

QGIS Application - Bug report #18095

Grass algorithm outputs do not correctly work within models

2018-02-14 04:10 AM - Alister Hood

Status:	Closed	
Priority:	Normal	
Assignee:	Victor Olaya	
Category:	Processing/GRASS	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	No	Copied to github as #: 25991
Description		
<p>"Extract layer extent" does not work in processing model in master if input layer is also a "final result".</p> <p>The attached model is a simple test case. Try changing it so the output of v.to.rast is not a "final result", and everything will work!</p> <p>Prepare algorithm: qgis:polygonfromlayerextent_2</p> <p>Running Extract layer extent [2/2]</p> <p>Input Parameters:</p> <pre>{ INPUT: , OUTPUT: 'memory:' }</pre> <p>Traceback (most recent call last): File "/usr/share/qgis/python/plugins/processing/algs/qgis/ExtentFromLayer.py", line 96, in processAlgorithm fields, QgsWkbTypes.Polygon, layer.crs()) AttributeError: 'NoneType' object has no attribute 'crs'</p>		

History

#1 - 2018-02-14 05:22 AM - Nyal Dawson

- Category changed from Processing/QGIS to Processing/GRASS

- Subject changed from "Extract layer extent" does not work in processing model in QGIS 3 if input layer is also a "final result" to Grass algorithm outputs do not correctly work within models

Specific to GRASS algorithms only.

#2 - 2018-09-25 04:00 AM - Nyal Dawson

- Resolution set to fixed/implemented

- Status changed from Open to Closed

Fixed in 3.3

Files

model.model3	9.04 KB	2018-02-14	Alister Hood
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