QGIS Application - Bug report #2745
Attempt to create new spatiaLite layer fails

2010-05-24 11:17 AM - rcline -

Status:	Closed			
Priority:	Low			
Assignee:	William Kyngesburye			
Category:	GUI			
Affected QGIS version:		**Regression?:**	No	
Operating System:	OS X	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	fixed	
Crashes QGIS or corrupts data:		**Copied to github as #:**	12805	

Description

When the New [[SpatiaLite]] Layer menu item is selected, the dialog to create the layer does not appear. I am using development builds from the [[KyngChaos]] site. This works in build r13289, but does not work in the newer r13385 and r13519 builds. Using OS X 10.6.3.

History

#1 - 2010-05-24 11:42 AM - Jürgen Fischer

not reproducable in commit:53a60d25 (SVN r13567) on Linux and Windows.

#2 - 2010-05-24 12:27 PM - rcline -

Running QGIS from the terminal, I get the following warning:

Warning: Object::connect: No such slot [[QgisApp]]::newSpatialiteLayer()

There were changes made to add new [[SpatiaLite]] layer in commit:dc39570f (SVN r13295). Is it possible this change broke adding a [[SpatiaLite]] layer in OS X as it worked in commit:6b657088 (SVN r13290).

#3 - 2010-05-24 01:10 PM - William Kyngesburye

- *Status changed from Open to In Progress*

I messed up a sqlite setting in the Xcode project, so qgsspatialitesourceselect.cpp|h were not compiled.

working on it...

#4 - 2010-05-24 02:41 PM - William Kyngesburye

- *Resolution set to fixed*
- *Status changed from In Progress to Closed*

OK, turns out you had the right track - while newSpatialiteLayer() should be conditionalized in qgisapp.cpp, it should not be so in qgisapp.h. newSpatialiteLayer() must exist (defined in qgisapp.h), it's just an empty function if spatialite is not enabled.

fixed in commit:519c04ba (SVN r13568). I'll package up a new Mac dev build later.