QGIS Application - Bug report #21183
shp files in zip files files cannot be used in Processing with 3rd party providers (SAGA, GRASS...)

2019-02-06 10:55 AM - Victor Olaya

Status:	Open		
Priority:	Normal		
Assignee:	Nyall Dawson		
Category:	Processing/Core		
Affected QGIS version:	3.5(master)	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	29001

Description

If the zip file itself is loaded when adding a layer, it can be used as an input for a SAGA algorithm. This is because the source of the corresponding layer will be ".zip", so it's identified as a non compatible extension, and will be exported to a temporary file.

However, if a shp file in a zip file is directly loaded (for instance, selecting that file in the QGIS browser panel instead of the zip file it belongs to), the algorithm fails. The reason for this is that the source of that layer will be something like "/vsizip//path/to/Archive.zip/points.shp". Having a shp extension, it's believed to be a "real" shapefile, and it is not exported. SAGA wont be able to handle the /vsizip stuff

The issue is in the QgsProcessingUtils::convertToCompatibleFormat method, which is called to ensure that a compatible file is passed to SAGA (and other providers). It just checks the file suffix, but doesnt check if it's a zipped file or not. Checking for the /vsizip prefix should fix it.

History

#1 - 2019-02-07 11:26 AM - Giovanni Manghi

this seems a regression (I think is ok on 2.18).

#2 - 2019-02-09 10:01 PM - Alister Hood

> If the zip file itself is loaded when adding a layer, it can be used as an input for a SAGA algorithm

Not for a Grass algorithm though.