

QGIS Application - Bug report #11750

Can't assign parent algorithms in Graphical Modeller due to Python error

2014-11-26 11:50 PM - Jouko Jarnefelt

Status: Closed	
Priority: Normal	
Assignee: Victor Olaya	
Category: Processing/Modeller	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 19983
Description	
<p>Python error described below occurs after adding parent algorithms to any algorithm and returning back to the Graphical Modeller window. KeyError value of the error varies according to the first selected parent algorithm in the parent algorithms dialog box. Somewhat interesting is that in earlier versions of QGIS algorithms in the parent algorithm dialog box were given a number in front of them according to the order they are executed. In the latest version (and in master) this seems to be missing/disables and only the name of the algorithm is shown which makes it also hard to be sure in which algorithm the assigning should be done. Don't know if this has anything to do with the bug, but to be clear about the dialog box appearance I attached a picture. After python error you can still continue editing model, but if the model is saved it is broken and cannot be opened again in modeller.</p> <p>An error has occurred while executing Python code:</p> <p>Traceback (most recent call last): File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\modeller\ModelerGraphicItem.py", line 353, in mousePressEvent self.action() File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\modeller\ModelerGraphicItem.py", line 182, in editElement self.model.updateModelerView() File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\modeller\ModelerAlgorithm.py", line 464, in updateModelerView self.modelerdialog.repaintModel() File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\modeller\ModelerDialog.py", line 345, in repaintModel self.scene.paintModel(self.alg) File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\modeller\ModelerScene.py", line 108, in paintModel arrow = ModelerArrowItem(self.algItems[depend], -1, KeyError: 'Select by expression'</p> <p>Python version: 2.7.5 (default, May 15 2013, 22:44:16) [MSC v.1500 64 bit (AMD64)]</p> <p>---</p> <p>Tested in all following versions: OSGeo4W 2.6 (64bit) Standalone 2.6 (64bit) Master</p>	

Associated revisions

Revision c52b5ae8 - 2014-11-28 02:24 PM - Victor Olaya

[processing] fixed handling of parent algorithms in modeller

Fixes #11750

History

#1 - 2014-11-27 12:29 PM - Giovanni Manghi

- Affected QGIS version changed from 2.6.0 to master
- Operating System deleted (Windows7)
- OS version deleted (64bit)

it affects also master and other platforms.

#2 - 2014-11-28 05:25 AM - Victor Olaya

- Status changed from Open to Closed

Fixed in changeset commit:"c52b5ae89184c86efc48374021363976d8c26fd3".

#3 - 2014-11-28 01:40 PM - Jouko Jarnefelt

Thanks for quick reply! I replaced current files with the bug fix files and I got new error when starting QGIS. This has something to do with the new ModelerDialog.py file.

```
...
File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\modeler\ModelerDialog.py", line 36, in
  from processing.gui.AlgorithmDialog import AlgorithmDialog
File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 460, in _import
  mod = _builtin_import(name, globals, locals, fromlist, level)
ImportError: No module named AlgorithmDialog
```

Should I reopen the ticket?

#4 - 2014-12-02 12:39 AM - Jouko Jarnefelt

- Status changed from Closed to Reopened

I reopened the ticket because another problem still occurs.

#5 - 2014-12-02 03:51 AM - Alexander Bruy

- Status changed from Reopened to Closed

Please open separate tickets for different issues.

Regarding your problem, it seems that you updated Processing only partially, while it is necessary to update it completely.

Files

parent_algorithm_pic.JPG	62 KB	2014-11-26	Jouko Jarnefelt
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