

QGIS Application - Feature request #5866

Can we have a universal infrastructure to wrap 3rd party CLI tools?

2012-06-25 04:16 PM - Mikhail Titov

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:		
Pull Request or Patch supplied:	Resolution:	invalid
Easy fix?:	No	Copied to github as #: 15329
Description		
<p>I like how QGIS plugin for GRASS is implemented. It would be nice to have universal way to wrap 3rd party CLI tools. For example, there is a TauDEM tool for watershed analysis. It would be nice if there was a way to describe in a simple way (qgm alike) how to map necessary CLI options such that GUI is automatically generated with the ability to select existing layer or browse for one.</p> <p>An example for PitRemove TauDEM tool would be</p> <pre>&lt;input name="DEM" option="-z" format="GeoTIFF" /&gt; &lt;output name="Sink filled DEM" option="-fel" format="GeoTIFF" /&gt;</pre> <p>So it will fire a GUI with editable comboboxes to select existing layer if any or to browse for a file once button with ellipsis is clicked.</p>		

History

#1 - 2012-06-25 04:19 PM - Giovanni Manghi

- Status changed from Open to Feedback

There is already, is the sextante plugin.

#2 - 2012-06-25 04:36 PM - Mikhail Titov

Huh... indeed though it is in [early stage](#) . And sextante does require some code writing instead of just wrapping. It looks a bit like a monster that if I really want MDINF flow accumulation, then the only option is QGIS-sextante-SAGA . It is quite heavy.

I still think that simple wrapper won't hurt.

#3 - 2012-06-25 10:58 PM - Paolo Cavallini

I do not think one can do something much easier, and the advantages of having a backend that can be piped into others far outweighs any coding cost.

#4 - 2012-06-25 11:14 PM - Mikhail Titov

Indeed. Let's close this issue as invalid.

#5 - 2012-06-25 11:16 PM - Paolo Cavallini

- *Status changed from Feedback to Closed*
- *Resolution set to invalid*

**#6 - 2012-06-25 11:26 PM - Alexander Bruy**

FYI, I'm working on TauDEM integration in QGIS and it's almost done