyDefaultSize()
layout.addLayoutItem(item)
```

- nodes based shape

```
polygon = QPolygonF()
polygon.append(QPointF(0.0, 0.0))
polygon.append(QPointF(100.0, 0.0))
polygon.append(QPointF(200.0, 100.0))
polygon.append(QPointF(100.0, 200.0))

polygonItem = QgsLayoutItemPolygon(polygon, layout)
layout.addLayoutItem(polygonItem)

props = {}
props["color"] = "green"
props["style"] = "solid"
props["style_border"] = "solid"
props["color_border"] = "black"
props["width_border"] = "10.0"
props["joinstyle"] = "miter"

symbol = QgsFillSymbol.createSimple(props)
polygonItem.setSymbol(symbol)
```

Once an item is added to the layout, it can be moved and resized:

```
item.attemptMove(QgsLayoutPoint(1.4, 1.8, QgsUnitTypes.LayoutCentimeters))
item.attemptResize(QgsLayoutSize(2.8, 2.2, QgsUnitTypes.LayoutCentimeters))
```

A frame is drawn around each item by default. You can remove it as follows:

```
# for a composer label
label.setFrameEnabled(False)
```

Besides creating the layout items by hand, QGIS has support for layout templates which are essentially compositions with all their items saved to a .qpt file (with XML syntax).

Once the composition is ready (the layout items have been created and added to the composition), we can proceed to produce a raster and/or vector output.

10.3.1 Checking layout validity

A layout is a made of a set of interconnected items and it can happen that these connections are broken during modifications (a legend connected to a removed map, an image item with missing source file,⋯) or you may want to apply custom constraints to the layout items. The `QgsAbstractValidityCheck` helps you achieve this.

A basic check looks like:

```
@check.register(type=QgsAbstractValidityCheck.TypeLayoutCheck)
def my_layout_check(context, feedback):
  results = ...
  return results
```

Here's a check which throws a warning whenever a layout map item is set to the web mercator projection:

```
@check.register(type=QgsAbstractValidityCheck.TypeLayoutCheck)
def layout_map_crs_choice_check(context, feedback):
  layout = context.layout
  results = []
  for i in layout.items():
    if isinstance(i, QgsLayoutItemMap) and i.crs().authid() == 'EPSG:3857':
      res = QgsValidityCheckResult()
      res.type = QgsValidityCheckResult.Warning
      res.title = 'Map projection is misleading'
      res.detailedDescription = 'The projection for the map item {} is set to <i>Web␣
↪Mercator (EPSG:3857)</i> which misrepresents areas and shapes. Consider using an␣
↪appropriate local projection instead.'.format(i.displayName())
      results.append(res)

  return results
```

And here's a more complex example, which throws a warning if any layout map items are set to a CRS which is only valid outside of the extent shown in that map item:

```
@check.register(type=QgsAbstractValidityCheck.TypeLayoutCheck)
def layout_map_crs_area_check(context, feedback):
    layout = context.layout
    results = []
    for i in layout.items():
        if isinstance(i, QgsLayoutItemMap):
            bounds = i.crs().bounds()
            ct = QgsCoordinateTransform(QgsCoordinateReferenceSystem('EPSG:4326'), i.
↪crs(), QgsProject.instance())
            bounds_crs = ct.transformBoundingBox(bounds)

            if not bounds_crs.contains(i.extent()):
                res = QgsValidityCheckResult()
                res.type = QgsValidityCheckResult.Warning
                res.title = 'Map projection is incorrect'
                res.detailedDescription = 'The projection for the map item {} is set␣
↪to \'{}\', which is not valid for the area displayed within the map.'.format(i.
↪displayName(), i.crs().authid())
                results.append(res)

    return results
```

10.3.2 Exporting the layout

To export a layout, the `QgsLayoutExporter` class must be used.

```
base_path = os.path.join(QgsProject.instance().homePath())
pdf_path = os.path.join(base_path, "output.pdf")

exporter = QgsLayoutExporter(layout)
exporter.exportToPdf(pdf_path, QgsLayoutExporter.PdfExportSettings())
```

Use `exportToSvg()` or `exportToImage()` in case you want to export to respectively an SVG or image file instead of a PDF file.

10.3.3 Exporting a layout atlas

If you want to export all pages from a layout that has the atlas option configured and enabled, you need to use the `atlas()` method in the exporter (`QgsLayoutExporter`) with small adjustments. In the following example, the pages are exported to PNG images:

```
exporter.exportToImage(layout.atlas(), base_path, 'png', QgsLayoutExporter.
↪ImageExportSettings())
```

Notice that the outputs will be saved in the base path folder, using the output filename expression configured on atlas.

CHAPTER 11

표현식을 이용한 속성값의 필터링 및 계산

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    edit,
    QgsExpression,
    QgsExpressionContext,
    QgsFeature,
    QgsFeatureRequest,
    QgsField,
    QgsFields,
    QgsVectorLayer,
    QgsPointXY,
    QgsGeometry,
    QgsProject,
    QgsExpressionContextUtils
)
```

QGIS has some support for parsing of SQL-like expressions. Only a small subset of SQL syntax is supported. The expressions can be evaluated either as boolean predicates (returning `True` or `False`) or as functions (returning a scalar value). See vector_expressions in the User Manual for a complete list of available functions.

다음 3 가지 기본 유형이 지원됩니다.

- 숫자—정수와 십진수, 예를 들면 `123`, `3.14`
- 문자열—`'hello world'` 처럼 작은 따옴표로 둘러싸야 함
- 컬럼 참조—표현식을 평가할 때, 참조가 필드의 실제 값으로 대체됩니다. 이름이 그대로 남지 않습니다.

다음과 같은 연산자들이 있습니다:

- 산술 연산자: `+`, `-`, `*`, `/`, `^`
- 괄호: `(1 + 1) * 3` 처럼 연산의 우선 순위를 강제합니다.
- 단항 플러스 및 마이너스: `-12`, `+5`

- 수학 함수: `sqrt`, `sin`, `cos`, `tan`, `asin`, `acos`, `atan`
- conversion functions: `to_int`, `to_real`, `to_string`, `to_date`
- 도형 함수: `$area`, `$length`
- geometry handling functions: `$x`, `$y`, `$geometry`, `num_geometries`, `centroid`

다음과 같은 서술어들를 지원합니다.

- 비교: =, !=, >, >=, <, <=
- 패턴 매칭: `LIKE` (`%` 와 _ 사용), ~ (정규 표현식)
- 논리 술어: `AND`, `OR`, `NOT`
- NULL 값 확인: `IS NULL`, `IS NOT NULL`

서술어의 예:

- `1 + 2 = 3`
- `sin(angle) > 0`
- `'Hello' LIKE 'He%'`
- `(x > 10 AND y > 10) OR z = 0`

스칼라 표현식의 예:

- `2 ^ 10`
- `sqrt(val)`
- `$length + 1`

11.1 표현식 파싱하기

The following example shows how to check if a given expression can be parsed correctly:

```
exp = QgsExpression('1 + 1 = 2')
assert(not exp.hasParserError())

exp = QgsExpression('1 + 1 = ')
assert(exp.hasParserError())

assert(exp.parserErrorString() == '\nsyntax error, unexpected end of file')
```

11.2 표현식 평가하기

Expressions can be used in different contexts, for example to filter features or to compute new field values. In any case, the expression has to be evaluated. That means that its value is computed by performing the specified computational steps, which can range from simple arithmetic to aggregate expressions.

11.2.1 기본 표현식

This basic expression evaluates a simple arithmetic operation:

```
exp = QgsExpression('2 * 3')
print(exp)
print(exp.evaluate())
```

```
<QgsExpression: '2 * 3'>
6
```

Expression can also be used for comparison, evaluating to 1 (`True`) or 0 (`False`)

```
exp = QgsExpression('1 + 1 = 2')
exp.evaluate()
# 1
```

11.2.2 피처와 표현식

To evaluate an expression against a feature, a `QgsExpressionContext` object has to be created and passed to the evaluate function in order to allow the expression to access the feature's field values.

The following example shows how to create a feature with a field called "Column"and how to add this feature to the expression context.

```
fields = QgsFields()
field = QgsField('Column')
fields.append(field)
feature = QgsFeature()
feature.setFields(fields)
feature.setAttribute(0, 99)

exp = QgsExpression('"Column"')
context = QgsExpressionContext()
context.setFeature(feature)
exp.evaluate(context)
# 99
```

The following is a more complete example of how to use expressions in the context of a vector layer, in order to compute new field values:

```
from qgis.PyQt.QtCore import QVariant

# create a vector layer
vl = QgsVectorLayer("Point", "Companies", "memory")
pr = vl.dataProvider()
pr.addAttributes([QgsField("Name", QVariant.String),
                  QgsField("Employees",  QVariant.Int),
                  QgsField("Revenue", QVariant.Double),
                  QgsField("Rev. per employee", QVariant.Double),
                  QgsField("Sum", QVariant.Double),
                  QgsField("Fun", QVariant.Double)])
vl.updateFields()

# add data to the first three fields
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
my_data = [
    {'x': 0, 'y': 0, 'name': 'ABC', 'emp': 10, 'rev': 100.1},
    {'x': 1, 'y': 1, 'name': 'DEF', 'emp': 2, 'rev': 50.5},
    {'x': 5, 'y': 5, 'name': 'GHI', 'emp': 100, 'rev': 725.9}]

for rec in my_data:
    f = QgsFeature()
    pt = QgsPointXY(rec['x'], rec['y'])
    f.setGeometry(QgsGeometry.fromPointXY(pt))
    f.setAttributes([rec['name'], rec['emp'], rec['rev']])
    pr.addFeature(f)

vl.updateExtents()
QgsProject.instance().addMapLayer(vl)

# The first expression computes the revenue per employee.
# The second one computes the sum of all revenue values in the layer.
# The final third expression doesn't really make sense but illustrates
# the fact that we can use a wide range of expression functions, such
# as area and buffer in our expressions:
expression1 = QgsExpression('"Revenue"/"Employees"')
expression2 = QgsExpression('sum("Revenue")')
expression3 = QgsExpression('area(buffer($geometry,"Employees"))')

# QgsExpressionContextUtils.globalProjectLayerScopes() is a convenience
# function that adds the global, project, and layer scopes all at once.
# Alternatively, those scopes can also be added manually. In any case,
# it is important to always go from "most generic" to "most specific"
# scope, i.e. from global to project to layer
context = QgsExpressionContext()
context.appendScopes(QgsExpressionContextUtils.globalProjectLayerScopes(vl))

with edit(vl):
    for f in vl.getFeatures():
        context.setFeature(f)
        f['Rev. per employee'] = expression1.evaluate(context)
        f['Sum'] = expression2.evaluate(context)
        f['Fun'] = expression3.evaluate(context)
        vl.updateFeature(f)

print(f['Sum'])
```

```
876.5
```

11.2.3 Filtering a layer with expressions

다음 예시 코드는 레이어를 필터링해서 서술어와 일치하는 모든 피처를 반환하는 작업에 사용할 수 있습니다.

```
layer = QgsVectorLayer("Point?field=Test:integer",
                           "addfeat", "memory")

layer.startEditing()

for i in range(10):
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    feature = QgsFeature()
    feature.setAttributes([i])
    assert(layer.addFeature(feature))
layer.commitChanges()

expression = 'Test >= 3'
request = QgsFeatureRequest().setFilterExpression(expression)

matches = 0
for f in layer.getFeatures(request):
   matches += 1

print(matches)
```

```
7
```

11.3 Handling expression errors

Expression-related errors can occur during expression parsing or evaluation:

```
exp = QgsExpression("1 + 1 = 2")
if exp.hasParserError():
   raise Exception(exp.parserErrorString())

value = exp.evaluate()
if exp.hasEvalError():
   raise ValueError(exp.evalErrorString())
```

CHAPTER 12

읽기 및 저장하기 설정

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
  QgsProject,
  QgsSettings,
  QgsVectorLayer
)
```

플러그인에 몇몇 변수를 저장하는 것이 유용한 경우가 많습니다. 여러분이 다음에 해당 플러그인을 실행할 때 변수들을 다시 입력하거나 선택하지 않아도 되기 때문입니다.

Qt 및 QGIS API 덕분에 이런 변수들을 저장하고 가져올 수 있습니다. 각 변수에 대해 해당 변수에 접근하는 데 사용할 키를 선택해야 합니다–예를 들면 여러분이 가장 선호하는 색상에 대해"favourite_color"또는 비슷한 의미를 가진 다른 어떤 문자열도 사용할 수 있습니다. 키를 명명할 때 어떤 기준을 따를 것을 권장합니다.

설정을 다음 몇 가지 서로 다른 유형으로 구분할 수 있습니다:

- **전체 수준 설정 (global settings)** –이 설정은 특정 머신의 사용자에 종속됩니다. QGIS 자체도 수많은, 예를 들면 주 윈도우의 크기 또는 기본 스냅 작업 허용 오차와 같은 전체 수준 설정을 저장합니다. 예를 들어 `setValue()` 및 `value()` 메소드를 통해 `QgsSettings` 클래스를 사용해서 설정을 처리합니다.

  다음은 이런 메소드들을 어떻게 사용하는지 보여주는 예시입니다.

```
def store():
  s = QgsSettings()
  s.setValue("myplugin/mytext", "hello world")
  s.setValue("myplugin/myint",  10)
  s.setValue("myplugin/myreal", 3.14)

def read():
  s = QgsSettings()
  mytext = s.value("myplugin/mytext", "default text")
  myint  = s.value("myplugin/myint", 123)
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
myreal = s.value("myplugin/myreal", 2.71)
nonexistent = s.value("myplugin/nonexistent", None)
print(mytext)
print(myint)
print(myreal)
print(nonexistent)
```

`value()` 메소드의 두 번째 파라미터는 선택적으로, 전송된 설정 이름에 대해 이전에 설정한 값이 없을 경우 반환하는 기본값을 지정합니다.

For a method to pre-configure the default values of the global settings through the `qgis_global_settings.ini` file, see deploying_organization for further details.

- **프로젝트 수준 설정**–프로젝트에 따라 달라지기 때문에 프로젝트 파일과 연동됩니다. 맵 캔버스 배경색 또는 대상 좌표계 등이 프로젝트 수준 설정의 예시입니다. 어떤 프로젝트에서는 하얀 배경 및 WGS84 가 어울리는 반면 다른 프로젝트에서는 노란 배경 및 UTM 투영 좌표계가 어울리는 경우가 있는 법이죠.

  다음은 프로젝트 수준 설정 사용의 예시입니다.

```
proj = QgsProject.instance()

# store values
proj.writeEntry("myplugin", "mytext", "hello world")
proj.writeEntry("myplugin", "myint", 10)
proj.writeEntryDouble("myplugin", "mydouble", 0.01)
proj.writeEntryBool("myplugin", "mybool", True)

# read values (returns a tuple with the value, and a status boolean
# which communicates whether the value retrieved could be converted to
# its type, in these cases a string, an integer, a double and a boolean
# respectively)

mytext, type_conversion_ok = proj.readEntry("myplugin",
                                            "mytext",
                                            "default text")
myint, type_conversion_ok = proj.readNumEntry("myplugin",
                                              "myint",
                                              123)
mydouble, type_conversion_ok = proj.readDoubleEntry("myplugin",
                                                    "mydouble",
                                                    123)
mybool, type_conversion_ok = proj.readBoolEntry("myplugin",
                                                "mybool",
                                                123)
```

  여러분도 알 수 있듯이, 많은 (정수, 문자열, 목록) 데이터 유형에 대해 `writeEntry()` 메소드를 사용하지만, 설정값을 다시 읽어오기 위한 메소드가 몇 가지 존재하며 각 데이터 유형에 대응하는 메소드를 선택해야 합니다.

- **맵 레이어 수준 설정**–프로젝트의 맵 레이어 하나의 특정 인스턴스와 관련된 설정입니다. 이 설정은 레이어의 기저 데이터소스와 연결되지 않기 때문에, shapefile 1 개의 맵 레이어 인스턴스를 2 개 생성하는 경우 이 두 인스턴스는 설정을 공유하지 않을 것입니다. 맵 레이어 수준 설정은 프로젝트 파일 내부에 저장되기 때문에 여러분이 프로젝트를 다시 열면 레이어 관련 설정도 그대로 불러올 것입니다. `writeEntry()` 메소드를 사용해서 지정한 설정의 값을 가져오고, `setCustomProperty()` 메소드를 사용해서 설정할 수 있습니다.

```
vlayer = QgsVectorLayer()
# save a value
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
vlayer.setCustomProperty("mytext", "hello world")

# read the value again (returning "default text" if not found)
mytext = vlayer.customProperty("mytext", "default text")
```

CHAPTER 13

사용자에게 정보 전달하기

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    QgsMessageLog,
    QgsGeometry,
)

from qgis.gui import (
    QgsMessageBar,
)

from qgis.PyQt.QtWidgets import (
    QSizePolicy,
    QPushButton,
    QDialog,
    QGridLayout,
    QDialogButtonBox,
)
```

이 장에서는 사용자 인터페이스에서 일관성을 유지하기 위해 이용해야 하는 몇몇 메소드 및 요소들에 대해 설명합니다.

13.1 Showing messages. The QgsMessageBar class

메시지 상자를 이용하는 것은 사용자 경험이라는 관점에서 그리 좋은 생각이 아닙니다. 짧은 정보 또는 경고/오류 메시지를 표출하는 데에는 QGIS 메시지 바를 이용하는 편이 더 낫습니다.

QGIS 인터페이스 오브젝트의 참조 (reference) 를 사용하면, 다음 코드를 통해 메시지 바에 메시지를 표시할 수 있습니다.

```
from qgis.core import Qgis
iface.messageBar().pushMessage("Error", "I'm sorry Dave, I'm afraid I can't do that",␣
↪level=Qgis.Critical)
```

```
Messages(2): Error : I'm sorry Dave, I'm afraid I can't do that
```

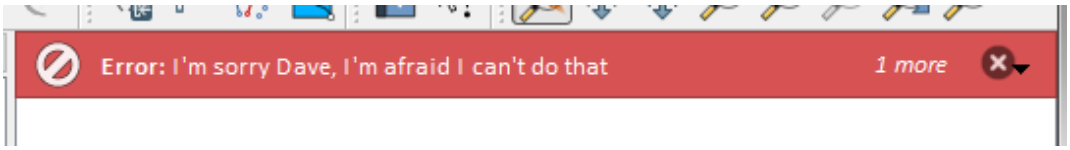


그림 13.1: QGIS 메시지 바

지속 시간 (`duration`) 을 설정해서 제한된 시간 동안 메시지를 표출할 수 있습니다.

```
iface.messageBar().pushMessage("Ooops", "The plugin is not working as it should",␣
↪level=Qgis.Critical, duration=3)
```

```
Messages(2): Ooops : The plugin is not working as it should
```

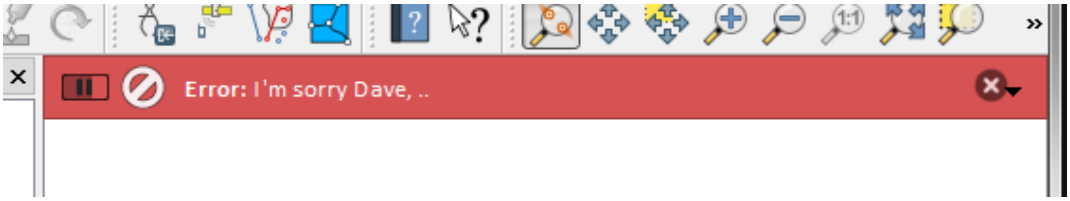


그림 13.2: 타이머를 적용한 QGIS 메시지 바

The examples above show an error bar, but the `level` parameter can be used to creating warning messages or info messages, using the `Qgis.MessageLevel` enumeration. You can use up to 4 different levels:

0. Info
1. Warning
2. Critical
3. Success

추가적인 정보 표시를 위한 버튼 등의 위젯을 메시지 바에 추가할 수도 있습니다.

```
def showError():
    pass

widget = iface.messageBar().createMessage("Missing Layers", "Show Me")
button = QPushButton(widget)
```

(다음 페이지에 계속)

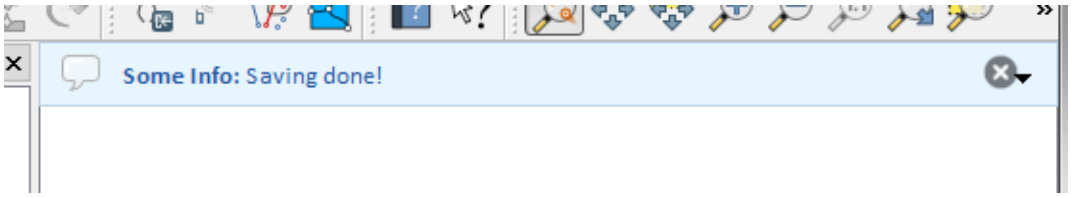


그림 13.3: QGIS 메시지 바 (정보)

(이전 페이지에서 계속)

```
button.setText("Show Me")
button.pressed.connect(showError)
widget.layout().addWidget(button)
iface.messageBar().pushWidget(widget, Qgis.Warning)
```

```
Messages(1): Missing Layers : Show Me
```

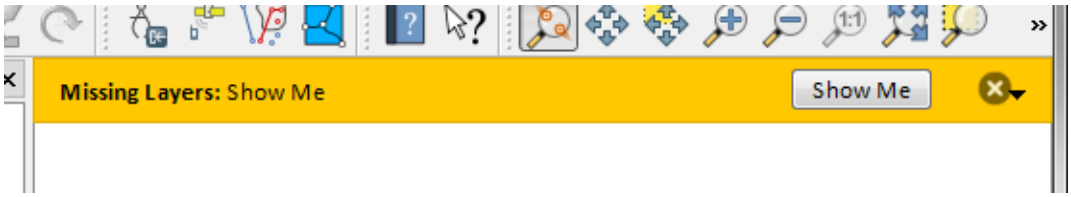


그림 13.4: 버튼이 들어간 QGIS 메시지 바

별도의 메시지 상자가 필요 없거나 QGIS 메인 창에 메시지를 표시할 이유가 없을 경우, 사용자의 대화창에 메시지 바를 표시할 수도 있습니다.

```
class MyDialog(QDialog):
    def __init__(self):
        QDialog.__init__(self)
        self.bar = QgsMessageBar()
        self.bar.setSizePolicy( QSizePolicy.Minimum, QSizePolicy.Fixed )
        self.setLayout(QGridLayout())
        self.layout().setContentsMargins(0, 0, 0, 0)
        self.buttonbox = QDialogButtonBox(QDialogButtonBox.Ok)
        self.buttonbox.accepted.connect(self.run)
        self.layout().addWidget(self.buttonbox, 0, 0, 2, 1)
        self.layout().addWidget(self.bar, 0, 0, 1, 1)
    def run(self):
        self.bar.pushMessage("Hello", "World", level=Qgis.Info)

myDlg = MyDialog()
myDlg.show()
```

그림 13.5: 사용자 지정 대화창 내부의 QGIS 메시지 바

13.2 진행률 표시

앞에서 배웠듯이 QGIS 메시지 바에 위젯을 추가할 수 있으므로, 진행률 (progress) 막대도 추가할 수 있습니다. 다음은 여러분이 콘솔에서 실행해볼 수 있는 예시 코드입니다.

```
import time
from qgis.PyQt.QtWidgets import QProgressBar
from qgis.PyQt.QtCore import *
progressMessageBar = iface.messageBar().createMessage("Doing something boring...")
progress = QProgressBar()
progress.setMaximum(10)
progress.setAlignment(Qt.AlignLeft|Qt.AlignVCenter)
progressMessageBar.layout().addWidget(progress)
iface.messageBar().pushWidget(progressMessageBar, Qgis.Info)

for i in range(10):
    time.sleep(1)
    progress.setValue(i + 1)

iface.messageBar().clearWidgets()
```

```
Messages(0): Doing something boring...
```

Also, you can use the built-in status bar to report progress, as in the next example:

```
vlayer = iface.activeLayer()

count = vlayer.featureCount()
features = vlayer.getFeatures()

for i, feature in enumerate(features):
    # do something time-consuming here
    print('.') # printing should give enough time to present the progress

    percent = i / float(count) * 100
    # iface.mainWindow().statusBar().showMessage("Processed {} %".
↪format(int(percent)))
    iface.statusBarIface().showMessage("Processed {} %".format(int(percent)))

iface.statusBarIface().clearMessage()
```

13.3 로그 기록

There are three different types of logging available in QGIS to log and save all the information about the execution of your code. Each has its specific output location. Please consider to use the correct way of logging for your purpose:

- `QgsMessageLog` is for messages to communicate issues to the user. The output of the QgsMessageLog is shown in the Log Messages Panel.
- The python built in **logging** module is for debugging on the level of the QGIS Python API (PyQGIS). It is recommended for Python script developers that need to debug their python code, e.g. feature ids or geometries
- `QgsLogger` is for messages for *QGIS internal* debugging / developers (i.e. you suspect something is triggered by some broken code). Messages are only visible with developer versions of QGIS.

Examples for the different logging types are shown in the following sections below.

> **경고:** Use of the Python `print` statement is unsafe to do in any code which may be multithreaded and **extremely slows down the algorithm**. This includes **expression functions**, **renderers**, **symbol layers** and **Processing algorithms** (amongst others). In these cases you should always use the python **logging** module or thread safe classes (`QgsLogger` or `QgsMessageLog`) instead.

13.3.1 QgsMessageLog

```
# You can optionally pass a 'tag' and a 'level' parameters
QgsMessageLog.logMessage("Your plugin code has been executed correctly", 'MyPlugin',␣
↪level=Qgis.Info)
QgsMessageLog.logMessage("Your plugin code might have some problems", level=Qgis.
↪Warning)
QgsMessageLog.logMessage("Your plugin code has crashed!", level=Qgis.Critical)
```

```
MyPlugin(0): Your plugin code has been executed correctly
(1): Your plugin code might have some problems
(2): Your plugin code has crashed!
```

> **참고:** You can see the output of the `QgsMessageLog` in the log_message_panel

13.3.2 The python built in logging module

```
import logging
formatter = '%(asctime)s - %(name)s - %(levelname)s - %(message)s'
logfilename=r'c:\temp\example.log'
logging.basicConfig(filename=logfilename, level=logging.DEBUG, format=formatter)
logging.info("This logging info text goes into the file")
logging.debug("This logging debug text goes into the file as well")
```

The basicConfig method configures the basic setup of the logging. In the above code the filename, logging level and the format are defined. The filename refers to where to write the logfile to, the logging level defines what levels to output and the format defines the format in which each message is output.

```
2020-10-08 13:14:42,998 - root - INFO - This logging text goes into the file
2020-10-08 13:14:42,998 - root - DEBUG - This logging debug text goes into the file␣
↪as well
```

If you want to erase the log file every time you execute your script you can do something like:

```
if os.path.isfile(logfilename):
    with open(logfilename, 'w') as file:
        pass
```

Further resources on how to use the python logging facility are available at:

- https://docs.python.org/3/library/logging.html
- https://docs.python.org/3/howto/logging.html

- https://docs.python.org/3/howto/logging-cookbook.html

경고: Please note that without logging to a file by setting a filename the logging may be multithreaded which heavily slows down the output.

CHAPTER 14

인증 인프라스트럭처

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
  QgsApplication,
  QgsRasterLayer,
  QgsAuthMethodConfig,
  QgsDataSourceUri,
  QgsPkiBundle,
  QgsMessageLog,
)

from qgis.gui import (
    QgsAuthAuthoritiesEditor,
    QgsAuthConfigEditor,
    QgsAuthConfigSelect,
    QgsAuthSettingsWidget,
)

from qgis.PyQt.QtWidgets import (
    QWidget,
    QTabWidget,
)

from qgis.PyQt.QtNetwork import QSslCertificate
```

14.1 소개

사용자 지침서의 authentication_overview 문단에서 인증 인프라스트럭처의 사용자 참조 사항들을 읽어볼 수 있습니다.

이 장에서는 개발자 입장에서 이 인증 시스템을 가장 잘 활용할 수 있는 방법을 설명할 것입니다.

어떤 특정 리소스에 접근하려면 인증 정보가 필요할 때마다, 예를 들어 Postgres 데이터베이스에 어떤 레이어를 연결할 때마다, 데이터 제공자는 QGIS 데스크탑에서 인증 시스템을 광범위하게 사용합니다.

플러그인 개발자가 자신의 코드에 인증 인프라스트럭처를 손쉽게 통합할 수 있도록 해주는 위젯 몇 개가 QGIS GUI 라이브러리에 존재합니다:

- `QgsAuthConfigEditor`
- `QgsAuthConfigSelect`
- `QgsAuthSettingsWidget`

인증 인프라스트럭처 테스트 코드 에서 괜찮은 코드 참조 사례들을 볼 수 있습니다.

> **경고:** 인증 인프라스트럭처 설계 시 도입된 보안 제약조건들 때문에, 파이썬에서는 내부 메소드들 가운데 일부 하위 집합만을 사용할 수 있습니다.

14.2 Glossary

Here are some definition of the most common objects treated in this chapter.

Master Password
Password to allow access and decrypt credential stored in the QGIS Authentication DB

Authentication Database
A *Master Password* crypted sqlite db `qgis-auth.db` where *Authentication Configuration* are stored. e.g user/password, personal certificates and keys, Certificate Authorities

Authentication DB
Authentication Database

인증 환경 설정
A set of authentication data depending on *Authentication Method*. e.g Basic authentication method stores the couple of user/password.

Authentication Config
Authentication Configuration

Authentication Method
A specific method used to get authenticated. Each method has its own protocol used to gain the authenticated level. Each method is implemented as shared library loaded dynamically during QGIS authentication infrastructure init.

14.3 QgsAuthManager the entry point

The `QgsAuthManager` singleton is the entry point to use the credentials stored in the QGIS encrypted *Authentication DB*, i.e. the `qgis-auth.db` file under the active user profile folder.

This class takes care of the user interaction: by asking to set a master password or by transparently using it to access encrypted stored information.

14.3.1 Init the manager and set the master password

The following snippet gives an example to set master password to open the access to the authentication settings. Code comments are important to understand the snippet.

```
authMgr = QgsApplication.authManager()

# check if QgsAuthManager has already been initialized... a side effect
# of the QgsAuthManager.init() is that AuthDbPath is set.
# QgsAuthManager.init() is executed during QGIS application init and hence
# you do not normally need to call it directly.
if authMgr.authenticationDatabasePath():
    # already initialized => we are inside a QGIS app.
    if authMgr.masterPasswordIsSet():
        msg = 'Authentication master password not recognized'
        assert authMgr.masterPasswordSame("your master password"), msg
    else:
        msg = 'Master password could not be set'
        # The verify parameter checks if the hash of the password was
        # already saved in the authentication db
        assert authMgr.setMasterPassword("your master password",
                                         verify=True), msg
else:
    # outside qgis, e.g. in a testing environment => setup env var before
    # db init
    os.environ['QGIS_AUTH_DB_DIR_PATH'] = "/path/where/located/qgis-auth.db"
    msg = 'Master password could not be set'
    assert authMgr.setMasterPassword("your master password", True), msg
    authMgr.init("/path/where/located/qgis-auth.db")
```

14.3.2 Populate authdb with a new Authentication Configuration entry

Any stored credential is a *Authentication Configuration* instance of the `QgsAuthMethodConfig` class accessed using a unique string like the following one:

```
authcfg = 'fm1s770'
```

that string is generated automatically when creating an entry using the QGIS API or GUI, but it might be useful to manually set it to a known value in case the configuration must be shared (with different credentials) between multiple users within an organization.

`QgsAuthMethodConfig` is the base class for any *Authentication Method*. Any Authentication Method sets a configuration hash map where authentication information will be stored. Hereafter a useful snippet to store PKI-path credentials for a hypothetical alice user:

```
authMgr = QgsApplication.authManager()
# set alice PKI data
config = QgsAuthMethodConfig()
config.setName("alice")
config.setMethod("PKI-Paths")
config.setUri("https://example.com")
config.setConfig("certpath", "path/to/alice-cert.pem" )
config.setConfig("keypath", "path/to/alice-key.pem" )
# check if method parameters are correctly set
assert config.isValid()

# register alice data in authdb returning the ``authcfg`` of the stored
# configuration
authMgr.storeAuthenticationConfig(config)
newAuthCfgId = config.id()
assert newAuthCfgId
```

Available Authentication methods

Authentication Method libraries are loaded dynamically during authentication manager init. Available authentication methods are:

1. `Basic` User and password authentication
2. `EsriToken` ESRI token based authentication
3. `Identity-Cert` Identity certificate authentication
4. `OAuth2` OAuth2 authentication
5. `PKI-Paths` PKI paths authentication
6. `PKI-PKCS#12` PKI PKCS#12 authentication

Populate Authorities

```
authMgr = QgsApplication.authManager()
# add authorities
cacerts = QSslCertificate.fromPath( "/path/to/ca_chains.pem" )
assert cacerts is not None
# store CA
authMgr.storeCertAuthorities(cacerts)
# and rebuild CA caches
authMgr.rebuildCaCertsCache()
authMgr.rebuildTrustedCaCertsCache()
```

Manage PKI bundles with QgsPkiBundle

A convenience class to pack PKI bundles composed on SslCert, SslKey and CA chain is the `QgsPkiBundle` class. Hereafter a snippet to get password protected:

```
# add alice cert in case of key with pwd
caBundlesList = []  # List of CA bundles
bundle = QgsPkiBundle.fromPemPaths( "/path/to/alice-cert.pem",
                                    "/path/to/alice-key_w-pass.pem",
                                    "unlock_pwd",
                                    caBundlesList )
assert bundle is not None
# You can check bundle validity by calling:
# bundle.isValid()
```

Refer to `QgsPkiBundle` class documentation to extract cert/key/CAs from the bundle.

14.3.3 Remove an entry from authdb

We can remove an entry from *Authentication Database* using it's `authcfg` identifier with the following snippet:

```
authMgr = QgsApplication.authManager()
authMgr.removeAuthenticationConfig( "authCfg_Id_to_remove" )
```

14.3.4 Leave authcfg expansion to QgsAuthManager

The best way to use an *Authentication Config* stored in the *Authentication DB* is referring it with the unique identifier `authcfg`. Expanding, means convert it from an identifier to a complete set of credentials. The best practice to use stored *Authentication Configs*, is to leave it managed automatically by the Authentication manager. The common use of a stored configuration is to connect to an authentication enabled service like a WMS or WFS or to a DB connection.

참고: Take into account that not all QGIS data providers are integrated with the Authentication infrastructure. Each authentication method, derived from the base class `QgsAuthMethod` and support a different set of Providers. For example the `certIdentity()` method supports the following list of providers:

```
authM = QgsApplication.authManager()
print(authM.authMethod("Identity-Cert").supportedDataProviders())
```

Sample output:

```
['ows', 'wfs', 'wcs', 'wms', 'postgres']
```

For example, to access a WMS service using stored credentials identified with `authcfg = 'fm1s770'`, we just have to use the `authcfg` in the data source URL like in the following snippet:

```
authCfg = 'fm1s770'
quri = QgsDataSourceUri()
quri.setParam("layers", 'usa:states')
quri.setParam("styles", '')
quri.setParam("format", 'image/png')
quri.setParam("crs", 'EPSG:4326')
quri.setParam("dpiMode", '7')
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
quri.setParam("featureCount", '10')
quri.setParam("authcfg", authCfg)    # <---- here my authCfg url parameter
quri.setParam("contextualWMSLegend", '0')
quri.setParam("url", 'https://my_auth_enabled_server_ip/wms')
rlayer = QgsRasterLayer(str(quri.encodedUri(), "utf-8"), 'states', 'wms')
```

In the upper case, the `wms` provider will take care to expand `authcfg` URI parameter with credential just before setting the HTTP connection.

> **경고:** The developer would have to leave `authcfg` expansion to the `QgsAuthManager`, in this way he will be sure that expansion is not done too early.

Usually an URI string, built using the `QgsDataSourceURI` class, is used to set a data source in the following way:

```
authCfg = 'fm1s770'
quri = QgsDataSourceUri("my WMS uri here")
quri.setParam("authcfg", authCfg)
rlayer = QgsRasterLayer( quri.uri(False), 'states', 'wms')
```

참고: The `False` parameter is important to avoid URI complete expansion of the `authcfg` id present in the URI.

PKI examples with other data providers

Other example can be read directly in the QGIS tests upstream as in test_authmanager_pki_ows or test_authmanager_pki_postgres.

14.4 Adapt plugins to use Authentication infrastructure

Many third party plugins are using httplib2 or other Python networking libraries to manage HTTP connections instead of integrating with `QgsNetworkAccessManager` and its related Authentication Infrastructure integration.

To facilitate this integration a helper Python function has been created called `NetworkAccessManager`. Its code can be found here.

This helper class can be used as in the following snippet:

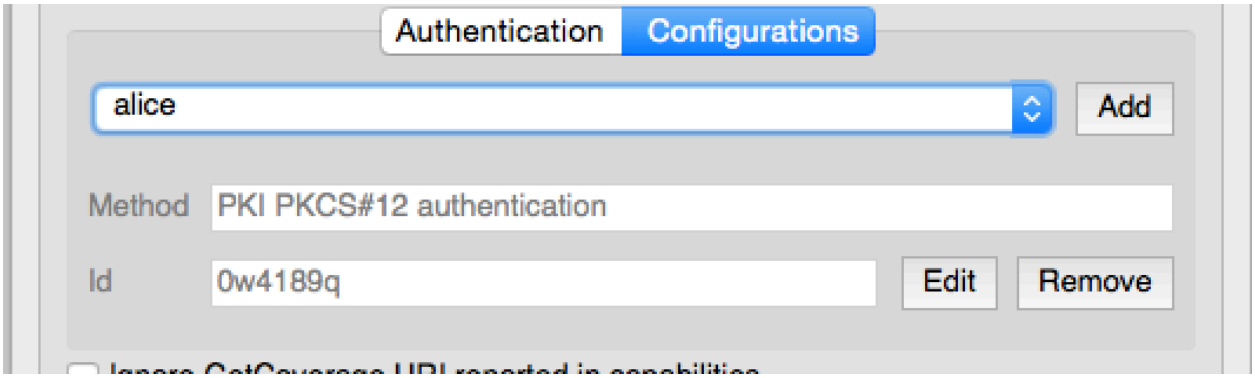
```
http = NetworkAccessManager(authid="my_authCfg", exception_class=My_
↪FailedRequestError)
try:
  response, content = http.request( "my_rest_url" )
except My_FailedRequestError, e:
  # Handle exception
  pass
```

14.5 Authentication GUIs

In this paragraph are listed the available GUIs useful to integrate authentication infrastructure in custom interfaces.

14.5.1 GUI to select credentials

If it's necessary to select a *Authentication Configuration* from the set stored in the *Authentication DB* it is available in the GUI class `QgsAuthConfigSelect`.



and can be used as in the following snippet:

```
# create the instance of the QgsAuthConfigSelect GUI hierarchically linked to
# the widget referred with `parent`
parent = QWidget()  # Your GUI parent widget
gui = QgsAuthConfigSelect( parent, "postgres" )
# add the above created gui in a new tab of the interface where the
# GUI has to be integrated
tabGui = QTabWidget()
tabGui.insertTab( 1, gui, "Configurations" )
```

The above example is taken from the QGIS source code. The second parameter of the GUI constructor refers to data provider type. The parameter is used to restrict the compatible *Authentication Method*s with the specified provider.

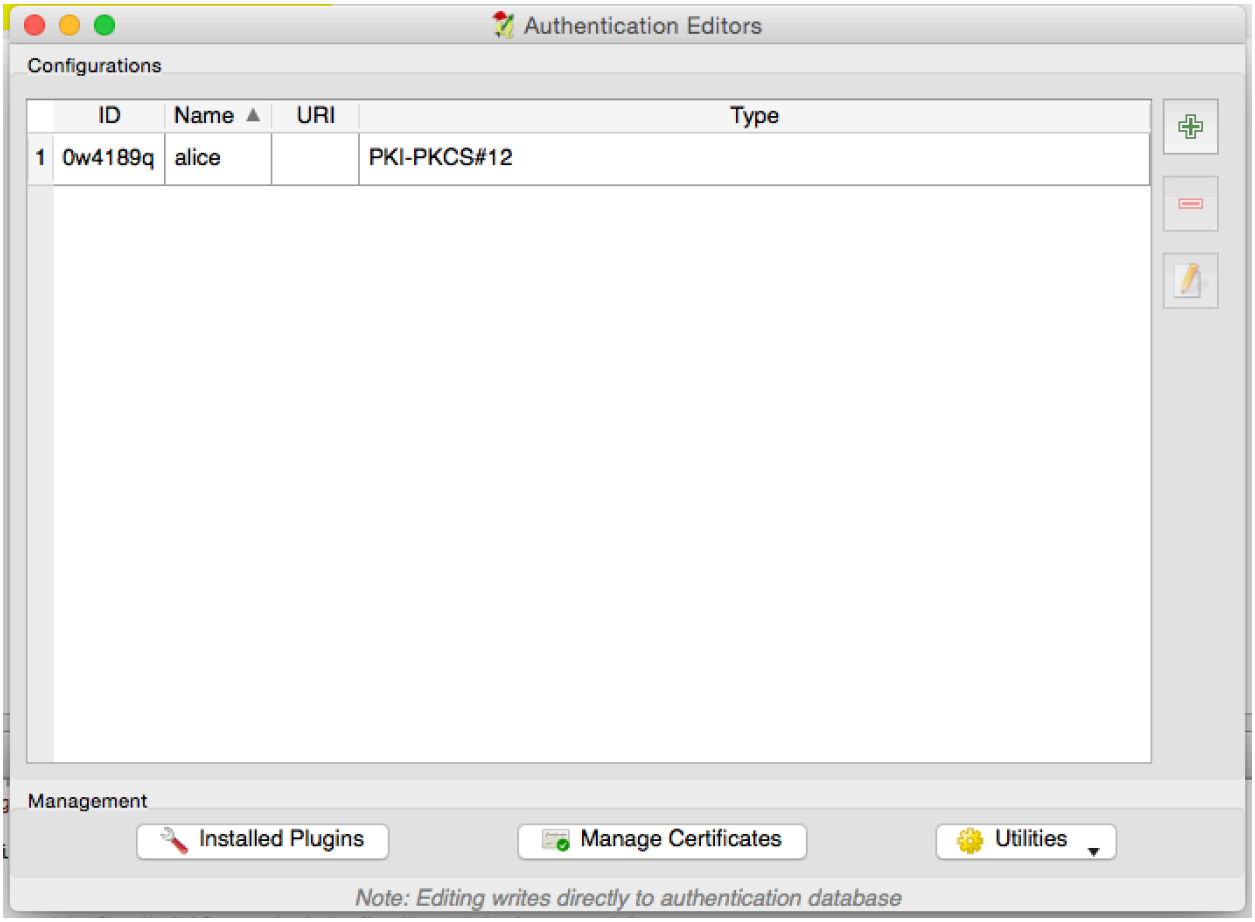
14.5.2 Authentication Editor GUI

The complete GUI used to manage credentials, authorities and to access to Authentication utilities is managed by the `QgsAuthEditorWidgets` class.

and can be used as in the following snippet:

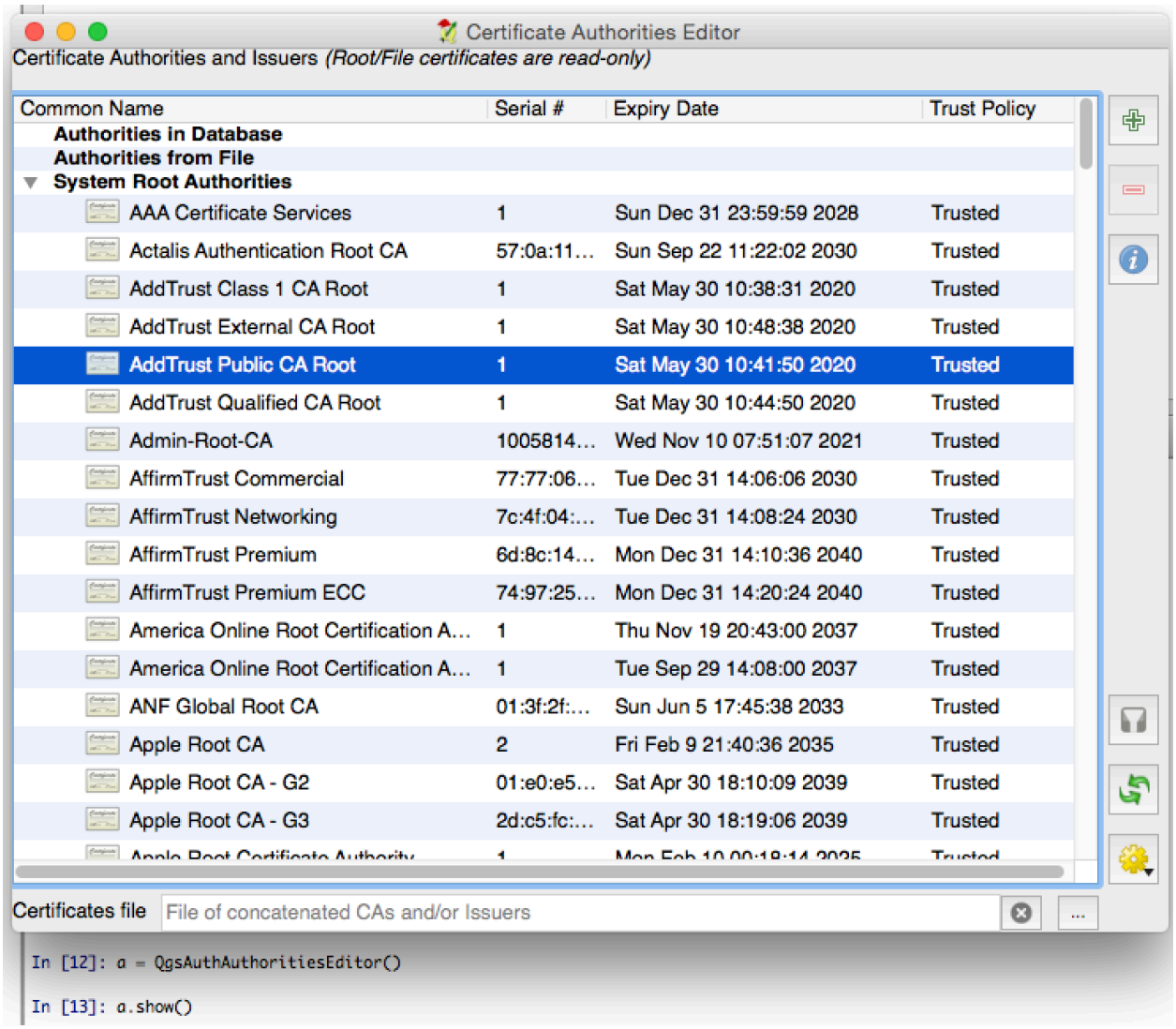
```
# create the instance of the QgsAuthEditorWidgets GUI hierarchically linked to
# the widget referred with `parent`
parent = QWidget()  # Your GUI parent widget
gui = QgsAuthConfigSelect( parent )
gui.show()
```

An integrated example can be found in the related test.


Authentication Editors
Configurations
ID
Name
URI
Type
1
0w4189q
alice
PKI-PKCS#12
Management
Installed Plugins
Manage Certificates
Utilities
Note: Editing writes directly to authentication database

14.5.3 Authorities Editor GUI

A GUI used to manage only authorities is managed by the `QgsAuthAuthoritiesEditor` class.



and can be used as in the following snippet:

```
# create the instance of the QgsAuthAuthoritiesEditor GUI hierarchically
#  linked to the widget referred with `parent`
parent = QWidget()  # Your GUI parent widget
gui = QgsAuthAuthoritiesEditor( parent )
gui.show()
```

CHAPTER 15

Tasks - doing heavy work in the background

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
  Qgis,
  QgsApplication,
  QgsMessageLog,
  QgsProcessingAlgRunnerTask,
  QgsProcessingContext,
  QgsProcessingFeedback,
  QgsProject,
  QgsTask,
  QgsTaskManager,
)
```

15.1 소개

Background processing using threads is a way to maintain a responsive user interface when heavy processing is going on. Tasks can be used to achieve threading in QGIS.

A task (`QgsTask`) is a container for the code to be performed in the background, and the task manager (`QgsTaskManager`) is used to control the running of the tasks. These classes simplify background processing in QGIS by providing mechanisms for signaling, progress reporting and access to the status for background processes. Tasks can be grouped using subtasks.

The global task manager (found with `QgsApplication.taskManager()`) is normally used. This means that your tasks may not be the only tasks that are controlled by the task manager.

There are several ways to create a QGIS task:

- Create your own task by extending `QgsTask`

```
class SpecialisedTask(QgsTask):
    pass
```

- Create a task from a function

```
def heavyFunction():
    # Some CPU intensive processing ...
    pass

def workdone():
    # ... do something useful with the results
    pass

task = QgsTask.fromFunction('heavy function', heavyFunction,
                     on_finished=workdone)
```

- Create a task from a processing algorithm

```
params = dict()
context = QgsProcessingContext()
context.setProject(QgsProject.instance())
feedback = QgsProcessingFeedback()

buffer_alg = QgsApplication.instance().processingRegistry().algorithmById(
↪'native:buffer')
task = QgsProcessingAlgRunnerTask(buffer_alg, params, context,
                            feedback)
```

경고: Any background task (regardless of how it is created) must NEVER use any QObject that lives on the main thread, such as accessing QgsVectorLayer, QgsProject or perform any GUI based operations like creating new widgets or interacting with existing widgets. Qt widgets must only be accessed or modified from the main thread. Data that is used in a task must be copied before the task is started. Attempting to use them from background threads will result in crashes.

Moreover always make sure that `context` and `feedback` live for at least as long as the tasks that use them. QGIS will crash if, upon completion of a task, *QgsTaskManager* fails to access the *context* and *feedback* against which the task was scheduled.

참고: It is a common pattern to call `setProject()` shortly after calling `QgsProcessingContext`. This allows the task as well as its callback function to use most of the project-wide settings. This is especially valuable when working with spatial layers in the callback function.

Dependencies between tasks can be described using the `addSubTask()` function of `QgsTask`. When a dependency is stated, the task manager will automatically determine how these dependencies will be executed. Wherever possible dependencies will be executed in parallel in order to satisfy them as quickly as possible. If a task on which another task depends is canceled, the dependent task will also be canceled. Circular dependencies can make deadlocks possible, so be careful.

If a task depends on a layer being available, this can be stated using the `setDependentLayers()` function of `QgsTask`. If a layer on which a task depends is not available, the task will be canceled.

Once the task has been created it can be scheduled for running using the `addTask()` function of the task manager. Adding a task to the manager automatically transfers ownership of that task to the manager, and the manager will cleanup

and delete tasks after they have executed. The scheduling of the tasks is influenced by the task priority, which is set in `addTask()`.

The status of tasks can be monitored using `QgsTask` and `QgsTaskManager` signals and functions.

15.2 예제

15.2.1 Extending QgsTask

In this example `RandomIntegerSumTask` extends `QgsTask` and will generate 100 random integers between 0 and 500 during a specified period of time. If the random number is 42, the task is aborted and an exception is raised. Several instances of `RandomIntegerSumTask` (with subtasks) are generated and added to the task manager, demonstrating two types of dependencies.

```
import random
from time import sleep

from qgis.core import (
    QgsApplication, QgsTask, QgsMessageLog, Qgis
    )

MESSAGE_CATEGORY = 'RandomIntegerSumTask'

class RandomIntegerSumTask(QgsTask):
    """This shows how to subclass QgsTask"""

    def __init__(self, description, duration):
        super().__init__(description, QgsTask.CanCancel)
        self.duration = duration
        self.total = 0
        self.iterations = 0
        self.exception = None

    def run(self):
        """Here you implement your heavy lifting.
        Should periodically test for isCanceled() to gracefully
        abort.
        This method MUST return True or False.
        Raising exceptions will crash QGIS, so we handle them
        internally and raise them in self.finished
        """
        QgsMessageLog.logMessage('Started task "{}"'.format(
                                    self.description()),
                                MESSAGE_CATEGORY, Qgis.Info)
        wait_time = self.duration / 100
        for i in range(100):
            sleep(wait_time)
            # use setProgress to report progress
            self.setProgress(i)
            arandominteger = random.randint(0, 500)
            self.total += arandominteger
            self.iterations += 1
            # check isCanceled() to handle cancellation
            if self.isCanceled():
                return False
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
            # simulate exceptions to show how to abort task
            if arandominteger == 42:
                # DO NOT raise Exception('bad value!')
                # this would crash QGIS
                self.exception = Exception('bad value!')
                return False
        return True

    def finished(self, result):
        """
        This function is automatically called when the task has
        completed (successfully or not).
        You implement finished() to do whatever follow-up stuff
        should happen after the task is complete.
        finished is always called from the main thread, so it's safe
        to do GUI operations and raise Python exceptions here.
        result is the return value from self.run.
        """
        if result:
            QgsMessageLog.logMessage(
                'RandomTask "{name}" completed\n' \
                'RandomTotal: {total} (with {iterations} '\
              'iterations)'.format(
                  name=self.description(),
                  total=self.total,
                  iterations=self.iterations),
              MESSAGE_CATEGORY, Qgis.Success)
        else:
            if self.exception is None:
                QgsMessageLog.logMessage(
                    'RandomTask "{name}" not successful but without '\
                    'exception (probably the task was manually '\
                    'canceled by the user)'.format(
                        name=self.description()),
                    MESSAGE_CATEGORY, Qgis.Warning)
            else:
                QgsMessageLog.logMessage(
                    'RandomTask "{name}" Exception: {exception}'.format(
                        name=self.description(),
                        exception=self.exception),
                    MESSAGE_CATEGORY, Qgis.Critical)
                raise self.exception

    def cancel(self):
        QgsMessageLog.logMessage(
            'RandomTask "{name}" was canceled'.format(
                name=self.description()),
            MESSAGE_CATEGORY, Qgis.Info)
        super().cancel()


longtask = RandomIntegerSumTask('waste cpu long', 20)
shorttask = RandomIntegerSumTask('waste cpu short', 10)
minitask = RandomIntegerSumTask('waste cpu mini', 5)
shortsubtask = RandomIntegerSumTask('waste cpu subtask short', 5)
longsubtask = RandomIntegerSumTask('waste cpu subtask long', 10)
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
shortestsubtask = RandomIntegerSumTask('waste cpu subtask shortest', 4)

# Add a subtask (shortsubtask) to shorttask that must run after
# minitask and longtask has finished
shorttask.addSubTask(shortsubtask, [minitask, longtask])
# Add a subtask (longsubtask) to longtask that must be run
# before the parent task
longtask.addSubTask(longsubtask, [], QgsTask.ParentDependsOnSubTask)
# Add a subtask (shortestsubtask) to longtask
longtask.addSubTask(shortestsubtask)

QgsApplication.taskManager().addTask(longtask)
QgsApplication.taskManager().addTask(shorttask)
QgsApplication.taskManager().addTask(minitask)
```

```
RandomIntegerSumTask(0): Started task "waste cpu subtask shortest"
RandomIntegerSumTask(0): Started task "waste cpu short"
RandomIntegerSumTask(0): Started task "waste cpu mini"
RandomIntegerSumTask(0): Started task "waste cpu subtask long"
RandomIntegerSumTask(3): Task "waste cpu subtask shortest" completed
RandomTotal: 25452 (with 100 iterations)
RandomIntegerSumTask(3): Task "waste cpu mini" completed
RandomTotal: 23810 (with 100 iterations)
RandomIntegerSumTask(3): Task "waste cpu subtask long" completed
RandomTotal: 26308 (with 100 iterations)
RandomIntegerSumTask(0): Started task "waste cpu long"
RandomIntegerSumTask(3): Task "waste cpu long" completed
RandomTotal: 22534 (with 100 iterations)
```

15.2.2 Task from function

Create a task from a function (`doSomething` in this example). The first parameter of the function will hold the `QgsTask` for the function. An important (named) parameter is `on_finished`, that specifies a function that will be called when the task has completed. The `doSomething` function in this example has an additional named parameter `wait_time`.

```
import random
from time import sleep

MESSAGE_CATEGORY = 'TaskFromFunction'

def doSomething(task, wait_time):
    """
    Raises an exception to abort the task.
    Returns a result if success.
    The result will be passed, together with the exception (None in
    the case of success), to the on_finished method.
    If there is an exception, there will be no result.
    """
    QgsMessageLog.logMessage('Started task {}'.format(task.description()),
                             MESSAGE_CATEGORY, Qgis.Info)
    wait_time = wait_time / 100
    total = 0
    iterations = 0
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    for i in range(100):
        sleep(wait_time)
        # use task.setProgress to report progress
        task.setProgress(i)
        arandominteger = random.randint(0, 500)
        total += arandominteger
        iterations += 1
        # check task.isCanceled() to handle cancellation
        if task.isCanceled():
            stopped(task)
            return None
        # raise an exception to abort the task
        if arandominteger == 42:
            raise Exception('bad value!')
    return {'total': total, 'iterations': iterations,
            'task': task.description()}

def stopped(task):
    QgsMessageLog.logMessage(
        'Task "{name}" was canceled'.format(
            name=task.description()),
        MESSAGE_CATEGORY, Qgis.Info)

def completed(exception, result=None):
    """This is called when doSomething is finished.
    Exception is not None if doSomething raises an exception.
    result is the return value of doSomething."""
    if exception is None:
        if result is None:
            QgsMessageLog.logMessage(
                'Completed with no exception and no result '\
                '(probably manually canceled by the user)',
                MESSAGE_CATEGORY, Qgis.Warning)
        else:
            QgsMessageLog.logMessage(
                'Task {name} completed\n'
                'Total: {total} ( with {iterations} '
                'iterations)'.format(
                    name=result['task'],
                    total=result['total'],
                    iterations=result['iterations']),
                MESSAGE_CATEGORY, Qgis.Info)
    else:
        QgsMessageLog.logMessage("Exception: {}".format(exception),
                                 MESSAGE_CATEGORY, Qgis.Critical)
        raise exception

# Create a few tasks
task1 = QgsTask.fromFunction('Waste cpu 1', doSomething,
                             on_finished=completed, wait_time=4)
task2 = QgsTask.fromFunction('Waste cpu 2', doSomething,
                             on_finished=completed, wait_time=3)
QgsApplication.taskManager().addTask(task1)
QgsApplication.taskManager().addTask(task2)
```

```
RandomIntegerSumTask(0): Started task "waste cpu subtask short"
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
RandomTaskFromFunction(0): Started task Waste cpu 1
RandomTaskFromFunction(0): Started task Waste cpu 2
RandomTaskFromFunction(0): Task Waste cpu 2 completed
RandomTotal: 23263 ( with 100 iterations)
RandomTaskFromFunction(0): Task Waste cpu 1 completed
RandomTotal: 25044 ( with 100 iterations)
```

15.2.3 Task from a processing algorithm

Create a task that uses the algorithm qgis:randompointsinextent to generate 50000 random points inside a specified extent. The result is added to the project in a safe way.

```
from functools import partial
from qgis.core import (QgsTaskManager, QgsMessageLog,
                       QgsProcessingAlgRunnerTask, QgsApplication,
                       QgsProcessingContext, QgsProcessingFeedback,
                       QgsProject)

MESSAGE_CATEGORY = 'AlgRunnerTask'

def task_finished(context, successful, results):
    if not successful:
        QgsMessageLog.logMessage('Task finished unsucessfully',
                                 MESSAGE_CATEGORY, Qgis.Warning)
    output_layer = context.getMapLayer(results['OUTPUT'])
    # because getMapLayer doesn't transfer ownership, the layer will
    # be deleted when context goes out of scope and you'll get a
    # crash.
    # takeMapLayer transfers ownership so it's then safe to add it
    # to the project and give the project ownership.
    if output_layer and output_layer.isValid():
        QgsProject.instance().addMapLayer(
             context.takeResultLayer(output_layer.id()))

alg = QgsApplication.processingRegistry().algorithmById(
                                       'qgis:randompointsinextent')
# `context` and `feedback` need to
# live for as least as long as `task`,
# otherwise the program will crash.
# Initializing them globally is a sure way
# of avoiding this unfortunate situation.
context = QgsProcessingContext()
feedback = QgsProcessingFeedback()
params = {
    'EXTENT': '0.0,10.0,40,50 [EPSG:4326]',
    'MIN_DISTANCE': 0.0,
    'POINTS_NUMBER': 50000,
    'TARGET_CRS': 'EPSG:4326',
    'OUTPUT': 'memory:My random points'
}
task = QgsProcessingAlgRunnerTask(alg, params, context, feedback)
task.executed.connect(partial(task_finished, context))
QgsApplication.taskManager().addTask(task)
```

See also: https://www.opengis.ch/2018/06/22/threads-in-pyqgis3/.

CHAPTER 16

파이썬 플러그인 개발

16.1 Structuring Python Plugins

The main steps for creating a plugin are:

1. *Idea*: Have an idea about what you want to do with your new QGIS plugin.
2. *Setup*: *Create the files for your plugin*. Depending on the plugin type, some are mandatory while others are optional
3. *Develop*: *Write the code* in appropriate files
4. *Document*: *Write the plugin documentation*
5. Optionally: *Translate*: *Translate your plugin* into different languages
6. *Test*: *Reload your plugin* to check if everything is OK
7. *Publish*: Publish your plugin in QGIS repository or make your own repository as an "arsenal"of personal "GIS weapons".

16.1.1 Getting started

Before starting to write a new plugin, have a look at the 공식 파이썬 플러그인 저장소. The source code of existing plugins can help you to learn more about programming. You may also find that a similar plugin already exists and you may be able to extend it or at least build on it to develop your own.

Set up plugin file structure

To get started with a new plugin, we need to set up the necessary plugin files.

There are two plugin template resources that can help get you started:

- For educational purposes or whenever a minimalist approach is desired, the minimal plugin template provides the basic files (skeleton) necessary to create a valid QGIS Python plugin.
- For a more fully feature plugin template, the Plugin Builder can create templates for multiple different plugin types, including features such as localization (translation) and testing.

A typical plugin directory includes the following files:

- `metadata.txt` - *required* - Contains general info, version, name and some other metadata used by plugins website and plugin infrastructure.
- `__init__.py` - *required* - The starting point of the plugin. It has to have the `classFactory()` method and may have any other initialisation code.
- `mainPlugin.py` - *core code* - The main working code of the plugin. Contains all the information about the actions of the plugin and the main code.
- `form.ui` - *for plugins with custom GUI* - The GUI created by Qt Designer.
- `form.py` - *compiled GUI* - The translation of the form.ui described above to Python.
- `resources.qrc` - *optional* - An .xml document created by Qt Designer. Contains relative paths to resources used in the GUI forms.
- `resources.py` - *compiled resources, optional* - The translation of the .qrc file described above to Python.

경고: If you plan to upload the plugin to the 공식 파이썬 플러그인 저장소 you must check that your plugin follows some additional rules, required for plugin 무결성 검증.

16.1.2 Writing plugin code

The following section shows what content should be added in each of the files introduced above.

metadata.txt

First, the Plugin Manager needs to retrieve some basic information about the plugin such as its name, description etc. This information is stored in `metadata.txt`.

참고: All metadata must be in UTF-8 encoding.

Metadata name	필수 여부	Notes
name	True	a short string containing the name of the plugin
qgisMinimumVersion	True	dotted notation of minimum QGIS version
qgisMaximumVersion	False	dotted notation of maximum QGIS version
설명	True	short text which describes the plugin, no HTML allowed
about	True	longer text which describes the plugin in details, no HTML allowed
version	True	short string with the version dotted notation
author	True	author name
email	True	email of the author, only shown on the website to logged in users, but visible in the Plugin Manager after the plugin is installed
changelog	False	string, can be multiline, no HTML allowed
experimental	False	boolean flag, `True` or `False` - `True` if this version is experimental
deprecated	False	boolean flag, `True` or `False`, applies to the whole plugin and not just to the uploaded version
태그	False	comma separated list, spaces are allowed inside individual tags
homepage	False	a valid URL pointing to the homepage of your plugin
repository	True	a valid URL for the source code repository
tracker	False	a valid URL for tickets and bug reports
icon	False	a file name or a relative path (relative to the base folder of the plugin's compressed package) of a web friendly image (PNG, JPEG)
category	False	one of `Raster`, `Vector`, `Database`, `Mesh` and `Web`
plugin_dependencie	False	PIP-like comma separated list of other plugins to install, use plugin names coming from their metadata's name field
server	False	boolean flag, `True` or `False`, determines if the plugin has a server interface
hasProcessingProvider	False	boolean flag, `True` or `False`, determines if the plugin provides processing algorithms

By default, plugins are placed in the *Plugins* menu (we will see in the next section how to add a menu entry for your plugin) but they can also be placed into *Raster*, *Vector*, *Database*, *Mesh* and *Web* menus.

A corresponding "category"metadata entry exists to specify that, so the plugin can be classified accordingly. This metadata entry is used as tip for users and tells them where (in which menu) the plugin can be found. Allowed values for "category" are: Vector, Raster, Database or Web. For example, if your plugin will be available from *Raster* menu, add this to `metadata.txt`

```
category=Raster
```

참고: If *qgisMaximumVersion* is empty, it will be automatically set to the major version plus *.99* when uploaded to the 공식 파이썬 플러그인 저장소.

An example for this metadata.txt

```
; the next section is mandatory

[general]
name=HelloWorld
email=me@example.com
author=Just Me
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
qgisMinimumVersion=3.0
description=This is an example plugin for greeting the world.
    Multiline is allowed:
    lines starting with spaces belong to the same
    field, in this case to the "description" field.
    HTML formatting is not allowed.
about=This paragraph can contain a detailed description
    of the plugin. Multiline is allowed, HTML is not.
version=version 1.2
tracker=http://bugs.itopen.it
repository=http://www.itopen.it/repo
; end of mandatory metadata

; start of optional metadata
category=Raster
changelog=The changelog lists the plugin versions
    and their changes as in the example below:
    1.0 - First stable release
    0.9 - All features implemented
    0.8 - First testing release

; Tags are in comma separated value format, spaces are allowed within the
; tag name.
; Tags should be in English language. Please also check for existing tags and
; synonyms before creating a new one.
tags=wkt,raster,hello world

; these metadata can be empty, they will eventually become mandatory.
homepage=https://www.itopen.it
icon=icon.png

; experimental flag (applies to the single version)
experimental=True

; deprecated flag (applies to the whole plugin and not only to the uploaded version)
deprecated=False

; if empty, it will be automatically set to major version + .99
qgisMaximumVersion=3.99

; Since QGIS 3.8, a comma separated list of plugins to be installed
; (or upgraded) can be specified.
; The example below will try to install (or upgrade) "MyOtherPlugin" version 1.12
; and any version of "YetAnotherPlugin".
; Both "MyOtherPlugin" and "YetAnotherPlugin" names come from their own metadata's
; name field
plugin_dependencies=MyOtherPlugin==1.12,YetAnotherPlugin
```

__init__.py

This file is required by Python's import system. Also, QGIS requires that this file contains a `classFactory()` function, which is called when the plugin gets loaded into QGIS. It receives a reference to the instance of `QgisInterface` and must return an object of your plugin's class from the `mainplugin.py` —in our case it's called `TestPlugin` (see below). This is how `__init__.py` should look like

```
def classFactory(iface):
  from .mainPlugin import TestPlugin
  return TestPlugin(iface)

# any other initialisation needed
```

mainPlugin.py

This is where the magic happens and this is how magic looks like: (e.g. `mainPlugin.py`)

```
from qgis.PyQt.QtGui import *
from qgis.PyQt.QtWidgets import *

# initialize Qt resources from file resources.py
from . import resources

class TestPlugin:

  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("testplug:icon.png"),
                          "Test plugin",
                          self.iface.mainWindow())
    self.action.setObjectName("testAction")
    self.action.setWhatsThis("Configuration for test plugin")
    self.action.setStatusTip("This is status tip")
    self.action.triggered.connect(self.run)

    # add toolbar button and menu item
    self.iface.addToolBarIcon(self.action)
    self.iface.addPluginToMenu("&Test plugins", self.action)

    # connect to signal renderComplete which is emitted when canvas
    # rendering is done
    self.iface.mapCanvas().renderComplete.connect(self.renderTest)

  def unload(self):
    # remove the plugin menu item and icon
    self.iface.removePluginMenu("&Test plugins", self.action)
    self.iface.removeToolBarIcon(self.action)

    # disconnect form signal of the canvas
    self.iface.mapCanvas().renderComplete.disconnect(self.renderTest)

  def run(self):
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    # create and show a configuration dialog or something similar
    print("TestPlugin: run called!")

  def renderTest(self, painter):
    # use painter for drawing to map canvas
    print("TestPlugin: renderTest called!")
```

The only plugin functions that must exist in the main plugin source file (e.g. `mainPlugin.py`) are:

- `__init__` which gives access to QGIS interface
- `initGui()` called when the plugin is loaded
- `unload()` called when the plugin is unloaded

In the above example, `addPluginToMenu()` is used. This will add the corresponding menu action to the *Plugins* menu. Alternative methods exist to add the action to a different menu. Here is a list of those methods:

- `addPluginToRasterMenu()`
- `addPluginToVectorMenu()`
- `addPluginToDatabaseMenu()`
- `addPluginToWebMenu()`

All of them have the same syntax as the `addPluginToMenu()` method.

Adding your plugin menu to one of those predefined method is recommended to keep consistency in how plugin entries are organized. However, you can add your custom menu group directly to the menu bar, as the next example demonstrates:

```
def initGui(self):
    self.menu = QMenu(self.iface.mainWindow())
    self.menu.setObjectName("testMenu")
    self.menu.setTitle("MyMenu")

    self.action = QAction(QIcon("testplug:icon.png"),
                          "Test plugin",
                          self.iface.mainWindow())
    self.action.setObjectName("testAction")
    self.action.setWhatsThis("Configuration for test plugin")
    self.action.setStatusTip("This is status tip")
    self.action.triggered.connect(self.run)
    self.menu.addAction(self.action)

    menuBar = self.iface.mainWindow().menuBar()
    menuBar.insertMenu(self.iface.firstRightStandardMenu().menuAction(),
                       self.menu)

def unload(self):
    self.menu.deleteLater()
```

Don't forget to set `QAction` and `QMenu` `objectName` to a name specific to your plugin so that it can be customized.

While help and about actions can also be added to your custom menu, a convenient place to make them available is in the QGIS main *Help ? Plugins* menu. This is done using the `pluginHelpMenu()` method.

```
def initGui(self):

    self.help_action = QAction(
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
        QIcon("testplug:icon.png"),
        self.tr("Test Plugin..."),
        self.iface.mainWindow()
    )
    # Add the action to the Help menu
    self.iface.pluginHelpMenu().addAction(self.help_action)

    self.help_action.triggered.connect(self.show_help)

@staticmethod
def show_help():
    """ Open the online help. """
    QDesktopServices.openUrl(QUrl('https://docs.qgis.org'))

def unload(self):

    self.iface.pluginHelpMenu().removeAction(self.help_action)
    del self.help_action
```

When working on a real plugin it's wise to write the plugin in another (working) directory and create a makefile which will generate UI + resource files and install the plugin into your QGIS installation.

16.1.3 Documenting plugins

The documentation for the plugin can be written as HTML help files. The `qgis.utils` module provides a function, `showPluginHelp()` which will open the help file browser, in the same way as other QGIS help.

The `showPluginHelp()` function looks for help files in the same directory as the calling module. It will look for, in turn, `index-ll_cc.html`, `index-ll.html`, `index-en.html`, `index-en_us.html` and `index.html`, displaying whichever it finds first. Here `ll_cc` is the QGIS locale. This allows multiple translations of the documentation to be included with the plugin.

The `showPluginHelp()` function can also take parameters packageName, which identifies a specific plugin for which the help will be displayed, filename, which can replace "index" in the names of files being searched, and section, which is the name of an html anchor tag in the document on which the browser will be positioned.

16.1.4 Translating plugins

With a few steps you can set up the environment for the plugin localization so that depending on the locale settings of your computer the plugin will be loaded in different languages.

Software requirements

The easiest way to create and manage all the translation files is to install Qt Linguist. In a Debian-based GNU/Linux environment you can install it typing:

```
sudo apt install qttools5-dev-tools
```

Files and directory

When you create the plugin you will find the `i18n` folder within the main plugin directory.

All the translation files have to be within this directory.

.pro file

First you should create a `.pro` file, that is a *project* file that can be managed by **Qt Linguist**.

In this `.pro` file you have to specify all the files and forms you want to translate. This file is used to set up the localization files and variables. A possible project file, matching the structure of our *example plugin*:

```
FORMS = ../form.ui
SOURCES = ../your_plugin.py
TRANSLATIONS = your_plugin_it.ts
```

Your plugin might follow a more complex structure, and it might be distributed across several files. If this is the case, keep in mind that `pylupdate5`, the program we use to read the `.pro` file and update the translatable string, does not expand wild card characters, so you need to place every file explicitly in the `.pro` file. Your project file might then look like something like this:

```
FORMS = ../ui/about.ui ../ui/feedback.ui \
        ../ui/main_dialog.ui
SOURCES = ../your_plugin.py ../computation.py \
          ../utils.py
```

Furthermore, the `your_plugin.py` file is the file that *calls* all the menu and sub-menus of your plugin in the QGIS toolbar and you want to translate them all.

Finally with the *TRANSLATIONS* variable you can specify the translation languages you want.

> **경고:** Be sure to name the `ts` file like `your_plugin_` + `language` + `.ts` otherwise the language loading will fail! Use the 2 letter shortcut for the language (**it** for Italian, **de** for German, etc…)

.ts file

Once you have created the `.pro` you are ready to generate the `.ts` file(s) for the language(s) of your plugin.

Open a terminal, go to `your_plugin/i18n` directory and type:

```
pylupdate5 your_plugin.pro
```

you should see the `your_plugin_language.ts` file(s).

Open the `.ts` file with **Qt Linguist** and start to translate.

.qm file

When you finish to translate your plugin (if some strings are not completed the source language for those strings will be used) you have to create the `.qm` file (the compiled `.ts` file that will be used by QGIS).

Just open a terminal cd in `your_plugin/i18n` directory and type:

```
lrelease your_plugin.ts
```

now, in the `i18n` directory you will see the `your_plugin.qm` file(s).

Translate using Makefile

Alternatively you can use the makefile to extract messages from python code and Qt dialogs, if you created your plugin with Plugin Builder. At the beginning of the Makefile there is a LOCALES variable:

```
LOCALES = en
```

Add the abbreviation of the language to this variable, for example for Hungarian language:

```
LOCALES = en hu
```

Now you can generate or update the `hu.ts` file (and the `en.ts` too) from the sources by:

```
make transup
```

After this, you have updated `.ts` file for all languages set in the LOCALES variable. Use **Qt Linguist** to translate the program messages. Finishing the translation the `.qm` files can be created by the transcompile:

```
make transcompile
```

You have to distribute `.ts` files with your plugin.

Load the plugin

In order to see the translation of your plugin, open QGIS, change the language (*Settings ⇒ Options ⇒ General*) and restart QGIS.

You should see your plugin in the correct language.

> **경고:** If you change something in your plugin (new UIs, new menu, etc..) you have to **generate again** the update version of both `.ts` and `.qm` file, so run again the command of above.

16.1.5 Sharing your plugin

QGIS is hosting hundreds of plugins in the plugin repository. Consider sharing yours! It will extend the possibilities of QGIS and people will be able to learn from your code. All hosted plugins can be found and installed from within QGIS with the Plugin Manager.

Information and requirements are here: plugins.qgis.org.

16.1.6 Tips and Tricks

Plugin Reloader

During development of your plugin you will frequently need to reload it in QGIS for testing. This is very easy using the **Plugin Reloader** plugin. You can find it with the Plugin Manager.

Automate packaging, release and translation with qgis-plugin-ci

qgis-plugin-ci provides a command line interface to perform automated packaging and deployment for QGIS plugins on your computer, or using continuous integration like GitHub workflows or Gitlab-CI as well as Transifex for translation.

It allows releasing, translating, publishing or generating an XML plugin repository file via CLI or in CI actions.

Accessing Plugins

You can access all the classes of installed plugins from within QGIS using python, which can be handy for debugging purposes.

```
my_plugin = qgis.utils.plugins['My Plugin']
```

Log Messages

Plugins have their own tab within the log_message_panel.

Resource File

Some plugins use resource files, for example `resources.qrc` which define resources for the GUI, such as icons:

```
<RCC>
  <qresource prefix="/plugins/testplug" >
     <file>icon.png</file>
  </qresource>
</RCC>
```

It is good to use a prefix that will not collide with other plugins or any parts of QGIS, otherwise you might get resources you did not want. Now you just need to generate a Python file that will contain the resources. It's done with **pyrcc5** command:

```
pyrcc5 -o resources.py resources.qrc
```

참고: In Windows environments, attempting to run the **pyrcc5** from Command Prompt or Powershell will probably result in the error "Windows cannot access the specified device, path, or file [···]". The easiest solution is probably to use the OSGeo4W Shell but if you are comfortable modifying the PATH environment variable or specifiying the path to the executable explicitly you should be able to find it at `<Your QGIS Install Directory>\bin\pyrcc5.exe`.

16.2 코드 조각

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    QgsProject,
    QgsApplication,
    QgsMapLayer,
)

from qgis.gui import (
    QgsGui,
    QgsOptionsWidgetFactory,
    QgsOptionsPageWidget,
    QgsLayerTreeEmbeddedWidgetProvider,
    QgsLayerTreeEmbeddedWidgetRegistry,
)

from qgis.PyQt.QtCore import Qt
from qgis.PyQt.QtWidgets import (
    QMessageBox,
    QAction,
    QHBoxLayout,
    QComboBox,
)
from qgis.PyQt.QtGui import QIcon
```

이 장에서는 플러그인 개발을 쉽게 할 수 있도록 도와주는 코드 조각 (snippet) 에 대해 설명합니다.

16.2.1 단축키로 함수 메소드를 호출하는 방법

플러그인 내부의 `initGui()` 함수에 다음 코드를 추가하십시오.

```
self.key_action = QAction("Test Plugin", self.iface.mainWindow())
self.iface.registerMainWindowAction(self.key_action, "Ctrl+I")  # action triggered by␣
↪Ctrl+I
self.iface.addPluginToMenu("&Test plugins", self.key_action)
self.key_action.triggered.connect(self.key_action_triggered)
```

`unload()` 함수에 다음 코드를 추가하십시오.

```
self.iface.unregisterMainWindowAction(self.key_action)
```

CTRL+I 단축키를 누르면 해당 메소드를 호출합니다.

```
def key_action_triggered(self):
  QMessageBox.information(self.iface.mainWindow(),"Ok", "You pressed Ctrl+I")
```

It is also possible to allow users to customize key shortcuts for the provided actions. This is done by adding:

```
# in the initGui() function
QgsGui.shortcutsManager().registerAction(self.key_action)

# and in the unload() function
QgsGui.shortcutsManager().unregisterAction(self.key_action)
```

16.2.2 How to reuse QGIS icons

Because they are well-known and convey a clear message to the users, you may want sometimes to reuse QGIS icons in your plugin instead of drawing and setting a new one. Use the `getThemeIcon()` method.

For example, to reuse the mActionFileOpen.svg icon available in the QGIS code repository:

```
# e.g. somewhere in the initGui
self.file_open_action = QAction(
    QgsApplication.getThemeIcon("/mActionFileOpen.svg"),
    self.tr("Select a File..."),
    self.iface.mainWindow()
)
self.iface.addPluginToMenu("MyPlugin", self.file_open_action)
```

`iconPath()` is another method to call QGIS icons. Find examples of calls to theme icons at QGIS embedded images - Cheatsheet.

16.2.3 옵션 대화창에 있는 플러그인 용 인터페이스

Settings [?] *Options* 에 사용자 지정 플러그인 옵션을 추가할 수 있습니다. 사용자 플러그인의 옵션을 위해 특정 주 메뉴 항목을 추가하는 것보다는 이 편이 좋은데, 모든 QGIS 응용 프로그램 설정과 플러그인 설정을 단일 위치에 모아두기 때문에 사용자가 설정을 찾고 탐색하기에 더 편하기 때문입니다.

다음 조각은 플러그인의 설정에 새로운 빈 탭만 추가할 것입니다. 사용자가 이 탭에 사용자 플러그인에 특화된 모든 옵션 및 설정을 채워 넣을 수 있습니다. 다음 클래스들을 서로 다른 파일로 분할할 수 있습니다. 이 예제에서 우리는 주 `mainPlugin.py` 파일 안에 클래스 2 개를 추가할 것입니다.

```
class MyPluginOptionsFactory(QgsOptionsWidgetFactory):

    def __init__(self):
        super().__init__()

    def icon(self):
        return QIcon('icons/my_plugin_icon.svg')

    def createWidget(self, parent):
        return ConfigOptionsPage(parent)


class ConfigOptionsPage(QgsOptionsPageWidget):

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
    def __init__(self, parent):
        super().__init__(parent)
        layout = QHBoxLayout()
        layout.setContentsMargins(0, 0, 0, 0)
        self.setLayout(layout)
```

마지막으로 가져온 것들을 추가하고 `__init__` 함수를 수정합니다:

```
from qgis.PyQt.QtWidgets import QHBoxLayout
from qgis.gui import QgsOptionsWidgetFactory, QgsOptionsPageWidget


class MyPlugin:
    """QGIS Plugin Implementation."""

    def __init__(self, iface):
        """Constructor.

        :param iface: An interface instance that will be passed to this class
            which provides the hook by which you can manipulate the QGIS
            application at run time.
        :type iface: QgsInterface
        """
        # Save reference to the QGIS interface
        self.iface = iface


    def initGui(self):
        self.options_factory = MyPluginOptionsFactory()
        self.options_factory.setTitle(self.tr('My Plugin'))
        iface.registerOptionsWidgetFactory(self.options_factory)

    def unload(self):
        iface.unregisterOptionsWidgetFactory(self.options_factory)
```

팁: Add custom tabs to layer properties dialog

비슷한 논리를 적용해서 `QgsMapLayerConfigWidgetFactory` 및 `QgsMapLayerConfigWidget` 클래스를 사용하면 레이어 속성 대화창에 플러그인 사용자 지정 옵션을 추가할 수 있습니다.

16.2.4 Embed custom widgets for layers in the layer tree

Beside usual layer symbology elements displayed next or below the layer entry in the *Layers* panel, you can add your own widgets, allowing for quick access to some actions that are often used with a layer (setup filtering, selection, style, refreshing a layer with a button widget, create a layer based time slider or just show extra layer information in a Label there, or ⋯). These so-called **Layer tree embedded widgets** are made available through the layer's properties *Legend* tab for individual layers.

The following code snippet creates a drop-down in the legend which shows you the layer-styles available for the layer, allowing to quickly switch between the different layer styles.

```
class LayerStyleComboBox(QComboBox):
    def __init__(self, layer):
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
        QComboBox.__init__(self)
        self.layer = layer
        for style_name in layer.styleManager().styles():
            self.addItem(style_name)

        idx = self.findText(layer.styleManager().currentStyle())
        if idx != -1:
          self.setCurrentIndex(idx)

        self.currentIndexChanged.connect(self.on_current_changed)

    def on_current_changed(self, index):
        self.layer.styleManager().setCurrentStyle(self.itemText(index))

class LayerStyleWidgetProvider(QgsLayerTreeEmbeddedWidgetProvider):
    def __init__(self):
        QgsLayerTreeEmbeddedWidgetProvider.__init__(self)

    def id(self):
        return "style"

    def name(self):
        return "Layer style chooser"

    def createWidget(self, layer, widgetIndex):
        return LayerStyleComboBox(layer)

    def supportsLayer(self, layer):
        return True   # any layer is fine

provider = LayerStyleWidgetProvider()
QgsGui.layerTreeEmbeddedWidgetRegistry().addProvider(provider)
```

Then from a given layer's *Legend* properties tab, drag the `Layer style chooser` from the *Available widgets* to *Used widgets* to enable the widget in the layer tree. Embedded widgets are ALWAYS displayed at the top of their associated layer node subitems.

If you want to use the widgets from within e.g. a plugin, you can add them like this:

```
layer = iface.activeLayer()
counter = int(layer.customProperty("embeddedWidgets/count", 0))
layer.setCustomProperty("embeddedWidgets/count", counter+1)
layer.setCustomProperty("embeddedWidgets/{}/id".format(counter), "style")
view = self.iface.layerTreeView()
view.layerTreeModel().refreshLayerLegend(view.currentLegendNode())
view.currentNode().setExpanded(True)
```

16.3 IDE settings for writing and debugging plugins

Although each programmer has his preferred IDE/Text editor, here are some recommendations for setting up popular IDE's for writing and debugging QGIS Python plugins.

16.3.1 Useful plugins for writing Python plugins

Some plugins are convenient when writing Python plugins. From *Plugins → Manage and Install plugins*…, install:

- *Plugin reloader*: This will let you reload a plugin and pull new changes without restarting QGIS.
- *First Aid*: This will add a Python console and local debugger to inspect variables when an exception is raised from a plugin.

경고: *Despite our constant efforts, information beyond this line may not be updated for QGIS 3. Refer to https://qgis.org/pyqgis/master for the python API documentation or, give a hand to update the chapters you know about. Thanks.*

16.3.2 A note on configuring your IDE on Linux and Windows

On Linux, all that usually needs to be done is to add the QGIS library locations to the user's `PYTHONPATH` environment variable. Under most distributions, this can be done by editing `~/.bashrc` or `~/.bash-profile` with the following line (tested on OpenSUSE Tumbleweed):

```
export PYTHONPATH="$PYTHONPATH:/usr/share/qgis/python/plugins:/usr/share/qgis/python"
```

Save the file and implement the environment settings by using the following shell command:

```
source ~/.bashrc
```

On Windows, you need to make sure that you have the same environment settings and use the same libraries and interpreter as QGIS. The fastest way to do this is to modify the startup batch file of QGIS.

If you used the OSGeo4W Installer, you can find this under the `bin` folder of your OSGeo4W install. Look for something like `C:\OSGeo4W\bin\qgis-unstable.bat`.

16.3.3 Debugging using Pyscripter IDE (Windows)

For using Pyscripter IDE, here's what you have to do:

1. Make a copy of `qgis-unstable.bat` and rename it `pyscripter.bat`.
2. Open it in an editor. And remove the last line, the one that starts QGIS.
3. Add a line that points to your Pyscripter executable and add the command line argument that sets the version of Python to be used
4. Also add the argument that points to the folder where Pyscripter can find the Python dll used by QGIS, you can find this under the bin folder of your OSGeoW install

```
@echo off
SET OSGEO4W_ROOT=C:\OSGeo4W
call "%OSGEO4W_ROOT%"\bin\o4w_env.bat
call "%OSGEO4W_ROOT%"\bin\gdal16.bat
@echo off
path %PATH%;%GISBASE%\bin
Start C:\pyscripter\pyscripter.exe --python25 --pythondllpath=C:\OSGeo4W\bin
```

5. Now when you double click this batch file it will start Pyscripter, with the correct path.

More popular than Pyscripter, Eclipse is a common choice among developers. In the following section, we will be explaining how to configure it for developing and testing plugins.

16.3.4 Debugging using Eclipse and PyDev

설치

To use Eclipse, make sure you have installed the following

- Eclipse
- Aptana Studio 3 Plugin or PyDev
- QGIS 2.x
- You may also want to install **Remote Debug**, a QGIS plugin. At the moment it's still experimental so enable *Experimental plugins* under *Plugins → Manage and Install plugins··· → Options* beforehand.

To prepare your environment for using Eclipse in Windows, you should also create a batch file and use it to start Eclipse:

1. Locate the folder where `qgis_core.dll` resides in. Normally this is `C:\OSGeo4W\apps\qgis\bin`, but if you compiled your own QGIS application this is in your build folder in `output/bin/RelWithDebInfo`
2. Locate your `eclipse.exe` executable.
3. Create the following script and use this to start eclipse when developing QGIS plugins.

```
call "C:\OSGeo4W\bin\o4w_env.bat"
set PATH=%PATH%;C:\path\to\your\qgis_core.dll\parent\folder
start /B C:\path\to\your\eclipse.exe
```

Setting up Eclipse

1. In Eclipse, create a new project. You can select *General Project* and link your real sources later on, so it does not really matter where you place this project.
2. Right-click your new project and choose *New → Folder*.
3. Click *Advanced* and choose *Link to alternate location (Linked Folder)*. In case you already have sources you want to debug, choose these. In case you don't, create a folder as it was already explained.

Now in the view *Project Explorer*, your source tree pops up and you can start working with the code. You already have syntax highlighting and all the other powerful IDE tools available.

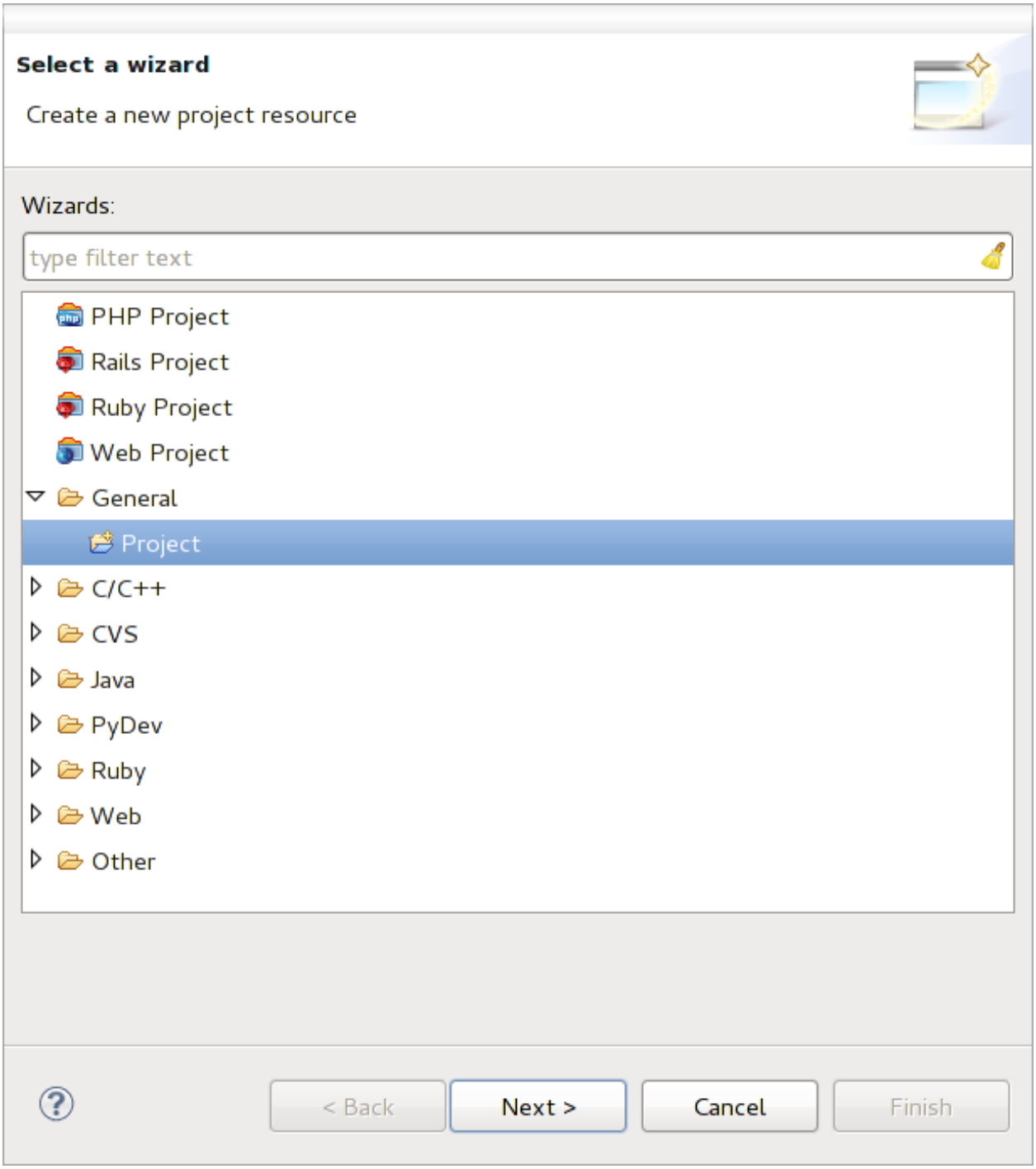


그림 16.1: Eclipse project

Configuring the debugger

To get the debugger working:

1. Switch to the Debug perspective in Eclipse (*Window → Open Perspective → Other → Debug*).
2. start the PyDev debug server by choosing *PyDev → Start Debug Server*.
3. Eclipse is now waiting for a connection from QGIS to its debug server and when QGIS connects to the debug server it will allow it to control the python scripts. That's exactly what we installed the *Remote Debug* plugin for. So start QGIS in case you did not already and click the bug symbol.

Now you can set a breakpoint and as soon as the code hits it, execution will stop and you can inspect the current state of your plugin. (The breakpoint is the green dot in the image below, set one by double clicking in the white space left to the line you want the breakpoint to be set).

```
88
89      def printProfile(self):
90          printer = QPrinter( QPrinter.HighResolution )
91          printer.setOutputFormat( QPrinter.PdfFormat )
92          printer.setPaperSize( QPrinter.A4 )
93          printer.setOrientation( QPrinter.Landscape )
94
95          printPreviewDlg = QPrintPreviewDialog( )
96          printPreviewDlg.paintRequested.connect( self.printRequested )
97
98          printPreviewDlg.exec_()
99
100     @pyqtSlot( QPrinter )
101     def printRequested( self, printer ):
102         self.webView.print_( printer )
```

그림 16.2: Breakpoint

A very interesting thing you can make use of now is the debug console. Make sure that the execution is currently stopped at a break point, before you proceed.

1. Open the Console view (*Window → Show view*). It will show the *Debug Server* console which is not very interesting. But there is a button *Open Console* which lets you change to a more interesting PyDev Debug Console.
2. Click the arrow next to the *Open Console* button and choose *PyDev Console*. A window opens up to ask you which console you want to start.
3. Choose *PyDev Debug Console*. In case its greyed out and tells you to Start the debugger and select the valid frame, make sure that you've got the remote debugger attached and are currently on a breakpoint.

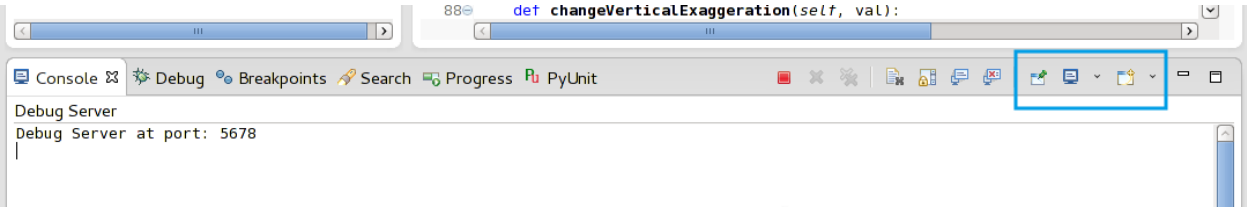


그림 16.3: PyDev Debug Console

You have now an interactive console which lets you test any commands from within the current context. You can manipulate variables or make API calls or whatever you like.

팁: A little bit annoying is, that every time you enter a command, the console switches back to the Debug Server. To stop

this behavior, you can click the *Pin Console* button when on the Debug Server page and it should remember this decision at least for the current debug session.

Making eclipse understand the API

A very handy feature is to have Eclipse actually know about the QGIS API. This enables it to check your code for typos. But not only this, it also enables Eclipse to help you with autocompletion from the imports to API calls.

To do this, Eclipse parses the QGIS library files and gets all the information out there. The only thing you have to do is to tell Eclipse where to find the libraries.

1. Click *Window → Preferences → PyDev → Interpreter → Python*.

   You will see your configured python interpreter in the upper part of the window (at the moment python2.7 for QGIS) and some tabs in the lower part. The interesting tabs for us are *Libraries* and *Forced Builtins*.

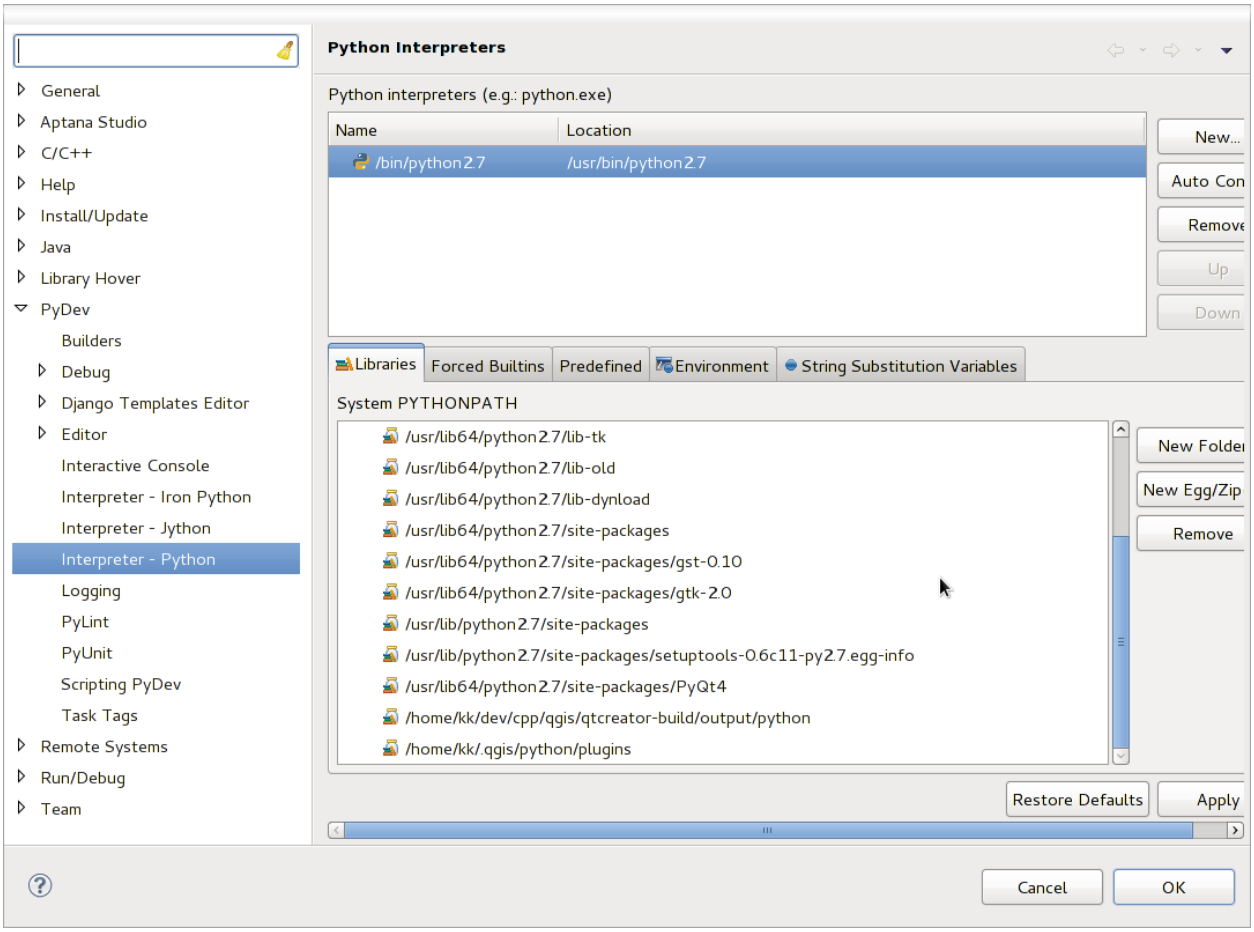


그림 16.4: PyDev Debug Console

2. First open the Libraries tab.
3. Add a New Folder and choose the python folder of your QGIS installation. If you do not know where this folder is (it's not the plugins folder):
   1. Open QGIS

   2. Start a python console
   3. Enter `qgis`
   4. and press Enter. It will show you which QGIS module it uses and its path.
   5. Strip the trailing `/qgis/__init__.pyc` from this path and you've got the path you are looking for.
4. You should also add your plugins folder here (it is in `python/plugins` under the user profile folder).
5. Next jump to the *Forced Builtins* tab, click on *New…* and enter `qgis`. This will make Eclipse parse the QGIS API. You probably also want Eclipse to know about the PyQt API. Therefore also add PyQt as forced builtin. That should probably already be present in your libraries tab.
6. Click *OK* and you're done.

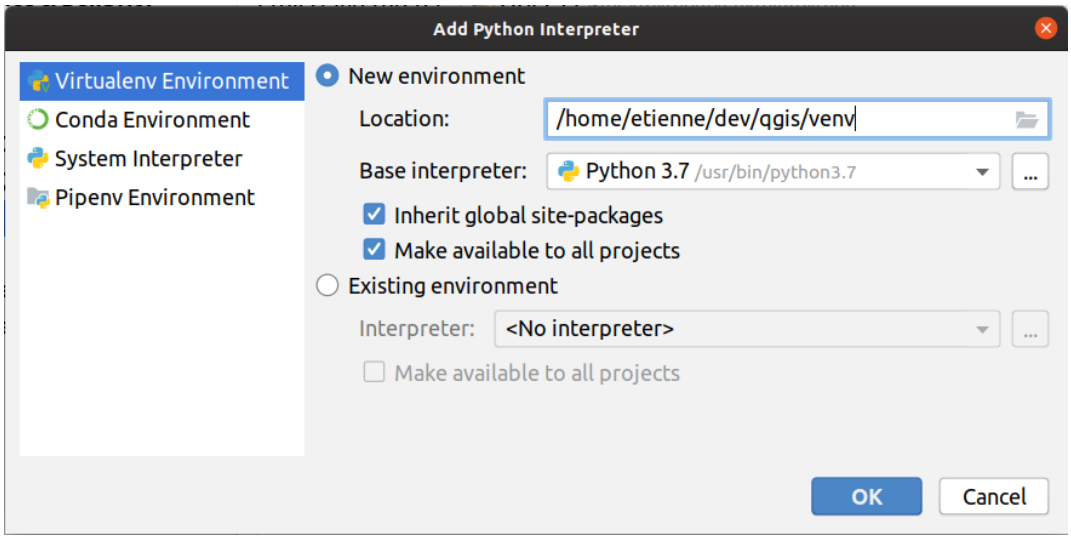
참고: Every time the QGIS API changes (e.g. if you're compiling QGIS master and the SIP file changed), you should go back to this page and simply click *Apply*. This will let Eclipse parse all the libraries again.

16.3.5 Debugging with PyCharm on Ubuntu with a compiled QGIS

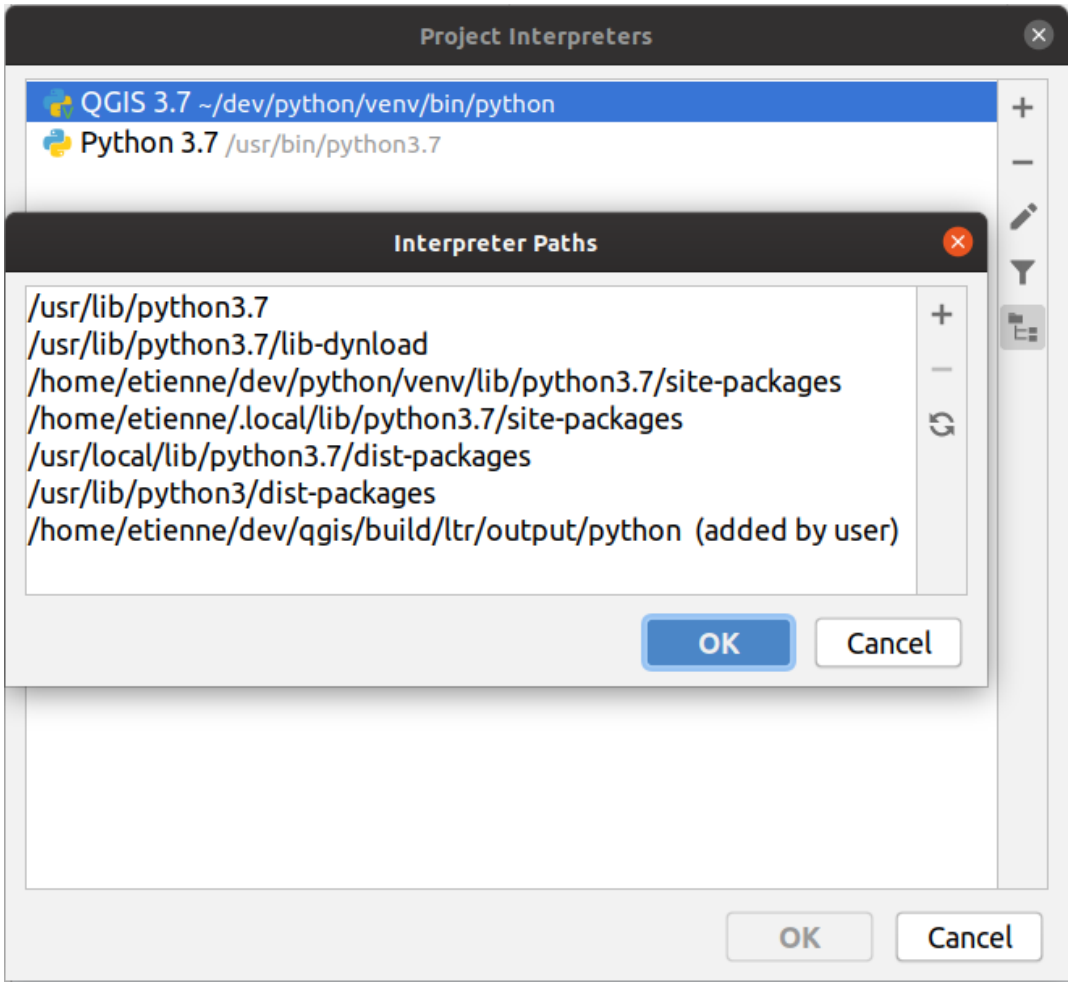
PyCharm is an IDE for Python developed by JetBrains. There is a free version called Community Edition and a paid one called Professional. You can download PyCharm on the website: https://www.jetbrains.com/pycharm/download

We are assuming that you have compiled QGIS on Ubuntu with the given build directory `~/dev/qgis/build/master`. It's not compulsory to have a self compiled QGIS, but only this has been tested. Paths must be adapted.

1. In PyCharm, in your *Project Properties*, *Project Interpreter*, we are going to create a Python Virtual environment called `QGIS`.
2. Click the small gear and then *Add*.
3. Select *Virtualenv environment*.
4. Select a generic location for all your Python projects such as `~/dev/qgis/venv` because we will use this Python interpreter for all our plugins.
5. Choose a Python 3 base interpreter available on your system and check the next two options *Inherit global site-packages* and *Make available to all projects*.



1. Click *OK*, come back on the small gear and click *Show all*.
2. In the new window, select your new interpreter `QGIS` and click the last icon in the vertical menu *Show paths for the selected interpreter*.
3. Finally, add the following absolute path to the list `~/dev/qgis/build/master/output/python`.



1. Restart PyCharm and you can start using this new Python virtual environment for all your plugins.

PyCharm will be aware of the QGIS API and also of the PyQt API if you use Qt provided by QGIS like `from qgis.PyQt.QtCore import QDir`. The autocompletion should work and PyCharm can inspect your code.

In the professional version of PyCharm, remote debugging is working well. For the Community edition, remote debugging is not available. You can only have access to a local debugger, meaning that the code must run *inside* PyCharm (as script or unittest), not in QGIS itself. For Python code running *in* QGIS, you might use the *First Aid* plugin mentioned above.

16.3.6 Debugging using PDB

If you do not use an IDE such as Eclipse or PyCharm, you can debug using PDB, following these steps.

1. First add this code in the spot where you would like to debug

```
# Use pdb for debugging
import pdb
# also import pyqtRemoveInputHook
from qgis.PyQt.QtCore import pyqtRemoveInputHook
# These lines allow you to set a breakpoint in the app
pyqtRemoveInputHook()
pdb.set_trace()
```

2. Then run QGIS from the command line.

   On Linux do:

```
$ ./Qgis
```

   On macOS do:

```
$ /Applications/Qgis.app/Contents/MacOS/Qgis
```

3. And when the application hits your breakpoint you can type in the console!

TODO:
Add testing information

16.4 Releasing your plugin

Once your plugin is ready and you think the plugin could be helpful for some people, do not hesitate to upload it to 공식 파이썬 플러그인 저장소. On that page you can also find packaging guidelines about how to prepare the plugin to work well with the plugin installer. Or in case you would like to set up your own plugin repository, create a simple XML file that will list the plugins and their metadata.

Please take special care to the following suggestions:

16.4.1 Metadata and names

- avoid using a name too similar to existing plugins
- if your plugin has a similar functionality to an existing plugin, please explain the differences in the About field, so the user will know which one to use without the need to install and test it
- avoid repeating "plugin"in the name of the plugin itself
- use the description field in metadata for a 1 line description, the About field for more detailed instructions
- include a code repository, a bug tracker, and a home page; this will greatly enhance the possibility of collaboration, and can be done very easily with one of the available web infrastructures (GitHub, GitLab, Bitbucket, etc.)
- choose tags with care: avoid the uninformative ones (e.g. vector) and prefer the ones already used by others (see the plugin website)
- add a proper icon, do not leave the default one; see QGIS interface for a suggestion of the style to be used

16.4.2 Code and help

- do not include generated file (ui_*.py, resources_rc.py, generated help files…) and useless stuff (e.g. .gitignore) in repository
- add the plugin to the appropriate menu (Vector, Raster, Web, Database)
- when appropriate (plugins performing analyses), consider adding the plugin as a subplugin of Processing framework: this will allow users to run it in batch, to integrate it in more complex workflows, and will free you from the burden of designing an interface
- include at least minimal documentation and, if useful for testing and understanding, sample data.

16.4.3 Official Python plugin repository

You can find the *official* Python plugin repository at https://plugins.qgis.org/.

In order to use the official repository you must obtain an OSGEO ID from the OSGEO web portal.

Once you have uploaded your plugin it will be approved by a staff member and you will be notified.

TODO:
Insert a link to the governance document

Permissions

These rules have been implemented in the official plugin repository:

- every registered user can add a new plugin
- *staff* users can approve or disapprove all plugin versions
- users which have the special permission *plugins.can_approve* get the versions they upload automatically approved
- users which have the special permission *plugins.can_approve* can approve versions uploaded by others as long as they are in the list of the plugin *owners*
- a particular plugin can be deleted and edited only by *staff* users and plugin *owners*
- if a user without *plugins.can_approve* permission uploads a new version, the plugin version is automatically unapproved.

Trust management

Staff members can grant *trust* to selected plugin creators setting *plugins.can_approve* permission through the front-end application.

The plugin details view offers direct links to grant trust to the plugin creator or the plugin *owners*.

Validation

Plugin's metadata are automatically imported and validated from the compressed package when the plugin is uploaded.

Here are some validation rules that you should aware of when you want to upload a plugin on the official repository:

1. the name of the main folder containing your plugin must contain only ASCII characters (A-Z and a-z), digits and the characters underscore (_) and minus (-), also it cannot start with a digit
2. `metadata.txt` is required
3. all required metadata listed in *metadata table* must be present
4. the *version* metadata field must be unique

Plugin structure

Following the validation rules the compressed (.zip) package of your plugin must have a specific structure to validate as a functional plugin. As the plugin will be unzipped inside the users plugins folder it must have it's own directory inside the .zip file to not interfere with other plugins. Mandatory files are: `metadata.txt` and `__init__.py`. But it would be nice to have a `README` and of course an icon to represent the plugin (`resources.qrc`). Following is an example of how a plugin.zip should look like.

```
plugin.zip
  pluginfolder/
  |-- i18n
  |   |-- translation_file_de.ts
  |-- img
  |   |-- icon.png
  |   `-- iconsource.svg
  |-- __init__.py
  |-- Makefile
  |-- metadata.txt
  |-- more_code.py
  |-- main_code.py
  |-- README
  |-- resources.qrc
  |-- resources_rc.py
  `-- ui_Qt_user_interface_file.ui
```

파이썬 프로그래밍 언어로 플러그인을 생성할 수 있습니다. C++ 로 작성된 전통적인 플러그인에 비해 더 쉽게 플러그인을 작성하고, 이해하고, 유지하고 배포할 수 있습니다. 이는 파이썬 언어의 동적인 특성 덕분입니다.

파이썬 플러그인 목록은 QGIS 플러그인 관리자에서 C++ 플러그인과 함께 볼 수 있습니다. `~/(UserProfile)/python/plugins` 및 다음 경로에서 플러그인을 검색합니다:

- 유닉스/맥: `(qgis_prefix)/share/qgis/python/plugins`
- 윈도우: `(qgis_prefix)/python/plugins`

~ 및 `(UserProfile)` 이 어떻게 정의되는지 알고 싶다면 core_and_external_plugins 을 참조하세요.

참고: 기존 디렉터리 경로에 `QGIS_PLUGINPATH` 를 설정하면, 플러그인 검색 경로 목록에 이 경로를 추가할 수 있습니다.

CHAPTER 17

Writing a Processing plugin

Depending on the kind of plugin that you are going to develop, it might be a better option to add its functionality as a Processing algorithm (or a set of them). That would provide a better integration within QGIS, additional functionality (since it can be run in the components of Processing, such as the modeler or the batch processing interface), and a quicker development time (since Processing will take of a large part of the work).

To distribute those algorithms, you should create a new plugin that adds them to the Processing Toolbox. The plugin should contain an algorithm provider, which has to be registered when the plugin is instantiated.

17.1 Creating from scratch

To create a plugin from scratch which contains an algorithm provider, you can follow these steps using the Plugin Builder:

1. Install the **Plugin Builder** plugin
2. Create a new plugin using the Plugin Builder. When the Plugin Builder asks you for the template to use, select "Processing provider".
3. The created plugin contains a provider with a single algorithm. Both the provider file and the algorithm file are fully commented and contain information about how to modify the provider and add additional algorithms. Refer to them for more information.

17.2 Updating a plugin

If you want to add your existing plugin to Processing, you need to add some code.

1. In your `metadata.txt` file, you need to add a variable:

```
hasProcessingProvider=yes
```

2. In the Python file where your plugin is setup with the `initGui` method, you need to adapt some lines like this:

```python
from qgis.core import QgsApplication
from processing_provider.provider import Provider

class YourPluginName():

    def __init__(self):
        self.provider = None

    def initProcessing(self):
        self.provider = Provider()
        QgsApplication.processingRegistry().addProvider(self.provider)

    def initGui(self):
        self.initProcessing()

    def unload(self):
        QgsApplication.processingRegistry().removeProvider(self.provider)
```

3. You can create a folder `processing_provider` with three files in it:
   - `__init__.py` with nothing in it. This is necessary to make a valid Python package.
   - `provider.py` which will create the Processing provider and expose your algorithms.

```python
from qgis.core import QgsProcessingProvider

from processing_provider.example_processing_algorithm import␣
↪ExampleProcessingAlgorithm


class Provider(QgsProcessingProvider):

    def loadAlgorithms(self, *args, **kwargs):
        self.addAlgorithm(ExampleProcessingAlgorithm())
        # add additional algorithms here
        # self.addAlgorithm(MyOtherAlgorithm())

    def id(self, *args, **kwargs):
        """The ID of your plugin, used for identifying the provider.

        This string should be a unique, short, character only string,
        eg "qgis" or "gdal". This string should not be localised.
        """
        return 'yourplugin'

    def name(self, *args, **kwargs):
        """The human friendly name of your plugin in Processing.

        This string should be as short as possible (e.g. "Lastools", not
        "Lastools version 1.0.1 64-bit") and localised.
        """
        return self.tr('Your plugin')

    def icon(self):
        """Should return a QIcon which is used for your provider inside
        the Processing toolbox.
        """
        return QgsProcessingProvider.icon(self)
```

- `example_processing_algorithm.py` which contains the example algorithm file. Copy/paste the content of the script template file and update it according to your needs.

4. Now you can reload your plugin in QGIS and you should see your example script in the Processing toolbox and modeler.

CHAPTER 18

플러그인 레이어 사용

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
    QgsPluginLayer,
    QgsPluginLayerType,
    QgsMapLayerRenderer,
    QgsApplication,
    QgsProject,
)

from qgis.PyQt.QtGui import QImage
```

사용자 플러그인이 맵 레이어를 렌더링하기 위해 자신만의 메소드를 이용하는 경우, 이를 구현하는 데 `QgsPluginLayer` 클래스에 기반한 사용자만의 레이어 유형을 작성하는 것이 가장 좋을 수도 있습니다.

18.1 QgsPluginLayer 상속 클래스 만들기

다음은 최소한의 `QgsPluginLayer` 클래스를 구현하는 예시입니다. 워터마크 예제 플러그인 의 원본 코드를 기반으로 하고 있습니다.

이 구현의 일부로써, 사용자 지정 렌더링 작업자가 캔버스에 실제 그려지는 내용을 정의합니다.

```
class WatermarkLayerRenderer(QgsMapLayerRenderer):

    def __init__(self, layerId, rendererContext):
        super().__init__(layerId, rendererContext)

    def render(self):
        image = QImage("/usr/share/icons/hicolor/128x128/apps/qgis.png")
        painter = self.renderContext().painter()
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
        painter.save()
        painter.drawImage(10, 10, image)
        painter.restore()
        return True

class WatermarkPluginLayer(QgsPluginLayer):

    LAYER_TYPE="watermark"

    def __init__(self):
        super().__init__(WatermarkPluginLayer.LAYER_TYPE, "Watermark plugin layer")
        self.setValid(True)

    def createMapRenderer(self, rendererContext):
        return WatermarkLayerRenderer(self.id(), rendererContext)

    def setTransformContext(self, ct):
        pass

    # Methods for reading and writing specific information to the project file can
    # also be added:

    def readXml(self, node, context):
        pass

    def writeXml(self, node, doc, context):
        pass
```

다른 모든 맵 레이어와 마찬가지로, 프로젝트 및 캔버스에 플러그인 레이어를 추가할 수 있습니다.

```
plugin_layer = WatermarkPluginLayer()
QgsProject.instance().addMapLayer(plugin_layer)
```

이런 레이어를 가지고 있는 프로젝트를 불러오는 경우, 팩토리 클래스가 필요합니다:

```
class WatermarkPluginLayerType(QgsPluginLayerType):

    def __init__(self):
        super().__init__(WatermarkPluginLayer.LAYER_TYPE)

    def createLayer(self):
        return WatermarkPluginLayer()

    # You can also add GUI code for displaying custom information
    # in the layer properties
    def showLayerProperties(self, layer):
        pass


# Keep a reference to the instance in Python so it won't
# be garbage collected
plt =  WatermarkPluginLayerType()

assert QgsApplication.pluginLayerRegistry().addPluginLayerType(plt)
```

CHAPTER 19

네트워크 분석 라이브러리

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.core import (
  QgsVectorLayer,
  QgsPointXY,
)
```

The network analysis library can be used to:

- create mathematical graph from geographical data (polyline vector layers)
- implement basic methods from graph theory (currently only Dijkstra's algorithm)

네트워크 분석 라이브러리는 코어 플러그인 *RoadGraph* 에서 기본 함수들을 가져와 생성됐습니다. 이제 플러그인에서나 파이썬 콘솔에서 직접 이 라이브러리의 메소드를 사용할 수 있습니다.

19.1 일반 정보

이 라이브러리의 전형적인 용도를 간단히 설명하면 다음과 같습니다.

1. 공간 데이터 (일반적으로 폴리라인 벡터 레이어) 로부터 그래프 생성
2. 그래프 분석 실행
3. 분석 결과 이용 (예를 들어 분석 결과의 시각화 등)

19.2 그래프 만들기

가장 먼저 해야 할 일은 입력 데이터를 준비하는 것인데, 벡터 레이어를 그래프 (수학적으로 간략화된 연결관계) 로 변환하는 것입니다. 이후의 모든 작업은 레이어가 아니라 이 그래프를 사용합니다.

어떤 폴리라인 벡터 레이어라도 소스로 사용할 수 있습니다. 폴리라인의 노드 (node) 는 그래프의 버텍스 (vertex) 가 되고, 폴리라인의 선분 (segment) 은 그래프의 엣지 (edge) 가 됩니다. 노드 몇 개가 동일한 좌표에 있을 경우 그 노드들은 동일한 그래프 버텍스가 됩니다. 따라서 공통 노드를 가진 2 개의 선분은 서로 연결됩니다.

또, 그래프 생성 중에 입력 벡터 레이어에 추가적인 포인트를 몇 개라도"고정"(다른 용어로는"결속") 시킬 수 있습니다. 각 추가 포인트에 대응하는, 가장 가까운 그래프 버텍스 또는 가장 가까운 그래프 엣지를 찾을 것입니다. 후자의 경우 엣지가 나뉘어 새 버텍스가 추가됩니다.

벡터 레이어의 속성과 엣지 길이를 그래프 엣지의 속성으로 쓸 수 있습니다.

Converting from a vector layer to the graph is done using the Builder programming pattern. A graph is constructed using a so-called Director. There is only one Director for now: `QgsVectorLayerDirector`. The director sets the basic settings that will be used to construct a graph from a line vector layer, used by the builder to create the graph. Currently, as in the case with the director, only one builder exists: `QgsGraphBuilder`, that creates `QgsGraph` objects. You may want to implement your own builders that will build a graph compatible with such libraries as BGL or NetworkX.

To calculate edge properties the programming pattern strategy is used. For now only `QgsNetworkDistanceStrategy` strategy (that takes into account the length of the route) and `QgsNetworkSpeedStrategy` (that also considers the speed) are availabile. You can implement your own strategy that will use all necessary parameters. For example, RoadGraph plugin uses a strategy that computes travel time using edge length and speed value from attributes.

이제 실제로 해 봅시다.

First of all, to use this library we should import the analysis module

```
from qgis.analysis import *
```

다음은 director 를 생성하는 몇 가지 방법의 예시입니다.

```
# don't use information about road direction from layer attributes,
# all roads are treated as two-way
director = QgsVectorLayerDirector(vectorLayer, -1, '', '', '', QgsVectorLayerDirector.
↪DirectionBoth)

# use field with index 5 as source of information about road direction.
# one-way roads with direct direction have attribute value "yes",
# one-way roads with reverse direction have the value "1", and accordingly
# bidirectional roads have "no". By default roads are treated as two-way.
# This scheme can be used with OpenStreetMap data
director = QgsVectorLayerDirector(vectorLayer, 5, 'yes', '1', 'no',␣
↪QgsVectorLayerDirector.DirectionBoth)
```

To construct a director, we should pass a vector layer that will be used as the source for the graph structure and information about allowed movement on each road segment (one-way or bidirectional movement, direct or reverse direction). The call looks like this

```
director = QgsVectorLayerDirector(vectorLayer,
                                  directionFieldId,
                                  directDirectionValue,
                                  reverseDirectionValue,
                                  bothDirectionValue,
                                  defaultDirection)
```

각각의 파라미터가 의미하는 바는 다음과 같습니다.

- `vectorLayer` —vector layer used to build the graph
- `directionFieldId` —도로 방향에 관한 정보가 저장된 속성 테이블 필드의 인덱스. 값이 `-1` 일 경우 방향 정보를 전혀 사용하지 않습니다. 정수형입니다.
- `directDirectionValue` —순방향 (첫 번째 라인 포인트에서 마지막 라인 포인트로 이동) 인 도로의 필드값. 문자열입니다.
- `reverseDirectionValue` —역방향 (마지막 라인 포인트에서 첫 번째 포인트로 이동) 인 도로의 필드값. 문자열입니다.
- `bothDirectionValue` —양방향 (첫 번째 포인트에서 마지막으로도 마지막에서 첫 번째로도 이동 가능) 인 도로의 필드값. 문자열입니다.
- `defaultDirection` —default road direction. This value will be used for those roads where field `directionFieldId` is not set or has some value different from any of the three values specified above. Possible values are:
  - `QgsVectorLayerDirector.DirectionForward` —One-way direct
  - `QgsVectorLayerDirector.DirectionBackward` —One-way reverse
  - `QgsVectorLayerDirector.DirectionBoth` —Two-way

그 다음 edge 속성을 계산하기 위해 strategy 를 생성해야 합니다.

```
# The index of the field that contains information about the edge speed
attributeId = 1
# Default speed value
defaultValue = 50
# Conversion from speed to metric units ('1' means no conversion)
toMetricFactor = 1
strategy = QgsNetworkSpeedStrategy(attributeId, defaultValue, toMetricFactor)
```

그리고 drirector 에게 이 strategy 에 대해 알려줍니다.

```
director = QgsVectorLayerDirector(vectorLayer, -1, '', '', '', 3)
director.addStrategy(strategy)
```

Now we can use the builder, which will create the graph. The `QgsGraphBuilder` class constructor takes several arguments:

- `crs` —coordinate reference system to use. Mandatory argument.
- `otfEnabled` —use "on the fly" reprojection or no. By default `True` (use OTF).
- `topologyTolerance` —topological tolerance. Default value is 0.
- `ellipsoidID` —ellipsoid to use. By default "WGS84".

```
# only CRS is set, all other values are defaults
builder = QgsGraphBuilder(vectorLayer.crs())
```

또 분석 작업에 사용할 포인트를 몇 개 다음과 같이 정의합니다.

```
startPoint = QgsPointXY(1179720.1871, 5419067.3507)
endPoint = QgsPointXY(1180616.0205, 5419745.7839)
```

이제 모든 준비가 끝났으므로 그래프를 만들고 이 포인트들을 그래프에"결속 (tie)"시킬 수 있습니다.

```
tiedPoints = director.makeGraph(builder, [startPoint, endPoint])
```

그래프를 만드는 데 시간이 좀 걸릴 수도 있습니다. (레이어에 있는 피처의 개수 및 레이어 크기에 따라 다릅니다.) `tiedPoints` 는"결속"된 포인트들의 좌표 목록입니다. builder 의 작업이 완료되면 분석에 이용할 수 있는 그래프를 얻게 됩니다.

```
graph = builder.graph()
```

다음 코드를 이용하면 포인트들의 vertex 인덱스들을 얻을 수 있습니다.

```
startId = graph.findVertex(tiedPoints[0])
endId = graph.findVertex(tiedPoints[1])
```

19.3 그래프 분석

네트워크 분석은 다음 두 가지 질문에 대한 답을 찾는 데 사용됩니다. 어떤 vertex 들이 연결되어 있는가? 그리고 어떻게 최단 경로를 찾을 것인가? 네트워크 분석 라이브러리는 이 문제를 해결하기 위해 데이크스트라 알고리즘 (Dijkstra's algorithm) 을 제공합니다.

데이크스트라 알고리즘은 그래프의 한 vertex 에서 다른 모든 vertex 로 가는 최단 경로와 최적화 파라미터의 값을 찾습니다. 그 결과는 최단 경로 트리로 나타낼 수 있습니다.

The shortest path tree is a directed weighted graph (or more precisely a tree) with the following properties:

- 들어오는 edge 가 없는 vertex 는 단 하나, 트리의 루트뿐입니다.
- 다른 모든 vertex 는 들어오는 edge 를 딱 하나 가지고 있습니다.
- vertex A 에서 vertex B 에 도달할 수 있다면, A 에서 B 로의 경로는 사용할 수 있는 단 하나의 경로이며 이 그래프에서 최적 (최단) 경로입니다.

To get the shortest path tree use the methods `shortestTree()` and `dijkstra()` of the `QgsGraphAnalyzer` class. It is recommended to use the `dijkstra()` method because it works faster and uses memory more efficiently.

The `shortestTree()` method is useful when you want to walk around the shortest path tree. It always creates a new graph object (QgsGraph) and accepts three variables:

- `source` —input graph
- `startVertexIdx` —index of the point on the tree (the root of the tree)
- `criterionNum` —number of edge property to use (started from 0).

```
tree = QgsGraphAnalyzer.shortestTree(graph, startId, 0)
```

The `dijkstra()` method has the same arguments, but returns two arrays. In the first array element *n* contains index of the incoming edge or -1 if there are no incoming edges. In the second array element *n* contains the distance from the root of the tree to vertex *n* or DOUBLE_MAX if vertex *n* is unreachable from the root.

```
(tree, cost) = QgsGraphAnalyzer.dijkstra(graph, startId, 0)
```

Here is some very simple code to display the shortest path tree using the graph created with the `shortestTree()` method (select linestring layer in *Layers* panel and replace coordinates with your own).

> **경고:** Use this code only as an example, it creates a lot of `QgsRubberBand` objects and may be slow on large datasets.

```
from qgis.core import *
from qgis.gui import *
from qgis.analysis import *
from qgis.PyQt.QtCore import *
from qgis.PyQt.QtGui import *

vectorLayer = QgsVectorLayer('testdata/network.gpkg|layername=network_lines', 'lines')
director = QgsVectorLayerDirector(vectorLayer, -1, '', '', '', QgsVectorLayerDirector.
↪DirectionBoth)
strategy = QgsNetworkDistanceStrategy()
director.addStrategy(strategy)
builder = QgsGraphBuilder(vectorLayer.crs())

pStart = QgsPointXY(1179661.925139,5419188.074362)
tiedPoint = director.makeGraph(builder, [pStart])
pStart = tiedPoint[0]

graph = builder.graph()

idStart = graph.findVertex(pStart)

tree = QgsGraphAnalyzer.shortestTree(graph, idStart, 0)

i = 0
while (i < tree.edgeCount()):
  rb = QgsRubberBand(iface.mapCanvas())
  rb.setColor (Qt.red)
  rb.addPoint (tree.vertex(tree.edge(i).fromVertex()).point())
  rb.addPoint (tree.vertex(tree.edge(i).toVertex()).point())
  i = i + 1
```

Same thing but using the `dijkstra()` method

```
from qgis.core import *
from qgis.gui import *
from qgis.analysis import *
from qgis.PyQt.QtCore import *
from qgis.PyQt.QtGui import *

vectorLayer = QgsVectorLayer('testdata/network.gpkg|layername=network_lines', 'lines')

director = QgsVectorLayerDirector(vectorLayer, -1, '', '', '', QgsVectorLayerDirector.
↪DirectionBoth)
strategy = QgsNetworkDistanceStrategy()
director.addStrategy(strategy)
builder = QgsGraphBuilder(vectorLayer.crs())

pStart = QgsPointXY(1179661.925139,5419188.074362)
tiedPoint = director.makeGraph(builder, [pStart])
pStart = tiedPoint[0]

graph = builder.graph()

idStart = graph.findVertex(pStart)

(tree, costs) = QgsGraphAnalyzer.dijkstra(graph, idStart, 0)

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
for edgeId in tree:
  if edgeId == -1:
    continue
  rb = QgsRubberBand(iface.mapCanvas())
  rb.setColor (Qt.red)
  rb.addPoint (graph.vertex(graph.edge(edgeId).fromVertex()).point())
  rb.addPoint (graph.vertex(graph.edge(edgeId).toVertex()).point())
```

19.3.1 최단 경로 탐색

To find the optimal path between two points the following approach is used. Both points (start A and end B) are "tied" to the graph when it is built. Then using the `shortestTree()` or `dijkstra()` method we build the shortest path tree with root in the start point A. In the same tree we also find the end point B and start to walk through the tree from point B to point A. The whole algorithm can be written as:

```
assign T = B
while T != B
    add point T to path
    get incoming edge for point T
    look for point TT, that is start point of this edge
    assign T = TT
add point A to path
```

이 시점에서 이 경로를 지나가는 동안 거치게 될 vertex 의 역순 목록의 형태로 경로를 얻게 됩니다. (vertex 들이 종료점에서 시작점의 순서로 역순으로 나열됩니다.)

Here is the sample code for QGIS Python Console (you may need to load and select a linestring layer in TOC and replace coordinates in the code with yours) that uses the `shortestTree()` method

```
from qgis.core import *
from qgis.gui import *
from qgis.analysis import *

from qgis.PyQt.QtCore import *
from qgis.PyQt.QtGui import *

vectorLayer = QgsVectorLayer('testdata/network.gpkg|layername=network_lines', 'lines')
builder = QgsGraphBuilder(vectorLayer.sourceCrs())
director = QgsVectorLayerDirector(vectorLayer, -1, '', '', '', QgsVectorLayerDirector.
↪DirectionBoth)

startPoint = QgsPointXY(1179661.925139,5419188.074362)
endPoint = QgsPointXY(1180942.970617,5420040.097560)

tiedPoints = director.makeGraph(builder, [startPoint, endPoint])
tStart, tStop = tiedPoints

graph = builder.graph()
idxStart = graph.findVertex(tStart)

tree = QgsGraphAnalyzer.shortestTree(graph, idxStart, 0)

idxStart = tree.findVertex(tStart)
idxEnd = tree.findVertex(tStop)
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```

if idxEnd == -1:
    raise Exception('No route!')

# Add last point
route = [tree.vertex(idxEnd).point()]

# Iterate the graph
while idxEnd != idxStart:
    edgeIds = tree.vertex(idxEnd).incomingEdges()
    if len(edgeIds) == 0:
        break
    edge = tree.edge(edgeIds[0])
    route.insert(0, tree.vertex(edge.fromVertex()).point())
    idxEnd = edge.fromVertex()

# Display
rb = QgsRubberBand(iface.mapCanvas())
rb.setColor(Qt.green)

# This may require coordinate transformation if project's CRS
# is different than layer's CRS
for p in route:
    rb.addPoint(p)
```

And here is the same sample but using the `dijkstra()` method

```
from qgis.core import *
from qgis.gui import *
from qgis.analysis import *

from qgis.PyQt.QtCore import *
from qgis.PyQt.QtGui import *

vectorLayer = QgsVectorLayer('testdata/network.gpkg|layername=network_lines', 'lines')
director = QgsVectorLayerDirector(vectorLayer, -1, '', '', '', QgsVectorLayerDirector.
↪DirectionBoth)
strategy = QgsNetworkDistanceStrategy()
director.addStrategy(strategy)

builder = QgsGraphBuilder(vectorLayer.sourceCrs())

startPoint = QgsPointXY(1179661.925139,5419188.074362)
endPoint = QgsPointXY(1180942.970617,5420040.097560)

tiedPoints = director.makeGraph(builder, [startPoint, endPoint])
tStart, tStop = tiedPoints

graph = builder.graph()
idxStart = graph.findVertex(tStart)
idxEnd = graph.findVertex(tStop)

(tree, costs) = QgsGraphAnalyzer.dijkstra(graph, idxStart, 0)

if tree[idxEnd] == -1:
    raise Exception('No route!')
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```

# Total cost
cost = costs[idxEnd]

# Add last point
route = [graph.vertex(idxEnd).point()]

# Iterate the graph
while idxEnd != idxStart:
    idxEnd = graph.edge(tree[idxEnd]).fromVertex()
    route.insert(0, graph.vertex(idxEnd).point())

# Display
rb = QgsRubberBand(iface.mapCanvas())
rb.setColor(Qt.red)

# This may require coordinate transformation if project's CRS
# is different than layer's CRS
for p in route:
    rb.addPoint(p)
```

19.3.2 도달 가능 범위

vertex A 의 도달 가능 범위 (area of availability) 란 vertex A 에서 접근할 수 있고, vertex A 에서 이 vertex 들까지의 경로 비용이 지정된 값을 초과하지 않는, 그래프 vertex 들의 부분집합을 말합니다.

다음 질문을 통해 이를 더 명확히 알 수 있습니다. "소방서가 있다. 소방차가 5 분/10 분/15 분 안에 도착할 수 있는 도시의 구역은 어디인가?"이 질문에 대한 답이 바로 소방서의 도달 가능 범위입니다.

To find the areas of availability we can use the `dijkstra()` method of the `QgsGraphAnalyzer` class. It is enough to compare the elements of the cost array with a predefined value. If cost[i] is less than or equal to a predefined value, then vertex i is inside the area of availability, otherwise it is outside.

도달 가능 범위의 경계를 구하는 일은 좀 더 어려운 문제입니다. 하단 경계는 도달 가능한 vertex 들의 집합이고, 상단 경계는 도달 불가능한 vertex 들의 집합입니다. 사실 단순합니다. 도달 가능 범위의 경계는 edge 의 왼본 vertex 가 접근 가능한 vertex 이고, edge 의 대상 vertex 가 접근 불가능한 vertex 인 최단경로 트리의 edge 들에 기반한 경계선입니다.

다음은 그 예시입니다.

```
director = QgsVectorLayerDirector(vectorLayer, -1, '', '', '', QgsVectorLayerDirector.
↪DirectionBoth)
strategy = QgsNetworkDistanceStrategy()
director.addStrategy(strategy)
builder = QgsGraphBuilder(vectorLayer.crs())


pStart = QgsPointXY(1179661.925139, 5419188.074362)
delta = iface.mapCanvas().getCoordinateTransform().mapUnitsPerPixel() * 1

rb = QgsRubberBand(iface.mapCanvas())
rb.setColor(Qt.green)
rb.addPoint(QgsPointXY(pStart.x() - delta, pStart.y() - delta))
rb.addPoint(QgsPointXY(pStart.x() + delta, pStart.y() - delta))
rb.addPoint(QgsPointXY(pStart.x() + delta, pStart.y() + delta))
```

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(이전 페이지에서 계속)

```
rb.addPoint(QgsPointXY(pStart.x() - delta, pStart.y() + delta))

tiedPoints = director.makeGraph(builder, [pStart])
graph = builder.graph()
tStart = tiedPoints[0]

idStart = graph.findVertex(tStart)

(tree, cost) = QgsGraphAnalyzer.dijkstra(graph, idStart, 0)

upperBound = []
r = 1500.0
i = 0
tree.reverse()

while i < len(cost):
    if cost[i] > r and tree[i] != -1:
        outVertexId = graph.edge(tree [i]).toVertex()
        if cost[outVertexId] < r:
            upperBound.append(i)
    i = i + 1

for i in upperBound:
    centerPoint = graph.vertex(i).point()
    rb = QgsRubberBand(iface.mapCanvas())
    rb.setColor(Qt.red)
    rb.addPoint(QgsPointXY(centerPoint.x() - delta, centerPoint.y() - delta))
    rb.addPoint(QgsPointXY(centerPoint.x() + delta, centerPoint.y() - delta))
    rb.addPoint(QgsPointXY(centerPoint.x() + delta, centerPoint.y() + delta))
    rb.addPoint(QgsPointXY(centerPoint.x() - delta, centerPoint.y() + delta))
```

CHAPTER 20

QGIS Server and Python

20.1 소개

QGIS 서버에 대해 더 알고 싶다면, QGIS-Server-manual 을 읽어보십시오.

QGIS Server is three different things:

1. QGIS Server library: a library that provides an API for creating OGC web services
2. QGIS Server FCGI: a FCGI binary application `qgis_mapserv.fcgi` that together with a web server implements a set of OGC services (WMS, WFS, WCS etc.) and OGC APIs (WFS3/OAPIF)
3. QGIS Development Server: a development server binary application `qgis_mapserver` that implements a set of OGC services (WMS, WFS, WCS etc.) and OGC APIs (WFS3/OAPIF)

This chapter of the cookbook focuses on the first topic and by explaining the usage of QGIS Server API it shows how it is possible to use Python to extend, enhance or customize the server behavior or how to use the QGIS Server API to embed QGIS server into another application.

There are a few different ways you can alter the behavior of QGIS Server or extend its capabilities to offer new custom services or APIs, these are the main scenarios you may face:

- EMBEDDING → Use QGIS Server API from another Python application
- STANDALONE → Run QGIS Server as a standalone WSGI/HTTP service
- FILTERS → Enhance/Customize QGIS Server with filter plugins
- SERVICES → Add a new *SERVICE*
- OGC APIs → Add a new *OGC API*

Embedding and standalone applications require using the QGIS Server Python API directly from another Python script or application. The remaining options are better suited for when you want to add custom features to a standard QGIS Server binary application (FCGI or development server): in this case you'll need to write a Python plugin for the server application and register your custom filters, services or APIs.

20.2 Server API basics

The fundamental classes involved in a typical QGIS Server application are:

- `QgsServer` the server instance (typically a single instance for the whole application life)
- `QgsServerRequest` the request object (typically recreated on each request)
- `QgsServer.handleRequest(request, response)` processes the request and populates the response

The QGIS Server FCGI or development server workflow can be summarized as follows:

```
initialize the QgsApplication
create the QgsServer
the main server loop waits forever for client requests:
    for each incoming request:
        create a QgsServerRequest request
        create a QgsServerResponse response
        call QgsServer.handleRequest(request, response)
            filter plugins may be executed
        send the output to the client
```

Inside the `QgsServer.handleRequest(request, response)` method the filter plugins callbacks are called and `QgsServerRequest` and `QgsServerResponse` are made available to the plugins through the `QgsServerInterface` class.

> **경고:** QGIS server classes are not thread safe, you should always use a multiprocessing model or containers when building scalable applications based on QGIS Server API.

20.3 Standalone or embedding

For standalone server applications or embedding, you will need to use the above mentioned server classes directly, wrapping them up into a web server implementation that manages all the HTTP protocol interactions with the client.

A minimal example of the QGIS Server API usage (without the HTTP part) follows:

```
from qgis.core import QgsApplication
from qgis.server import *
app = QgsApplication([], False)

# Create the server instance, it may be a single one that
# is reused on multiple requests
server = QgsServer()

# Create the request by specifying the full URL and an optional body
# (for example for POST requests)
request = QgsBufferServerRequest(
    'http://localhost:8081/?MAP=/qgis-server/projects/helloworld.qgs' +
    '&SERVICE=WMS&REQUEST=GetCapabilities')

# Create a response objects
response = QgsBufferServerResponse()

# Handle the request
```

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(이전 페이지에서 계속)

```
server.handleRequest(request, response)

print(response.headers())
print(response.body().data().decode('utf8'))

app.exitQgis()
```

Here is a complete standalone application example developed for the continuous integrations testing on QGIS source code repository, it showcases a wide set of different plugin filters and authentication schemes (not mean for production because they were developed for testing purposes only but still interesting for learning): qgis_wrapped_server.py

20.4 Server plugins

Server python plugins are loaded once when the QGIS Server application starts and can be used to register filters, services or APIs.

The structure of a server plugin is very similar to their desktop counterpart, a `QgsServerInterface` object is made available to the plugins and the plugins can register one or more custom filters, services or APIs to the corresponding registry by using one of the methods exposed by the server interface.

20.4.1 Server filter plugins

Filters come in three different flavors and they can be instanciated by subclassing one of the classes below and by calling the corresponding method of `QgsServerInterface`:

Filter Type	Base Class	QgsServerInterface registration
I/O	`QgsServerFilter`	`registerFilter()`
Access Control	`QgsAccessControlFilter`	`registerAccessControl()`
Cache	`QgsServerCacheFilter`	`registerServerCache()`

I/O filters

I/O filters can modify the server input and output (the request and the response) of the core services (WMS, WFS etc.) allowing to do any kind of manipulation of the services workflow. It is possible for example to restrict the access to selected layers, to inject an XSL stylesheet to the XML response, to add a watermark to a generated WMS image and so on.

From this point, you might find useful a quick look to the server plugins API docs.

Each filter should implement at least one of three callbacks:

- `onRequestReady()`
- `onResponseComplete()`
- `onSendResponse()`

All filters have access to the request/response object (`QgsRequestHandler`) and can manipulate all its properties (input/output) and raise exceptions (while in a quite particular way as we'll see below).

All these methods return a boolean value indicating if the call should be propagated to the subsequent filters. If one of these method returns `False` then the chain stop, otherwise the call will propagate to the next filter.

Here is the pseudo code showing how the server handles a typical request and when the filter's callbacks are called:

```
for each incoming request:
    create GET/POST request handler
    pass request to an instance of QgsServerInterface
    call onRequestReady filters

    if there is not a response:
        if SERVICE is WMS/WFS/WCS:
            create WMS/WFS/WCS service
            call service's executeRequest
                possibly call onSendResponse for each chunk of bytes
                sent to the client by a streaming services (WFS)
        call onResponseComplete
    request handler sends the response to the client
```

The following paragraphs describe the available callbacks in details.

onRequestReady

This is called when the request is ready: incoming URL and data have been parsed and before entering the core services (WMS, WFS etc.) switch, this is the point where you can manipulate the input and perform actions like:

- authentication/authorization
- redirects
- add/remove certain parameters (typenames for example)
- raise exceptions

You could even substitute a core service completely by changing **SERVICE** parameter and hence bypassing the core service completely (not that this make much sense though).

onSendResponse

This is called whenever any partial output is flushed from response buffer (i.e to **FCGI** `stdout` if the fcgi server is used) and from there, to the client. This occurs when huge content is streamed (like WFS GetFeature). In this case `onSendResponse()` may be called multiple times.

Note that if the response is not streamed, then `onSendResponse()` will not be called at all.

In all case, the last (or unique) chunk will be sent to client after a call to `onResponseComplete()`.

Returning `False` will prevent flushing of data to the client. This is desirable when a plugin wants to collect all chunks from a response and examine or change the response in `onResponseComplete()`.

onResponseComplete

This is called once when core services (if hit) finish their process and the request is ready to be sent to the client. As discussed above, this method will be called before the last (or unique) chunk of data is sent to the client. For streaming services, multiple calls to `onSendResponse()` might have been called.

`onResponseComplete()` is the ideal place to provide new services implementation (WPS or custom services) and to perform direct manipulation of the output coming from core services (for example to add a watermark upon a WMS image).

Note that returning `False` will prevent the next plugins to execute `onResponseComplete()` but, in any case, prevent response to be sent to the client.

Raising exceptions from a plugin

Some work has still to be done on this topic: the current implementation can distinguish between handled and unhandled exceptions by setting a `QgsRequestHandler` property to an instance of QgsMapServiceException, this way the main C++ code can catch handled python exceptions and ignore unhandled exceptions (or better: log them).

This approach basically works but it is not very "pythonic": a better approach would be to raise exceptions from python code and see them bubbling up into C++ loop for being handled there.

Writing a server plugin

A server plugin is a standard QGIS Python plugin as described in 파이썬 플러그인 개발하기, that just provides an additional (or alternative) interface: a typical QGIS desktop plugin has access to QGIS application through the `QgisInterface` instance, a server plugin has only access to a `QgsServerInterface` when it is executed within the QGIS Server application context.

To make QGIS Server aware that a plugin has a server interface, a special metadata entry is needed (in `metadata.txt`):

```
server=True
```

중요: Only plugins that have the `server=True` metadata set will be loaded and executed by QGIS Server.

The qgis3-server-vagrant example plugin discussed here (with many more) is available on github, a few server plugins are also published in the official QGIS plugins repository.

Plugin files

Here's the directory structure of our example server plugin.

```
PYTHON_PLUGINS_PATH/
  HelloServer/
    __init__.py    --> *required*
    HelloServer.py  --> *required*
    metadata.txt   --> *required*
```

__init__.py

This file is required by Python's import system. Also, QGIS Server requires that this file contains a `serverClassFactory()` function, which is called when the plugin gets loaded into QGIS Server when the server starts. It receives reference to instance of `QgsServerInterface` and must return instance of your plugin's class. This is how the example plugin `__init__.py` looks like:

```
def serverClassFactory(serverIface):
    from .HelloServer import HelloServerServer
    return HelloServerServer(serverIface)
```

HelloServer.py

This is where the magic happens and this is how magic looks like: (e.g. `HelloServer.py`)

A server plugin typically consists in one or more callbacks packed into instances of a `QgsServerFilter`.

Each `QgsServerFilter` implements one or more of the following callbacks:

- `onRequestReady()`
- `onResponseComplete()`
- `onSendResponse()`

The following example implements a minimal filter which prints *HelloServer!* in case the **SERVICE** parameter equals to "HELLO":

```
class HelloFilter(QgsServerFilter):

    def __init__(self, serverIface):
        super().__init__(serverIface)

    def onRequestReady(self) -> bool:
        QgsMessageLog.logMessage("HelloFilter.onRequestReady")
        return True

    def onSendResponse(self) -> bool:
        QgsMessageLog.logMessage("HelloFilter.onSendResponse")
        return True

    def onResponseComplete(self) -> bool:
        QgsMessageLog.logMessage("HelloFilter.onResponseComplete")
        request = self.serverInterface().requestHandler()
        params = request.parameterMap()
        if params.get('SERVICE', '').upper() == 'HELLO':
            request.clear()
            request.setResponseHeader('Content-type', 'text/plain')
            # Note that the content is of type "bytes"
            request.appendBody(b'HelloServer!')
        return True
```

The filters must be registered into the **serverIface** as in the following example:

```
class HelloServerServer:
    def __init__(self, serverIface):
        serverIface.registerFilter(HelloFilter(serverIface), 100)
```

The second parameter of `registerFilter()` sets a priority which defines the order for the callbacks with the same name (the lower priority is invoked first).

By using the three callbacks, plugins can manipulate the input and/or the output of the server in many different ways. In every moment, the plugin instance has access to the `QgsRequestHandler` through the `QgsServerInterface`. The `QgsRequestHandler` class has plenty of methods that can be used to alter the input parameters before entering the core processing of the server (by using `requestReady()`) or after the request has been processed by the core services (by using `sendResponse()`).

The following examples cover some common use cases:

Modifying the input

The example plugin contains a test example that changes input parameters coming from the query string, in this example a new parameter is injected into the (already parsed) `parameterMap`, this parameter is then visible by core services (WMS etc.), at the end of core services processing we check that the parameter is still there:

```
class ParamsFilter(QgsServerFilter):

    def __init__(self, serverIface):
        super(ParamsFilter, self).__init__(serverIface)

    def onRequestReady(self) -> bool:
        request = self.serverInterface().requestHandler()
        params = request.parameterMap( )
        request.setParameter('TEST_NEW_PARAM', 'ParamsFilter')
        return True

    def onResponseComplete(self) -> bool:
        request = self.serverInterface().requestHandler()
        params = request.parameterMap( )
        if params.get('TEST_NEW_PARAM') == 'ParamsFilter':
            QgsMessageLog.logMessage("SUCCESS - ParamsFilter.onResponseComplete")
        else:
            QgsMessageLog.logMessage("FAIL    - ParamsFilter.onResponseComplete")
        return True
```

This is an extract of what you see in the log file:

```
 src/core/qgsmessagelog.cpp: 45: (logMessage) [0ms] 2014-12-12T12:39:29 plugin[0] HelloServerServer - loading filter ParamsFilter
 src/core/qgsmessagelog.cpp: 45: (logMessage) [1ms] 2014-12-12T12:39:29 Server[0] Server plugin HelloServer loaded!
 src/core/qgsmessagelog.cpp: 45: (logMessage) [0ms] 2014-12-12T12:39:29 Server[0] Server python plugins loaded
 src/mapserver/qgshttprequesthandler.cpp: 547: (requestStringToParameterMap) [1ms] inserting pair SERVICE // HELLO into the parameter map
 src/mapserver/qgsserverfilter.cpp: 42: (onRequestReady) [0ms] QgsServerFilter plugin default onRequestReady called
 src/core/qgsmessagelog.cpp: 45: (logMessage) [0ms] 2014-12-12T12:39:29 plugin[0] SUCCESS - ParamsFilter.onResponseComplete
```

On the highlighted line the "SUCCESS"string indicates that the plugin passed the test.

The same technique can be exploited to use a custom service instead of a core one: you could for example skip a **WFS SERVICE** request or any other core request just by changing the **SERVICE** parameter to something different and the core service will be skipped. Then you can inject your custom results into the output and send them to the client (this is explained below).

팁: If you really want to implement a custom service it is recommended to subclass `QgsService` and register your service on `registerFilter()` by calling its `registerService(service)`

Modifying or replacing the output

The watermark filter example shows how to replace the WMS output with a new image obtained by adding a watermark image on the top of the WMS image generated by the WMS core service:

```
from qgis.server import *
from qgis.PyQt.QtCore import *
from qgis.PyQt.QtGui import *

class WatermarkFilter(QgsServerFilter):

    def __init__(self, serverIface):
        super().__init__(serverIface)

    def onResponseComplete(self) -> bool:
        request = self.serverInterface().requestHandler()
        params = request.parameterMap( )
        # Do some checks
        if (params.get('SERVICE').upper() == 'WMS' \
                and params.get('REQUEST').upper() == 'GETMAP' \
                and not request.exceptionRaised() ):
            QgsMessageLog.logMessage("WatermarkFilter.onResponseComplete: image ready %s" % request.parameter("FORMAT"))
            # Get the image
            img = QImage()
            img.loadFromData(request.body())
            # Adds the watermark
            watermark = QImage(os.path.join(os.path.dirname(__file__), 'media/watermark.png'))
            p = QPainter(img)
            p.drawImage(QRect( 20, 20, 40, 40), watermark)
            p.end()
            ba = QByteArray()
            buffer = QBuffer(ba)
            buffer.open(QIODevice.WriteOnly)
            img.save(buffer, "PNG" if "png" in request.parameter("FORMAT") else "JPG")
            # Set the body
            request.clearBody()
            request.appendBody(ba)
        return True
```

In this example the **SERVICE** parameter value is checked and if the incoming request is a **WMS GETMAP** and no exceptions have been set by a previously executed plugin or by the core service (WMS in this case), the WMS generated image is retrieved from the output buffer and the watermark image is added. The final step is to clear the output buffer and replace it with the newly generated image. Please note that in a real-world situation we should also check for the requested image type instead of supporting PNG or JPG only.

Access control filters

Access control filters gives the developer a fine-grained control over which layers, features and attributes can be accessed, the following callbacks can be implemented in an access control filter:

- `layerFilterExpression(layer)`
- `layerFilterSubsetString(layer)`
- `layerPermissions(layer)`
- `authorizedLayerAttributes(layer, attributes)`
- `allowToEdit(layer, feature)`
- `cacheKey()`

Plugin files

Here's the directory structure of our example plugin:

```
PYTHON_PLUGINS_PATH/
  MyAccessControl/
    __init__.py    --> *required*
    AccessControl.py  --> *required*
    metadata.txt   --> *required*
```

__init__.py

This file is required by Python's import system. As for all QGIS server plugins, this file contains a `serverClassFactory()` function, which is called when the plugin gets loaded into QGIS Server at startup. It receives a reference to an instance of `QgsServerInterface` and must return an instance of your plugin's class. This is how the example plugin `__init__.py` looks like:

```
def serverClassFactory(serverIface):
    from MyAccessControl.AccessControl import AccessControlServer
    return AccessControlServer(serverIface)
```

AccessControl.py

```
class AccessControlFilter(QgsAccessControlFilter):

    def __init__(self, server_iface):
        super().__init__(server_iface)

    def layerFilterExpression(self, layer):
        """ Return an additional expression filter """
        return super().layerFilterExpression(layer)

    def layerFilterSubsetString(self, layer):
        """ Return an additional subset string (typically SQL) filter """
        return super().layerFilterSubsetString(layer)

    def layerPermissions(self, layer):
```

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(이전 페이지에서 계속)

```
        """ Return the layer rights """
        return super().layerPermissions(layer)

    def authorizedLayerAttributes(self, layer, attributes):
        """ Return the authorised layer attributes """
        return super().authorizedLayerAttributes(layer, attributes)

    def allowToEdit(self, layer, feature):
        """ Are we authorised to modify the following geometry """
        return super().allowToEdit(layer, feature)

    def cacheKey(self):
        return super().cacheKey()

class AccessControlServer:

   def __init__(self, serverIface):
      """ Register AccessControlFilter """
      serverIface.registerAccessControl(AccessControlFilter(serverIface), 100)
```

This example gives a full access for everybody.

It's the role of the plugin to know who is logged on.

On all those methods we have the layer on argument to be able to customise the restriction per layer.

layerFilterExpression

Used to add an Expression to limit the results.

For example, to limit to features where the attribute `role` is equal to `user`.

```
def layerFilterExpression(self, layer):
    return "$role = 'user'"
```

layerFilterSubsetString

Same than the previous but use the `SubsetString` (executed in the database)

For example, to limit to features where the attribute `role` is equal to `user`.

```
def layerFilterSubsetString(self, layer):
    return "role = 'user'"
```

layerPermissions

Limit the access to the layer.

Return an object of type `LayerPermissions()`, which has the properties:

- `canRead` to see it in the `GetCapabilities` and have read access.
- `canInsert` to be able to insert a new feature.
- `canUpdate` to be able to update a feature.
- `canDelete` to be able to delete a feature.

For example, to limit everything on read only access:

```
def layerPermissions(self, layer):
    rights = QgsAccessControlFilter.LayerPermissions()
    rights.canRead = True
    rights.canInsert = rights.canUpdate = rights.canDelete = False
    return rights
```

authorizedLayerAttributes

Used to limit the visibility of a specific subset of attribute.

The argument attribute return the current set of visible attributes.

For example, to hide the `role` attribute:

```
def authorizedLayerAttributes(self, layer, attributes):
    return [a for a in attributes if a != "role"]
```

allowToEdit

This is used to limit the editing on a subset of features.

It is used in the `WFS-Transaction` protocol.

For example, to be able to edit only feature that has the attribute `role` with the value `user`:

```
def allowToEdit(self, layer, feature):
    return feature.attribute('role') == 'user'
```

cacheKey

QGIS Server maintains a cache of the capabilities then to have a cache per role you can return the role in this method. Or return `None` to completely disable the cache.

20.4.2 Custom services

In QGIS Server, core services such as WMS, WFS and WCS are implemented as subclasses of `QgsService`.

To implement a new service that will be executed when the query string parameter `SERVICE` matches the service name, you can implement your own `QgsService` and register your service on the `serviceRegistry()` by calling its `registerService(service)`.

Here is an example of a custom service named `CUSTOM`:

```
from qgis.server import QgsService
from qgis.core import QgsMessageLog

class CustomServiceService(QgsService):

    def __init__(self):
        QgsService.__init__(self)

    def name(self):
        return "CUSTOM"

    def version(self):
        return "1.0.0"

    def executeRequest(self, request, response, project):
        response.setStatusCode(200)
        QgsMessageLog.logMessage('Custom service executeRequest')
        response.write("Custom service executeRequest")


class CustomService():

    def __init__(self, serverIface):
        serverIface.serviceRegistry().registerService(CustomServiceService())
```

20.4.3 Custom APIs

In QGIS Server, core OGC APIs such OAPIF (aka WFS3) are implemented as collections of `QgsServerOgcApiHandler` subclasses that are registered to an instance of `QgsServerOgcApi` (or it's parent class `QgsServerApi`).

To implement a new API that will be executed when the url path matches a certain URL, you can implement your own `QgsServerOgcApiHandler` instances, add them to an `QgsServerOgcApi` and register the API on the `serviceRegistry()` by calling its `registerApi(api)`.

Here is an example of a custom API that will be executed when the URL contains `/customapi`:

```
import json
import os

from qgis.PyQt.QtCore import QBuffer, QIODevice, QTextStream, QRegularExpression
from qgis.server import (
    QgsServiceRegistry,
    QgsService,
    QgsServerFilter,
    QgsServerOgcApi,
    QgsServerQueryStringParameter,
    QgsServerOgcApiHandler,
```

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```
)

from qgis.core import (
    QgsMessageLog,
    QgsJsonExporter,
    QgsCircle,
    QgsFeature,
    QgsPoint,
    QgsGeometry,
)


class CustomApiHandler(QgsServerOgcApiHandler):

    def __init__(self):
        super(CustomApiHandler, self).__init__()
        self.setContentTypes([QgsServerOgcApi.HTML, QgsServerOgcApi.JSON])

    def path(self):
        return QRegularExpression("/customapi")

    def operationId(self):
        return "CustomApiXYCircle"

    def summary(self):
        return "Creates a circle around a point"

    def description(self):
        return "Creates a circle around a point"

    def linkTitle(self):
        return "Custom Api XY Circle"

    def linkType(self):
        return QgsServerOgcApi.data

    def handleRequest(self, context):
        """Simple Circle"""

        values = self.values(context)
        x = values['x']
        y = values['y']
        r = values['r']
        f = QgsFeature()
        f.setAttributes([x, y, r])
        f.setGeometry(QgsCircle(QgsPoint(x, y), r).toCircularString())
        exporter = QgsJsonExporter()
        self.write(json.loads(exporter.exportFeature(f)), context)

    def templatePath(self, context):
        # The template path is used to serve HTML content
        return os.path.join(os.path.dirname(__file__), 'circle.html')

    def parameters(self, context):
        return [QgsServerQueryStringParameter('x', True,␣
↪QgsServerQueryStringParameter.Type.Double, 'X coordinate'),
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
                QgsServerQueryStringParameter(
                    'y', True, QgsServerQueryStringParameter.Type.Double, 'Y␣
↪coordinate'),
                QgsServerQueryStringParameter('r', True,␣
↪QgsServerQueryStringParameter.Type.Double, 'radius')]


class CustomApi():

    def __init__(self, serverIface):
        api = QgsServerOgcApi(serverIface, '/customapi',
                              'custom api', 'a custom api', '1.1')
        handler = CustomApiHandler()
        api.registerHandler(handler)
        serverIface.serviceRegistry().registerApi(api)
```

CHAPTER 21

Cheat sheet for PyQGIS

힌트: 여러분이 PyQGIS 콘솔을 사용하지 않는 경우 이 페이지에 있는 코드 조각들을 다음과 같이 가져와야 합니다:

```
from qgis.PyQt.QtCore import (
    QRectF,
)

from qgis.core import (
    Qgis,
    QgsProject,
    QgsLayerTreeModel,
)

from qgis.gui import (
    QgsLayerTreeView,
)
```

21.1 User Interface

Change Look & Feel

```
from qgis.PyQt.QtWidgets import QApplication

app = QApplication.instance()
app.setStyleSheet(".QWidget {color: blue; background-color: yellow;}")
# You can even read the stylesheet from a file
with  open("testdata/file.qss") as qss_file_content:
    app.setStyleSheet(qss_file_content.read())
```

Change icon and title

```
from qgis.PyQt.QtGui import QIcon

icon = QIcon("/path/to/logo/file.png")
iface.mainWindow().setWindowIcon(icon)
iface.mainWindow().setWindowTitle("My QGIS")
```

21.2 설정

Get QgsSettings list

```
from qgis.core import QgsSettings

qs = QgsSettings()

for k in sorted(qs.allKeys()):
    print (k)
```

21.3 툴바

Remove toolbar

```
toolbar = iface.helpToolBar()
parent = toolbar.parentWidget()
parent.removeToolBar(toolbar)

# and add again
parent.addToolBar(toolbar)
```

Remove actions toolbar

```
actions = iface.attributesToolBar().actions()
iface.attributesToolBar().clear()
iface.attributesToolBar().addAction(actions[4])
iface.attributesToolBar().addAction(actions[3])
```

21.4 메뉴 (Menus) 그룹

Remove menu

```
# for example Help Menu
menu = iface.helpMenu()
menubar = menu.parentWidget()
menubar.removeAction(menu.menuAction())

# and add again
menubar.addAction(menu.menuAction())
```

21.5 Canvas

Access canvas

```
canvas = iface.mapCanvas()
```

Change canvas color

```
from qgis.PyQt.QtCore import Qt

iface.mapCanvas().setCanvasColor(Qt.black)
iface.mapCanvas().refresh()
```

Map Update interval

```
from qgis.core import QgsSettings
# Set milliseconds (150 milliseconds)
QgsSettings().setValue("/qgis/map_update_interval", 150)
```

21.6 레이어

Add vector layer

```
layer = iface.addVectorLayer("testdata/airports.shp", "layer name you like", "ogr")
if not layer or not layer.isValid():
    print("Layer failed to load!")
```

Get active layer

```
layer = iface.activeLayer()
```

List all layers

```
from qgis.core import QgsProject

QgsProject.instance().mapLayers().values()
```

Obtain layers name

```
from qgis.core import QgsVectorLayer
layer = QgsVectorLayer("Point?crs=EPSG:4326", "layer name you like", "memory")
QgsProject.instance().addMapLayer(layer)

layers_names = []
for layer in QgsProject.instance().mapLayers().values():
    layers_names.append(layer.name())

print("layers TOC = {}".format(layers_names))
```

```
layers TOC = ['layer name you like']
```

Otherwise

```
layers_names = [layer.name() for layer in QgsProject.instance().mapLayers().values()]
print("layers TOC = {}".format(layers_names))
```

```
layers TOC = ['layer name you like']
```

Find layer by name

```
from qgis.core import QgsProject

layer = QgsProject.instance().mapLayersByName("layer name you like")[0]
print(layer.name())
```

```
layer name you like
```

Set active layer

```
from qgis.core import QgsProject

layer = QgsProject.instance().mapLayersByName("layer name you like")[0]
iface.setActiveLayer(layer)
```

Refresh layer at interval

```
from qgis.core import QgsProject

layer = QgsProject.instance().mapLayersByName("layer name you like")[0]
# Set seconds (5 seconds)
layer.setAutoRefreshInterval(5000)
# Enable data reloading
layer.setAutoRefreshMode(Qgis.AutoRefreshMode.ReloadData)
```

Show methods

```
dir(layer)
```

Adding new feature with feature form

```
from qgis.core import QgsFeature, QgsGeometry

feat = QgsFeature()
geom = QgsGeometry()
feat.setGeometry(geom)
feat.setFields(layer.fields())

iface.openFeatureForm(layer, feat, False)
```

Adding new feature without feature form

```
from qgis.core import QgsGeometry, QgsPointXY, QgsFeature

pr = layer.dataProvider()
feat = QgsFeature()
feat.setGeometry(QgsGeometry.fromPointXY(QgsPointXY(10,10)))
pr.addFeatures([feat])
```

Get features

```
for f in layer.getFeatures():
    print (f)
```

```
<qgis._core.QgsFeature object at 0x7f45cc64b678>
```

Get selected features

```
for f in layer.selectedFeatures():
    print (f)
```

Get selected features Ids

```
selected_ids = layer.selectedFeatureIds()
print(selected_ids)
```

Create a memory layer from selected features Ids

```
from qgis.core import QgsFeatureRequest

memory_layer = layer.materialize(QgsFeatureRequest().setFilterFids(layer.
↪selectedFeatureIds()))
QgsProject.instance().addMapLayer(memory_layer)
```

Get geometry

```
# Point layer
for f in layer.getFeatures():
    geom = f.geometry()
    print ('%f, %f' % (geom.asPoint().y(), geom.asPoint().x()))
```

```
10.000000, 10.000000
```

Move geometry

```
from qgis.core import QgsFeature, QgsGeometry
poly = QgsFeature()
geom = QgsGeometry.fromWkt("POINT(7 45)")
geom.translate(1, 1)
poly.setGeometry(geom)
print(poly.geometry())
```

```
<QgsGeometry: Point (8 46)>
```

Set the CRS

```
from qgis.core import QgsProject, QgsCoordinateReferenceSystem

for layer in QgsProject.instance().mapLayers().values():
    layer.setCrs(QgsCoordinateReferenceSystem('EPSG:4326'))
```

See the CRS

```
from qgis.core import QgsProject

for layer in QgsProject.instance().mapLayers().values():
    crs = layer.crs().authid()
    layer.setName('{} ({})'.format(layer.name(), crs))
```

Hide a field column

```
from qgis.core import QgsEditorWidgetSetup

def fieldVisibility (layer,fname):
    setup = QgsEditorWidgetSetup('Hidden', {})
    for i, column in enumerate(layer.fields()):
        if column.name()==fname:
            layer.setEditorWidgetSetup(idx, setup)
            break
        else:
            continue
```

Layer from WKT

```
from qgis.core import QgsVectorLayer, QgsFeature, QgsGeometry, QgsProject

layer = QgsVectorLayer('Polygon?crs=epsg:4326', 'Mississippi', 'memory')
pr = layer.dataProvider()
poly = QgsFeature()
geom = QgsGeometry.fromWkt("POLYGON ((-88.82 34.99,-88.09 34.89,-88.39 30.34,-89.57␣
↪30.18,-89.73 31,-91.63 30.99,-90.87 32.37,-91.23 33.44,-90.93 34.23,-90.30 34.99,-
↪88.82 34.99))")
poly.setGeometry(geom)
pr.addFeatures([poly])
layer.updateExtents()
QgsProject.instance().addMapLayers([layer])
```

Load all vector layers from GeoPackage

```
from qgis.core import QgsDataProvider

fileName = "testdata/sublayers.gpkg"
layer = QgsVectorLayer(fileName, "test", "ogr")
subLayers = layer.dataProvider().subLayers()

for subLayer in subLayers:
    name = subLayer.split(QgsDataProvider.SUBLAYER_SEPARATOR)[1]
    uri = "%s|layername=%s" % (fileName, name,)
    # Create layer
    sub_vlayer = QgsVectorLayer(uri, name, 'ogr')
    # Add layer to map
    QgsProject.instance().addMapLayer(sub_vlayer)
```

Load tile layer (XYZ-Layer)

```
from qgis.core import QgsRasterLayer, QgsProject

def loadXYZ(url, name):
    rasterLyr = QgsRasterLayer("type=xyz&url=" + url, name, "wms")
    QgsProject.instance().addMapLayer(rasterLyr)

urlWithParams = 'https://tile.openstreetmap.org/%7Bz%7D/%7Bx%7D/%7By%7D.png&zmax=19&
↪zmin=0&crs=EPSG3857'
loadXYZ(urlWithParams, 'OpenStreetMap')
```

Remove all layers

```
QgsProject.instance().removeAllMapLayers()
```

Remove all

```
QgsProject.instance().clear()
```

21.7 Table of contents

Access checked layers

```
iface.mapCanvas().layers()
```

Remove contextual menu

```
ltv = iface.layerTreeView()
mp = ltv.menuProvider()
ltv.setMenuProvider(None)
# Restore
ltv.setMenuProvider(mp)
```

21.8 Advanced TOC

Root node

```
from qgis.core import QgsVectorLayer, QgsProject, QgsLayerTreeLayer

root = QgsProject.instance().layerTreeRoot()
node_group = root.addGroup("My Group")

layer = QgsVectorLayer("Point?crs=EPSG:4326", "layer name you like", "memory")
QgsProject.instance().addMapLayer(layer, False)

node_group.addLayer(layer)

print(root)
print(root.children())
```

Access the first child node

```
from qgis.core import QgsLayerTreeGroup, QgsLayerTreeLayer, QgsLayerTree

child0 = root.children()[0]
print (child0.name())
print (type(child0))
print (isinstance(child0, QgsLayerTreeLayer))
print (isinstance(child0.parent(), QgsLayerTree))
```

```
My Group
<class 'qgis._core.QgsLayerTreeGroup'>
False
True
```

Find groups and nodes

```
from qgis.core import QgsLayerTreeGroup, QgsLayerTreeLayer

def get_group_layers(group):
   print('- group: ' + group.name())
   for child in group.children():
      if isinstance(child, QgsLayerTreeGroup):
         # Recursive call to get nested groups
         get_group_layers(child)
      else:
         print('  - layer: ' + child.name())


root = QgsProject.instance().layerTreeRoot()
for child in root.children():
   if isinstance(child, QgsLayerTreeGroup):
      get_group_layers(child)
   elif isinstance(child, QgsLayerTreeLayer):
      print ('- layer: ' + child.name())
```

```
- group: My Group
  - layer: layer name you like
```

Find group by name

```
print (root.findGroup("My Group"))
```

```
<QgsLayerTreeGroup: My Group>
```

Find layer by id

```
print(root.findLayer(layer.id()))
```

```
<QgsLayerTreeLayer: layer name you like>
```

Add layer

```
from qgis.core import QgsVectorLayer, QgsProject

layer1 = QgsVectorLayer("Point?crs=EPSG:4326", "layer name you like 2", "memory")
QgsProject.instance().addMapLayer(layer1, False)
node_layer1 = root.addLayer(layer1)
# Remove it
QgsProject.instance().removeMapLayer(layer1)
```

Add group

```
from qgis.core import QgsLayerTreeGroup

node_group2 = QgsLayerTreeGroup("Group 2")
root.addChildNode(node_group2)
QgsProject.instance().mapLayersByName("layer name you like")[0]
```

Move loaded layer

```
layer = QgsProject.instance().mapLayersByName("layer name you like")[0]
root = QgsProject.instance().layerTreeRoot()

myLayer = root.findLayer(layer.id())
myClone = myLayer.clone()
parent = myLayer.parent()

myGroup = root.findGroup("My Group")
# Insert in first position
myGroup.insertChildNode(0, myClone)

parent.removeChildNode(myLayer)
```

Move loaded layer to a specific group

```
QgsProject.instance().addMapLayer(layer, False)

root = QgsProject.instance().layerTreeRoot()
myGroup = root.findGroup("My Group")
myOriginalLayer = root.findLayer(layer.id())
myLayer = myOriginalLayer.clone()
myGroup.insertChildNode(0, myLayer)
parent.removeChildNode(myOriginalLayer)
```

Toggling active layer visibility

```
root = QgsProject.instance().layerTreeRoot()
node = root.findLayer(layer.id())
new_state = Qt.Checked if node.isVisible() == Qt.Unchecked else Qt.Unchecked
node.setItemVisibilityChecked(new_state)
```

Is group selected

```
def isMyGroupSelected( groupName ):
    myGroup = QgsProject.instance().layerTreeRoot().findGroup( groupName )
    return myGroup in iface.layerTreeView().selectedNodes()

print(isMyGroupSelected( 'my group name' ))
```

```
False
```

Expand node

```
print(myGroup.isExpanded())
myGroup.setExpanded(False)
```

Hidden node trick

```
from qgis.core import QgsProject

model = iface.layerTreeView().layerTreeModel()
ltv = iface.layerTreeView()
root = QgsProject.instance().layerTreeRoot()

layer = QgsProject.instance().mapLayersByName('layer name you like')[0]
node = root.findLayer(layer.id())

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
index = model.node2index( node )
ltv.setRowHidden( index.row(), index.parent(), True )
node.setCustomProperty( 'nodeHidden', 'true')
ltv.setCurrentIndex(model.node2index(root))
```

Node signals

```
def onWillAddChildren(node, indexFrom, indexTo):
    print ("WILL ADD", node, indexFrom, indexTo)

def onAddedChildren(node, indexFrom, indexTo):
    print ("ADDED", node, indexFrom, indexTo)

root.willAddChildren.connect(onWillAddChildren)
root.addedChildren.connect(onAddedChildren)
```

Remove layer

```
root.removeLayer(layer)
```

Remove group

```
root.removeChildNode(node_group2)
```

Create new table of contents (TOC)

```
root = QgsProject.instance().layerTreeRoot()
model = QgsLayerTreeModel(root)
view = QgsLayerTreeView()
view.setModel(model)
view.show()
```

Move node

```
cloned_group1 = node_group.clone()
root.insertChildNode(0, cloned_group1)
root.removeChildNode(node_group)
```

Rename node

```
cloned_group1.setName("Group X")
node_layer1.setName("Layer X")
```

21.9 Processing algorithms

Get algorithms list

```
from qgis.core import QgsApplication

for alg in QgsApplication.processingRegistry().algorithms():
    if 'buffer' == alg.name():
        print("{}:{} --> {}".format(alg.provider().name(), alg.name(), alg.
↪displayName()))
```

```
QGIS (native c++):buffer --> Buffer
```

Get algorithms help

랜덤하게 선택하기

```
from qgis import processing
processing.algorithmHelp("native:buffer")
```

```
...
```

Run the algorithm

For this example, the result is stored in a temporary memory layer which is added to the project.

```
from qgis import processing
result = processing.run("native:buffer", {'INPUT': layer, 'OUTPUT': 'memory:'})
QgsProject.instance().addMapLayer(result['OUTPUT'])
```

```
Processing(0): Results: {'OUTPUT': 'output_d27a2008_970c_4687_b025_f057abbd7319'}
```

How many algorithms are there?

```
len(QgsApplication.processingRegistry().algorithms())
```

How many providers are there?

```
from qgis.core import QgsApplication

len(QgsApplication.processingRegistry().providers())
```

How many expressions are there?

```
from qgis.core import QgsExpression

len(QgsExpression.Functions())
```

21.10 Decorators

CopyRight

```
from qgis.PyQt.Qt import QTextDocument
from qgis.PyQt.QtGui import QFont

mQFont = "Sans Serif"
mQFontsize = 9
mLabelQString = "© QGIS 2019"
mMarginHorizontal = 0
mMarginVertical = 0
mLabelQColor = "#FF0000"

INCHES_TO_MM = 0.0393700787402 # 1 millimeter = 0.0393700787402 inches
case = 2

```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
def add_copyright(p, text, xOffset, yOffset):
    p.translate( xOffset , yOffset  )
    text.drawContents(p)
    p.setWorldTransform( p.worldTransform() )

def _on_render_complete(p):
    deviceHeight = p.device().height() # Get paint device height on which this painter is currently painting
    deviceWidth  = p.device().width() # Get paint device width on which this painter is currently painting
    # Create new container for structured rich text
    text = QTextDocument()
    font = QFont()
    font.setFamily(mQFont)
    font.setPointSize(int(mQFontsize))
    text.setDefaultFont(font)
    style = "<style type=\"text/css\"> p {color: " + mLabelQColor + "}</style>"
    text.setHtml( style + "<p>" + mLabelQString + "</p>" )
    # Text Size
    size = text.size()

    # RenderMillimeters
    pixelsInchX  = p.device().logicalDpiX()
    pixelsInchY  = p.device().logicalDpiY()
    xOffset  = pixelsInchX  * INCHES_TO_MM * int(mMarginHorizontal)
    yOffset  = pixelsInchY  * INCHES_TO_MM * int(mMarginVertical)

    # Calculate positions
    if case == 0:
        # Top Left
        add_copyright(p, text, xOffset, yOffset)

    elif case == 1:
        # Bottom Left
        yOffset = deviceHeight - yOffset - size.height()
        add_copyright(p, text, xOffset, yOffset)

    elif case == 2:
        # Top Right
        xOffset  = deviceWidth  - xOffset - size.width()
        add_copyright(p, text, xOffset, yOffset)

    elif case == 3:
        # Bottom Right
        yOffset  = deviceHeight - yOffset - size.height()
        xOffset  = deviceWidth  - xOffset - size.width()
        add_copyright(p, text, xOffset, yOffset)

    elif case == 4:
        # Top Center
        xOffset = deviceWidth / 2
        add_copyright(p, text, xOffset, yOffset)

    else:
        # Bottom Center
        yOffset = deviceHeight - yOffset - size.height()
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
        xOffset = deviceWidth / 2
        add_copyright(p, text, xOffset, yOffset)

# Emitted when the canvas has rendered
iface.mapCanvas().renderComplete.connect(_on_render_complete)
# Repaint the canvas map
iface.mapCanvas().refresh()
```

21.11 Composer

Get print layout by name

```
composerTitle = 'MyComposer' # Name of the composer

project = QgsProject.instance()
projectLayoutManager = project.layoutManager()
layout = projectLayoutManager.layoutByName(composerTitle)
```

21.12 Sources

- QGIS Python (PyQGIS) API
- QGIS C++ API
- StackOverFlow QGIS questions
- Script by Klas Karlsson