

QGIS Application - Bug report #16550

Virtual layer path is not relative

2017-05-15 03:47 PM - Thomas Gratier

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Data Provider	
Affected QGIS version:	2.18.7	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: duplicate
Crashes QGIS or corrupts data:	No	Copied to github as #: 24456
Description I've set the configuration in my project to use relative path. If I rename the directory I use in my project, then reopen it, QGIS asks me for providing path as it's not relative in fact. I would expect for portability to use virtual layer with relative path whereas it's absolute in fact. It seems this behaviour is what was initially planned (https://gis.stackexchange.com/questions/200620/qgis-virtual-layer-path-never-saved-as-relative) but from a end user, it's annoying.		
Related issues: Duplicates QGIS Application - Bug report # 16242: QGIS 2.18.4 saves always wi... Closed 2017-02-27		

History

#1 - 2017-05-15 04:40 PM - Giovanni Manghi

- Status changed from Open to Feedback

It is the path to the datasource within the QGIS project that is wrong (absolute and not relative) or the path within the dataset (VRT) that is wrong?

#2 - 2017-05-16 02:20 AM - Thomas Gratier

It's the path to the datasource that is not relative. You can see the demo project at

<https://gist.github.com/ThomasG77/6d3373b9024a6179fc3a6b092dd6d03d> to reproduce the behaviour.

I've put some instructions to hopefully help you sort out the "issue".

I'm not sure what you mean when you mentioned VRT. I know it's a file in the GDAL context to abstract datasource but I do not fully understand the relationship in the QGIS context as I do not see any created VRT file when using "QGIS Virtual Layer" (or maybe it's under the hood).

#3 - 2017-05-16 02:21 AM - Giovanni Manghi

- Resolution set to duplicate

- Status changed from Feedback to Closed

solved in #16242

#4 - 2017-05-19 09:01 AM - Jürgen Fischer

- Duplicates Bug report #16242: QGIS 2.18.4 saves always with absolute paths added