QGIS Application - Bug report #12894
Processing: memory layers saved using QGIS tools have all attributes converted to string

2015-06-05 12:36 PM - Nicolas Rochard

Status:	Closed		
Priority:	Normal		
Assignee:	Victor Olaya		
Category:	Processing/QGIS		
Affected QGIS version:	2.8.2	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	
Crashes QGIS or corrupts data:		**Copied to github as #:**	20984

Description

When using processing plugin (up to date) on PostGIS layer.

When I use an algorithm and generate a memory layer for result : every attribute become string type

Associated revisions

Revision 38a247f2 - 2015-06-23 02:15 PM - Victor Olaya

[processing] fixed attribute types in memory layers

fixes #12894

History

#1 - 2015-06-05 12:39 PM - Giovanni Manghi

- Category set to 94

- Status changed from Open to Feedback

please specify the tool that caused the issue.

#2 - 2015-06-07 04:05 AM - Giovanni Manghi

- Category changed from 94 to Processing/Core

#3 - 2015-06-08 02:06 AM - Nicolas Rochard

- File polygon_centroid.png added

- File after_polygon_centroid.png added

- File after_save_selected.png added

- File save_selection_as.png added

- File after_dissolve.png added

- File dissolve.png added

- File before_dissolve.png added

All in Processing

See screenshots tested with dissolve, polygon centroid and save selected feature as script.

Giovanni Manghi wrote:

> please specify the tool that caused the issue.

#4 - 2015-06-08 04:29 AM - Giovanni Manghi

- Subject changed from Memory layer corrupt type field to Processing: memory layers saved using QGIS tools have all attributes converted to string

- Assignee set to Victor Olaya

- Status changed from Feedback to Open

- Category changed from Processing/Core to Processing/QGIS

#5 - 2015-06-08 04:35 AM - Paolo Cavallini

Maybe this is related? Applying the Processing buffer on a memory layer returns an error:

```
2015-06-08T08:25:25    2    Uncaught error while executing algorithm
        Traceback (most recent call last):
            File "/home/paolo/python/plugins/processing/core/GeoAlgorithm.py", line 225, in execute
                self.processAlgorithm(progress)
            File "/home/paolo/python/plugins/processing/algs/qgis/FixedDistanceBuffer.py", line 72, in processAlgorithm
                dissolve, segments)
            File "/home/paolo/plugins/processing/algs/qgis/Buffer.py", line 45, in buffering
                total = 100.0 / float(len(features))
        ZeroDivisionError: float division by zero
```

#6 - 2015-06-23 05:15 AM - Victor Olaya

- Status changed from Open to Closed

Fixed in changeset commit:"38a247f26cc4e0d23ae01cc48b2590a41968ad5a".

#7 - 2015-06-23 05:16 AM - Victor Olaya

Paolo's error is casused by trying to running the buffer with an empty layer. I will fix that separately, to handle that case more gracefully instead of breaking and showing an error trace

#8 - 2015-06-23 05:18 AM - Nicolas Rochard

Thanks for your work, I will test it in my master version asap.

Victor Olaya wrote:

> *Fixed in changeset commit:"38a247f26cc4e0d23ae01cc48b2590a41968ad5a".*

Files

before_dissolve.png	211 KB	2015-06-08	Nicolas Rochard
dissolve.png	114 KB	2015-06-08	Nicolas Rochard
after_dissolve.png	169 KB	2015-06-08	Nicolas Rochard
save_selection_as.png	113 KB	2015-06-08	Nicolas Rochard
after_save_selected.png	172 KB	2015-06-08	Nicolas Rochard

polygon_centroid.png	123 KB	2015-06-08	Nicolas Rochard
after_polygon_centroid.png	178 KB	2015-06-08	Nicolas Rochard