

QGIS Application - Bug report #16021

processing: gdal's build virtual raster alg within a model has wrong output name

2016-12-29 06:33 PM - Mathieu Pellerin - nIRV

Status: Closed	
Priority: Normal	
Assignee: Alexander Bruy	
Category: Processing/Core	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 23936
Description	
<p>When gdal's build virtual raster algorithm is used within a model, its temporary output file name is wrong, returns a <TEMPORARYNAME>.TIF instead of the correct <TEMPORARYNAME>.VRT.</p> <p>I've attached a simple model which easily demonstrates the issue. Steps to reproduce:</p> <ul style="list-style-type: none">- Load the attached model into processing- Run the attached model, add three required raster inputs- Leave the output as temporary- Run the model- Notice the console error message highlighting the wrong file name- Open the temporary directory in which the VRT was created, and note the presence of the VRT, with the correct .VRT file extension	

Associated revisions

Revision 9908d9cf - 2017-01-04 09:18 AM - Mathieu Pellerin - nIRV

[processing] fix modeler output values in case algorithm(s)

execution modifies those (fixes #16021)

Revision da3eb06b - 2017-01-24 01:55 PM - Mathieu Pellerin - nIRV

[processing] fix modeler output values in case algorithm(s)

execution modifies those (fixes #16021)

(cherry picked from commit 9908d9cf8117741f4614f21595018e97cf829333)

Revision 056ef7f7 - 2017-01-24 01:58 PM - Mathieu Pellerin - nIRV

[processing] fix modeler output values in case algorithm(s)

execution modifies those (fixes #16021)

(cherry picked from commit 9908d9cf8117741f4614f21595018e97cf829333)

History

#1 - 2017-01-04 12:14 AM - Mathieu Pellerin - nIRV

- Status changed from Open to Closed

Fixed in changeset commit:"9908d9cf8117741f4614f21595018e97cf829333".

Files

build_rgb_vrt.model	5.66 KB	2016-12-29	Mathieu Pellerin - nIRV
---------------------	---------	------------	-------------------------