

QGIS Application - Bug report #16821

Building errors.

2017-07-09 05:28 PM - [?]

Status:	Closed	
Priority:	High	
Assignee:		
Category:	Build/Install	
Affected QGIS version:	master	Regression?: No
Operating System:	Windows 10 x64	Easy fix?: No
Pull Request or Patch applied:	No	Resolution: duplicate
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 24720
Description		
<p>Building environment[?] Visual Studio 2015 x64 Qt5.7.1(VS2015x64) CMake 3.8.0 OSGEO4W x64(sio4.19 PyQt5 Python3.6) CgyWin x64</p> <p>while building:</p> <p>1. Lots of utf-8 character errors. I found two ways to solve this problem:</p> <p>1.1 change characters. 1.2 change file codepage to utf-8 with bom.</p> <p>After solve these problems, another problem appears:</p> <p>2. building pyconsole error occurs: UnicodeDecodeError: 'utf-8' codec can't decode bytes in position 4216-4217: invalid continuation byte'</p> <p>Building Custom Rule D:/Gis.Development/sgis/python/console/CMakeLists.txt CMake does not need to re-run because D:/Gis.Development/build-sgis-VS/python/console/CMakeFiles/generate.stamp is up-to-date. Generating ui_console_compile_apis.py Traceback (most recent call last): File "D:\Gis.Development\sgis\scripts\pyuic-wrapper.py", line 26, in <module> import qgis.PyQt.uic.pyuic File "D:\Gis.Development\build-sgis-VS\output\python\qgis__init__.py", line 72, in <module> from qgis.core import QgsFeature, QgsGeometry File "D:\Gis.Development\build-sgis-VS\output\python\qgis\core__init__.py", line 34, in <module> from qgis._core import * UnicodeDecodeError: 'utf-8' codec can't decode bytes in position 4216-4217: invalid continuation byte'</p>		
Related issues:		
Related to QGIS Application - Bug report # 16818: build error while building ...		Closed 2017-07-09

History

#1 - 2017-07-10 01:45 PM - Giovanni Manghi

- Resolution set to duplicate
- Crashes QGIS or corrupts data changed from No to Yes
- Status changed from Open to Closed

see #16818

#2 - 2017-07-10 06:02 PM - Jürgen Fischer

- *Related to Bug report #16818: build error while building py_console added*