

QGIS Application - Bug report #18103

'Random points inside polygons' fails to run

2018-02-14 02:24 PM - Pascal Burkhard

Status:	Closed	
Priority:	Normal	
Assignee:	Nyall Dawson	
Category:	Processing/Core	
Affected QGIS version:	master	Regression?: Yes
Operating System:	MacOS 10.13.3	Easy fix?: No
Pull Request or Patch supplied:	Yes	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	No	Copied to github as #: 25999
Description		
When I try to run the 'random points inside polygon' algorithm in QGIS 2.99 I get the following error : <pre>Processing algorithm... Algorithm 'Random points inside polygons' starting... Input parameters: { 'INPUT' : '/Users/admin/Downloads/TutoQGIS_Donnees/TutoQGIS_10_Representation/donnees/COMMUNE.shp', 'STRATEGY' : 0, 'EXPRESSION' : 'POPULATION * 10', 'MIN_DISTANCE' : 0, 'OUTPUT' : 'memory:' }</pre> Traceback (most recent call last): File "/usr/local/Cellar/qgis3-dev/2.99/QGIS.app/Contents/MacOS/../Resources/python/plugins/processing/algs/qgis/RandomPointsPolygons.py", line 120, in processAlgorithm raise ProcessingException(NameError: name 'ProcessingException' is not defined Execution failed after 0.08 seconds The shapefile used (COMMUNE.shp) can be found here : http://ouvrir.passages.cnrs.fr/tutogqis/donnees/TutoQGIS_10_Representation.zip The same operation in QGIS 2.18 works and produces the desired result.		

Associated revisions

Revision 8154a85f - 2018-02-14 11:14 PM - Nyall Dawson

Fix Python exception in Random Points in Polygon alg

Fixes #18103

Revision a8110369 - 2018-02-15 05:43 AM - Nyall Dawson

[processing] Don't throw an exception if an expression cannot be prepared

There's cases where this happens without reflecting an invalid expression. So we can try to prepare, but not abort if the preparation fails.

Fixes #18103

History

#1 - 2018-02-14 10:28 PM - Nyal Dawson

- *Regression?* changed from No to Yes
- *Status* changed from Open to In Progress
- *Pull Request or Patch supplied* changed from No to Yes

<https://github.com/qgis/QGIS/pull/6345>

#2 - 2018-02-14 11:13 PM - Nyal Dawson

- *% Done* changed from 0 to 100
- *Status* changed from In Progress to Closed

Applied in changeset commit:qgis|8154a85f296e35cf670e33269d0698707232733b.

#3 - 2018-02-15 01:45 AM - Pascal Burkhard

- *Status* changed from Closed to Reopened
- *Assignee* changed from Victor Olaya to Nyal Dawson

Thanks for the rapid fix and the speed improvement! It's really nice.

I'm afraid there seems to still be an issue when using the "Selected features only" option.

I get the following error:

Algorithm 'Random points inside polygons' starting...

Input parameters:

```
{ 'INPUT' : QgsProcessingFeatureSourceDefinition('COMMUNE_9b930218_b760_4d43_a807_5518b5ca94b9', True), 'STRATEGY' : 0, 'EXPRESSION' : '"POPULATION"', 'MIN_DISTANCE' : 0, 'OUTPUT' : 'memory:' }
```

Traceback (most recent call last): File

"/usr/local/Cellar/qgis3-dev/2.99/QGIS.app/Contents/MacOS/../Resources/python/plugins/processing/algs/qgis/RandomPointsPolygons.py", line 121, in processAlgorithm self.tr("Evaluation error: {0}").format(expression.evalErrorString())) _core.QgsProcessingException: Evaluation error:

Execution failed after 0.08 seconds

#4 - 2018-02-15 05:43 AM - Nyal Dawson

- *Status* changed from Reopened to Closed

Applied in changeset commit:qgis|a8110369a80a4110aaa667656f30c95be1a2a33d.

#5 - 2018-02-21 05:52 PM - Giovanni Manghi

- *Resolution* set to fixed/implemented