

QGIS Application - Bug report #8772

Deactivating a module in Modeler has no effect after the save and close of the model

2013-10-04 02:41 PM - Pedro Venâncio

Status: Closed	
Priority: High	
Assignee: Victor Olaya	
Category: Processing/Modeller	
Affected QGIS version: 2.4.0	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 17478
Description	
<p>Deactivating a module in Modeler only takes effect while the Modeler is open. From the moment you close Modeler, disabled modules are automatically reactivated. If you reopen the model, they appear activated.</p> <p>In the same way, if you run the model with the Modeler still open, it jumps the deactivated modules. If you run after closing, all modules are executed.</p> <p>Tested on Linux with QGIS 2.0.1.</p>	

History

#1 - 2013-10-17 02:30 AM - Filipe Dias

- Priority changed from Normal to Severe/Regression

Im going to change the priority of this bug because in complex models it is sometimes necessary to disable parts of the processing chain in order for them to run successfully.

#2 - 2014-06-09 05:57 AM - Giovanni Manghi

I'm changing this to non-blocker for different reasons:

a blocker means a regression, this should not be the case, and then processing can be always updated as plugin update, so I don't think that even a huge issue should block a qgis release.

#3 - 2014-06-09 05:57 AM - Giovanni Manghi

- Priority changed from Severe/Regression to High

#4 - 2014-10-04 12:16 PM - Giovanni Manghi

- Project changed from 78 to QGIS Application

- Category deleted (64)

- Crashes QGIS or corrupts data set to No

- Affected QGIS version set to 2.4.0

#5 - 2014-10-04 12:17 PM - Giovanni Manghi

- Category set to Processing/Modeller

#6 - 2015-06-22 12:28 AM - Victor Olaya

- *Status changed from Open to Closed*

This is no longer true. Since the modeler was rewritten, the enabled/disabled state of algorithm is kept in the modeler file, and used when running it

I am closing this issue, since it should already be fixed