

QGIS Application - Bug report #18238

Python error: couldn't load plugin 'processing' (python error)

2018-02-27 01:15 AM - rmercerc -

Status:	Closed	
Priority:	Normal	
Assignee:	Victor Olaya	
Category:	Processing/Core	
Affected QGIS version:	3.0.0	Regression?: No
Operating System:	Windows 7 Pro	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	No	Copied to github as #: 26129
Description		
<p>Installed QGIS 3.0 today. On startup receiving this error</p> <p>Python error: Couldn't load plugin'processing' See message log (Python Error) for more details.</p> <p>Python error log:</p> <p>2018-02-26T16:08:39 WARNING Traceback (most recent call last):</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 311, in loadPlugin</p> <p>import(packageName)</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 664, in import</p> <p>mod = _builtin_import(name, globals, locals, fromlist, level)</p> <p>File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing_init__.py", line 29, in <module></p> <p>from processing.tools.general import * # NOQA</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 664, in import</p> <p>mod = _builtin_import(name, globals, locals, fromlist, level)</p> <p>File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\tools\general.py", line 39, in <module></p> <p>from processing.core.Processing import Processing</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 664, in _import</p> <p>mod = _builtin_import(name, globals, locals, fromlist, level)</p> <p>File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\core\Processing.py", line 57, in <module></p> <p>from processing.algs.qgis.QgisAlgorithmProvider import QgisAlgorithmProvider # NOQA</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 664, in _import</p> <p>mod = _builtin_import(name, globals, locals, fromlist, level)</p> <p>File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\algs\qgis\QgisAlgorithmProvider.py", line 41, in <module></p> <p>from .QgisAlgorithm import QgisAlgorithm</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 664, in _import</p> <p>mod = _builtin_import(name, globals, locals, fromlist, level)</p> <p>File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\algs\qgis\QgisAlgorithm.py", line 30, in <module></p> <p>from processing.algs.help import shortHelp</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 664, in _import</p> <p>mod = _builtin_import(name, globals, locals, fromlist, level)</p> <p>File "C:/OSGEO4~1/apps/qgis/.python/plugins\processing\algs\help_init__.py", line 28, in <module></p> <p>import yaml</p> <p>File "C:/OSGEO4~1/apps/qgis/.python\qgis\utils.py", line 664, in _import</p> <p>mod = _builtin_import(name, globals, locals, fromlist, level)</p> <p>ImportError: bad magic number in 'yaml': b'\x03\xf3\r\n'</p>		

History

#1 - 2018-02-27 01:27 AM - rmercerc -

- File 2018-02-26_16-22-48_crop.png added

I am not sure if this is related, but I think this failure to load the plugin is affecting the Vector menu. It does not open when it is clicked. Please see attached screenshot. If you think this is something different, please let me know and I'll submit a new specific bug.

Thanks,

#2 - 2018-02-27 01:57 AM - Nyal Dawson
- Status changed from Open to Feedback

Try removing your existing osgeo4w install folder and then re-installing. You have some leftover files from an earlier build in there which is causing this issue.

#3 - 2018-02-27 02:40 AM - rmercerc -

That did indeed solve the problem. It would be helpful to have a note about that on the download/install page, as I don't recall this being necessary in other version upgrades.

Thanks much!

#4 - 2018-03-01 09:08 AM - Alexander Bruy
- Resolution set to fixed/implemented
- Status changed from Feedback to Closed

Files

2018-02-26_16-22-48_crop.png	161 KB	2018-02-27	rmercerc -
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