QGIS Application - Bug report #18662 grass algorithms don't work inside modeler?

2018-04-07 08:57 PM - Luca Ongaro

Status:	Closed		
Priority:	High		
Assignee:	Victor Olaya		
Category:	Processing/GRASS		
Affected QGIS versio	n:3.0.0	Regression?:	No
Operating System:	Windows 8	Easy fix?:	No
Pull Request or Patch sumplied:		Resolution:	
Crashes QGIS or corru pits data:		Copied to github as #: 26550	
Description		-	
	ndalone installer, always performing clean ir valid datasets. Below a sample of what I co		
input="MultiPolygon?cr		in:double(20,5)&field=xn	nax:double(20,5)&field=ymin:double(20,5)&field=ym output="vector_5ac9137c6cc6e2"overwrite
ERROR: Unable to ope	n data source		
<multipolygon?crs=ep< td=""><td>SG:32737&field=id:long(10)&field=xmin:dou</td><th>uble(20,5)&field=xmax:do</th><td>puble(20,5)&field=ymin:double(20,5)&field=ymax:do</td></multipolygon?crs=ep<>	SG:32737&field=id:long(10)&field=xmin:dou	uble(20,5)&field=xmax:do	puble(20,5)&field=ymin:double(20,5)&field=ymax:do
ax:double(20,5)&field=	Coal:string(4)&uid={fffaf020-45da-4ac2-bf3	0-2b1740a2ccf3}>	
Associated revisions	i		
Revision 8ba762a6 - 201	18-04-09 02:58 AM - Nyall Dawson		
[processing][grass] Fix gra	ass vector algs don't work with memory layers		

Fixes broken grass algs inside models (fixes #18662)

Revision a675311d - 2018-04-09 06:37 AM - Nyall Dawson

[processing][grass] Fix grass vector algs don't work with memory layers

Fixes broken grass algs inside models (fixes #18662)

(cherry-picked from 8ba762a)

History

#1 - 2018-04-07 09:17 PM - Harrissou Santanna

- Status changed from Open to Feedback

Should be fixed thanks to https://github.com/qgis/QGIS/pull/6760 so try the next dev build and let us know.

#2 - 2018-04-08 12:46 AM - Nyall Dawson

- Status changed from Feedback to Open

6760 relates only to GDAL provider, a separate fix is required here

#3 - 2018-04-09 02:58 AM - Nyall Dawson

- % Done changed from 0 to 100
- Status changed from Open to Closed

Applied in changeset commit:qgis|8ba762a630672437e4df6dcd377cb0c9413b8a13.