

## QGIS Application - Bug report #17224

### Smoothing (vibra) shown in processing but not working (osgeo4w packaging issue?)

2017-10-02 08:10 AM - Alister Hood

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	Victor Olaya	
<b>Category:</b>	Processing/SAGA	
<b>Affected QGIS version:</b>	2.18.13	<b>Regression?:</b> No
<b>Operating System:</b>	Windows (10)	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 25123
<b>Description</b>		
<p>Running QGIS from osgeo4w I tried to use the Saga processing algorithm "Smoothing (vibra)", and got the following:</p> <p>\\Users\\alistair\\AppData\\Local\\Temp\\processing3c6f85ae910d4ceb9db91e391d1a23f6\\c30f8a4a1a614b97a13520381ccf26e6\\OUTPUT.sdat"</p> <hr/> <pre>##### ## ##### ## ### ### ## ### ### # ## ## ##### # ## ### ##### ## # ##### ##### # ## ##### # ##</pre> <hr/> <p>SAGA Version: 2.3.2 (64 bit)</p> <p>69 loaded tool libraries (640 tools):</p> <ul style="list-style-type: none"><li>- climate_tools</li><li>- contrib_perego</li><li>- db_odbc</li><li>- db_pgsq</li><li>- docs_html</li><li>- garden_3d_viewer</li><li>- garden_fractals</li><li>- garden_games</li><li>- garden_learn_to_program</li><li>- garden_webservices</li><li>- grid_analysis</li><li>- grid_calculus</li><li>- grid_calculus_bsl</li><li>- grid_filter</li><li>- grid_gridding</li><li>- grid_spline</li><li>- grid_tools</li><li>- grid_visualisation</li><li>- imagery_classification</li><li>- imagery_isocluster</li><li>- imagery_maxent</li><li>- imagery_photogrammetry</li></ul>		

- imagery\_segmentation
- imagery\_svm
- imagery\_tools
- io\_esri\_e00
- io\_gdal
- io\_gps
- io\_grid
- io\_grid\_image
- io\_shapes
- io\_shapes\_dxf
- io\_table
- io\_virtual
- pj\_georeference
- pj\_geotrans
- pj\_proj4
- pointcloud\_tools
- pointcloud\_viewer
- shapes\_grid
- shapes\_lines
- shapes\_points
- shapes\_polygons
- shapes\_tools
- shapes\_transect
- sim\_cellular\_automata
- sim\_ecosystems\_hugget
- sim\_erosion
- sim\_fire\_spreading
- sim\_hydrology
- sim\_ihacres
- sim\_qm\_of\_esp
- sim\_rivflow
- statistics\_grid
- statistics\_kriging
- statistics\_points
- statistics\_regression
- ta\_channels
- ta\_compound
- ta\_hydrology
- ta\_lighting
- ta\_morphometry
- ta\_preprocessor
- ta\_profiles
- ta\_slope\_stability
- table\_calculus
- table\_tools
- tin\_tools
- tin\_viewer

type -h or --help for further information

Error: select a library

C:\OSGeo4W64\bin>exit

Converting outputs

Loading resulting layers

The following layers were not correctly generated.

Output

You can check the log messages to find more information about the execution of the algorithm

A bit of googling indicates that vigra is an optional dependency of saga, and I see someone else has this in their list of tool libraries, but I don't:

- imagery\_vigra

Presumably this means vigra is not included in the osgeo4w build. Is it an oversight? Or is this just the way processing works? i.e. it shows every possible tool, but they may not all be included in a standard install, and the user has to try them to find out. If so, should this be explained somewhere obvious? The error messages are cryptic enough that users are likely to just think "qgis is broken" and move on.

## History

---

**#1 - 2017-10-02 05:18 PM - Giovanni Manghi**

- *Resolution set to fixed/implemented*

- *Status changed from Open to Closed*

removed here

<https://github.com/qgis/QGIS/pull/5280>