

QGIS Application - Bug report #18617

QGIS3: SagaUtils.py fails when command contains non-latin characters

2018-04-03 03:34 PM - Dmitri Chubarov

Status: Closed	
Priority: Normal	
Assignee: Victor Olaya	
Category: Processing/SAGA	
Affected QGIS version: 3.1(master)	Regression?: No
Operating System: MacOS	Easy fix?: No
Pull Request or Patch supplied: No	Resolution:
Crashes QGIS or corrupts data: No	Copied to github as #: 26505
Description	
<p>On MacOS running a Saga command where paths or filenames include non-latin characters fails with</p> <p>"SagaUtils.py", line 116, in createSagaBatchJobFileFromSagaCommands UnicodeEncodeError: 'ascii' codec can't encode characters in position 218-228: ordinal not in range(128)</p> <p>The complete stack trace below:</p> <p>File "/Applications/QGIS3.app/Contents/MacOS/../Resources/python/plugins/processing/algs/saga/SagaUtils.py", line 113, in createSagaBatchJobFileFromSagaCommands fout.write('saga_cmd ' + command.encode('utf8') + '\n') TypeError: must be str, not bytes</p> <p>During handling of the above exception, another exception occurred:</p> <p>Traceback (most recent call last):</p> <p>File "/Applications/QGIS3.app/Contents/MacOS/../Resources/python/plugins/processing/algs/saga/SagaAlgorithm.py", line 320, in processAlgorithm SagaUtils.createSagaBatchJobFileFromSagaCommands(commands)</p> <p>File "/Applications/QGIS3.app/Contents/MacOS/../Resources/python/plugins/processing/algs/saga/SagaUtils.py", line 116, in createSagaBatchJobFileFromSagaCommands fout.write('saga_cmd ' + command + '\n') UnicodeEncodeError: 'ascii' codec can't encode characters in position 218-228: ordinal not in range(128)</p> <p>The failing code was introduced in https://github.com/qgis/QGIS/commit/f6710b0528af39f9df9ed9506e288ce9abb2d482#diff-1cfc1b0417f001d1bdb12afd71114978</p> <p>I do not have a Mac to test but I am afraid binary mode for the sagaBatchJobFilename and Grass7BatchJobFilename would be necessary to port this correctly to Python 3.</p>	
Related issues:	
Duplicated by QGIS Application - Bug report # 19351: [processing] Wrong manag...	Closed 2018-07-06

Associated revisions

Revision [fda41e3b](#) - 2019-01-24 01:18 PM - Victor Olaya

[processing] fixed handling of input filenames with non-ascii characters

Looks like there is no problem now in SAGA when using filenames with non-ascii chars, so some code used for replacing filenames has been removed. Also some code for python2, which is not needed now.

History

#1 - 2018-05-16 10:40 PM - Jean Hemmi

I have experienced the same issue on Windows with QGIS2 & this is alive with QGIS3.

I propose this bypass : call SAGA with temporary files (there is no non-ascii there) and call a gdal transform with the right name (for instance temporary_sdat is transform in tiff).

Hope this'll help you

#2 - 2018-09-05 07:00 PM - Denis Rouzaud

- *Subject changed from QGIS3: SagaUtils.py fails on MacOS when command contains non-latin characters to QGIS3: SagaUtils.py fails when command contains non-latin characters*

#3 - 2019-01-22 01:38 PM - Alexander Bruy

- *Duplicated by Bug report #19351: [processing] Wrong management of locale in output result path added*

#4 - 2019-02-21 12:35 PM - Victor Olaya

- *% Done changed from 0 to 100*

- *Status changed from Open to Closed*

Applied in changeset commit:qgis|fda41e3b0202041e681b2f69568f2a6dc2bb69e3.