QGIS Application - Bug report #18103
'Random points inside polygons' fails to run

2018-02-14 02:24 PM - Pascal Burkhard

Status:	Closed		
Priority:	Normal		
Assignee:	Nyall Dawson		
Category:	Processing/Core		
Affected QGIS version:	master	**Regression?:**	Yes
Operating System:	MacOS 10.13.3	**Easy fix?:**	No
Pull Request or Patch supplied:	Yes	**Resolution:**	fixed/implemented
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	25999

Description

When I try to run the 'random points inside polygon' algorithm in QGIS 2.99 I get the following error :

Processing algorithm...
Algorithm 'Random points inside polygons' starting...
Input parameters:
{ 'INPUT' : '/Users/admin/Downloads/TutoQGIS_Donnees/TutoQGIS_10_Representation/donnees/COMMUNE.shp',
'STRATEGY' : 0, 'EXPRESSION' : 'POPULATION * 10', 'MIN_DISTANCE' : 0, 'OUTPUT' : 'memory:' }

Traceback (most recent call last): File
"/usr/local/Cellar/qgis3-dev/2.99/QGIS.app/Contents/MacOS/../Resources/python/plugins/processing/algs/qgis/RandomPointsPolygons.py", li
lygons.py", line 120, in processAlgorithm raise ProcessingException(NameError: name 'ProcessingException' is not defined

Execution failed after 0.08 seconds

The shapefile used (COMMUNE.shp) can be found here :
http://ouvrir.passages.cnrs.fr/tutoqgis/donnees/TutoQGIS_10_Representation.zip

The same operation in QGIS 2.18 works and produces the desired result.

Associated revisions

Revision 8154a85f - 2018-02-14 11:14 PM - Nyall Dawson

Fix Python exception in Random Points in Polygon alg

Fixes #18103

Revision a8110369 - 2018-02-15 05:43 AM - Nyall Dawson

[processing] Don't throw an exception if an expression cannot
be prepared

There's cases where this happens without reflecting an invalid
expression. So we can try to prepare, but not abort if the
preparation fails.

Fixes #18103

History

#1 - 2018-02-14 10:28 PM - Nyall Dawson

- Regression? changed from No to Yes

- Status changed from Open to In Progress

- Pull Request or Patch supplied changed from No to Yes

https://github.com/qgis/QGIS/pull/6345

#2 - 2018-02-14 11:13 PM - Nyall Dawson

- % Done changed from 0 to 100

- Status changed from In Progress to Closed

Applied in changeset commit:qgis|8154a85f296e35cf670e33269d0698707232733b.

#3 - 2018-02-15 01:45 AM - Pascal Burkhard

- Status changed from Closed to Reopened

- Assignee changed from Victor Olaya to Nyall Dawson

Thanks for the rapid fix and the speed improvement! It's really nice.
I'm afraid there seems to still be an issue when using the "Selected features only" option.

I get the following error:

> Algorithm 'Random points inside polygons' starting...
> Input parameters:
> { 'INPUT' : QgsProcessingFeatureSourceDefinition('COMMUNE_9b930218_b760_4d43_a807_5518b5ca94b9', True), 'STRATEGY' : 0, 'EXPRESSION' : '"POPULATION"', 'MIN_DISTANCE' : 0, 'OUTPUT' : 'memory:' }
>
> Traceback (most recent call last): File "/usr/local/Cellar/qgis3-dev/2.99/QGIS.app/Contents/MacOS/../Resources/python/plugins/processing/algs/qgis/RandomPointsPolygons.py", line 121, in processAlgorithm self.tr('Evaluation error: {0}').format(expression.evalErrorString())) _core.QgsProcessingException: Evaluation error:
>
> Execution failed after 0.08 seconds

#4 - 2018-02-15 05:43 AM - Nyall Dawson

- Status changed from Reopened to Closed

Applied in changeset commit:qgis|a8110369a80a4110aaa667656f30c95be1a2a33d.

#5 - 2018-02-21 05:52 PM - Giovanni Manghi

- Resolution set to fixed/implemented