

## QGIS Application - Feature request #1249

### Submission of OGR Layer Converter plugin

2008-08-26 04:27 PM - Mateusz Loskot -

|   |                   |                                     |
|---|-------------------|-------------------------------------|
| <b>Status:</b>  | Closed            |                                     |
| <b>Priority:</b>  | Low               |                                     |
| <b>Assignee:</b>  | Marco Hugentobler |                                     |
| <b>Category:</b>  | C++ Plugins       |                                     |
| <b>Pull Request or Patch supplied:</b>  |                   | <b>Resolution:</b> fixed            |
| <b>Easy fix?:</b>   | No                | <b>Copied to github as #:</b> 11309 |
| <b>Description</b>  |                   |                                     |
| <p>Folks,</p> <p>Inspired by <a href="#">ogr2gui</a> tool, I created today similar utility but available as QGIS plugin. I called it "OGR Layer Converter".</p> <p>Using this ticked, I'm submitting my plugin for review with hope it is interesting to other users, so could be included to the official set of QGIS plugin and SVN repo. This is first version of the OGR Layer Converter plugin, number 0.1, so it's still in alpha state and testing would be appreciated.</p> <p>The plugin was written in C++ (GCC 4.0.1) with Qt 4.4.1 and was tested under Mac OS X 10.5.</p> <p>I've attached the plugin as a regular patch against trunk r9174. So, it's easy to deploy, compile, install, test and use.</p> <p>More on the plugin in README file (below).</p> <p><i>README</i> file:</p> <p>OGR Layer Converter Pluginm, Version 0.1 (Alpha)</p> <p>-----</p> <p>Author: Mateusz Loskot &lt;mateusz@loskot.net&gt;</p> <p>OGR Layer Converter aims to be a GUI-based implementation of well-known ogr2ogr utility from GDAL/OGR package. The plugin translates layers between OGR supported formats built-in GDAL/OGR library available for particular QGIS installation.</p> <p>Built-in formats are listed in drop-down boxes.</p> <p>Currently, it is possible to translate one selected source layer to another OGR format.</p> <p>Testing appreciated.</p> <p>List of TODOs I plan to implement soon:</p> <p>TODO: Add selection of QGIS active layer as a source layer</p> <p>translator.h: // TODO: Implement, currently always overwrite</p> <p>translator.h: // TODO: Append option not supported</p> <p>dialog.cpp: // TODO: Add support of QGIS projection selector</p> <p>dialog.cpp: // TODO: Transformation support</p> |                   |                                     |

```
dialog.cpp: // TODO: SRS transformation support
dialog.cpp: // TODO: Use try-catch to display more meaningful error messages from Translator
plugin.cpp: // TODO: Who is responsible for OGR cleanup?
translator.cpp: // TODO: RAI for OGR handlers!!!
translator.cpp: // TODO: Support translation of all layers from input data source
translator.cpp: // TODO: -nlt option support
translator.cpp: // TODO: Implement SRS transformation
translator.cpp: // TODO: Append and createion options not implemented
translator.cpp: // TODO: RAI for feature handlers!!!
translator.cpp: // TODO: Transform feature geometry
translator.cpp: // TODO: Skip failures support
translator.cpp: // TODO: Add support for creation options
```

Looking forward to hear from you...

## History

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### #1 - 2008-08-26 11:18 PM - Marco Hugentobler

Hi mloskot,

Wow, really great work!

I'd like to commit it to svn as I'm sure it will be usefull for a lot of people.

There are a few things I noticed:

- ogrconverter.png does not seem to be in the patch
- dialog.cpp:180, file needs `#include <assert.h>` for my compiler
- the formats in the combo box appear twice

And a feature enhancement wish: it would be a great feature if user could select a different CRS to convert to.

Regards,

Marco

### #2 - 2008-08-27 05:14 AM - Mateusz Loskot -

Marco,

I've attached GDAL icon bitmap.

Regarding the assert macro missing, please include `#include <cassert>`. Or, just replace `assert` with `Q_ASSERT`. I tried to follow QGIS approach and prefer Qt4 features than C++ std. Apparently, I've forgot to replace `assert()` with `QASSERT`

And, yes SRS transformations are really needed and I've planned it already (see *TODO: SRS transformation support*) with some first bits included. I will work on it.

Perhaps, it would be possible if I have SVN write access to the QGIS repo. I will only work on my plugin. AFAIR, Gary gave me SVN access some time ago to some branch, that's why I'm listed in new ticket form for *assignment*.

### #3 - 2008-08-27 09:01 AM - Mateusz Loskot -

I've noticed the plugin has been submitted to the SVN trunk (commit:27113fca (SVN r9192)) and added to Debian packaging (commit:455873d7 (SVN r9193))

**#4 - 2008-08-27 03:23 PM - Mateusz Loskot -**

Second patch already in trunk (commit:29b72b48 (SVN r9198))

**#5 - 2008-09-10 12:52 AM - Marco Hugentobler**

- *Status changed from Open to Closed*
- *Resolution set to fixed*

The plugin is in trunk, therefore I'm closing this ticket

**#6 - 2009-08-22 01:01 AM - Anonymous**

Milestone Version 1.0.1 deleted

| Files                                   |         |            |                  |
|---|---------|------------|------------------|
| ogr_converter-plugin-mloskot.patch      | 56.4 KB | 2008-08-26 | Mateusz Loskot - |
| ogrconverter.png                        | 1.2 KB  | 2008-08-27 | Mateusz Loskot - |
| qgis-ogr_converter-register-r9195.patch | 1.15 KB | 2008-08-27 | Mateusz Loskot - |