

QGIS Application - Bug report #18349

regression: aggregate algorithm broken under QGIS 3.0 (within model or as standalone alg)

2018-03-06 04:57 AM - Mathieu Pellerin - nIRV

Status: Closed	
Priority: High	
Assignee: Arnaud Morvan	
Category: Processing/Core	
Affected QGIS version: 3.0.0	Regression?: Yes
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 26239
Description	
The aggregate algorithm is broken when used in a model, under QGIS 3.0/3.1.	
Steps to reproduce	
1. Create a new model	
2. Add an aggregate algorithm	
3. Notice the error stack	

Associated revisions

Revision ff6ea336 - 2018-03-19 10:06 PM - Nyal Dawson

[processing] Fix broken Aggregate algorithm

Fixes #18349

History

#1 - 2018-03-06 05:23 AM - Mathieu Pellerin - nIRV

- Regression? changed from No to Yes

- Subject changed from aggregate algorithm broken when used in a model to regression: aggregate algorithm broken under QGIS 3.0 (within model or as standalone alg)

Well, turns out the algorithm is broken even outside the context of models.

#2 - 2018-03-06 09:48 AM - Giovanni Manghi

- Priority changed from Normal to High

#3 - 2018-03-19 10:06 PM - Nyal Dawson

- % Done changed from 0 to 100

- Status changed from Open to Closed

Applied in changeset commit:qgis|ff6ea3368637f8c906f97b57cb33679193b779d8.