

# QGIS Application - Bug report #18250

## Error running script from Script editor

2018-02-27 01:59 PM - Albert van de Maat

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Processing/Core	
<b>Affected QGIS version:</b> 3.0.0	<b>Regression?:</b> No
<b>Operating System:</b> Windows 10 64 bit	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 26141
<b>Description</b>	
<p>Running a Python script from the Script editor throws an error: "No script found - Seems there is no valid script in the file". See attached png.</p> <p>In this little script i just print a string to the Python Console, like: print ("hello") The string is logged to the console, but after that this error occurs.</p> <p>Additional info: After saving the script to the default script folder, 'Scripts' is disappeared from the Processing Toolbox Also when Qgis is restarted this script is not loaded in the Processing Toolbox</p>	

### History

#### #1 - 2018-02-27 03:26 PM - Salvatore Larosa

- Status changed from Open to Closed
- Category changed from PyQGIS Console to Unknown

Script framework has changed since 3.0. Now it uses the same syntax like algorithms.  
Each script must be created subclassing the [QgsProcessingAlgorithm](#) class.

#### #2 - 2018-02-27 03:51 PM - Giovanni Manghi

- Resolution set to invalid
- Category changed from Unknown to Processing/Core

#### #3 - 2018-03-01 06:31 AM - Lance Evans

I'm also experiencing this issue. Whether I add a preexisting QgsProcessingAlgorithm class script or copying contents into a "New" script, nothing happens, no feedback, and no new script showing up in the Processing Toolbox. Also, Scripts icon disappears as Albert indicated.

### Files

Error_No_script_found.PNG	30 KB	2018-02-27	Albert van de Maat
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