

## QGIS Application - Bug report #19038

### Objects queried by QuickOSM are not automatically saved in project file and lost when re-starting QGIS (3)

2018-05-27 11:46 AM - Sebastian Ernst

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>		
<b>Category:</b>	Vectors	
<b>Affected QGIS version:</b>	3.0.1	<b>Regression?:</b> No
<b>Operating System:</b>	Linux	<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> 26868

#### Description

### Reproducible in the following environments

- QGIS 3.0.1 on openSUSE Leap 15 + QuickOSM 1.6.1
- QGIS 3.0.3 on Linux Mint 18.3 + QuickOSM 1.6.1

### Steps to reproduce

- Start QGIS 3
- Menu: Project > New
- Menu: Web > QuickMapServices > OSM > OSM Standart [optional step for OSM background tiles]
- Menu: Vector > Quick OSM > QickOSM
- Set query parameters to: {key: leisure, value: park, in: Leipzig}
- Run query ...
- Result so far: 3 new layers (with 599, 98 and 128 objects)
- Menu: Project > Save as ... "test.qgs"
- Menu: Project > Quit QGIS
- At this point, QGIS will ask: "Save current project?" I chose "Save".
- Start QGIS again
- Open "test.qgs" - all three new layers exist, but they contain ZERO objects

### Workaround?

After saving the project and before closing QGIS, save every new layer as a geo package. This way, I at least do not loose the polygons although the layers created by QuickOSM will be empty after re-starting QGIS.

### Question

Is is a bug in QuickOSM or QGIS or both? Or is this some sort of new intended behavior in QGIS 3?

For reference, I also filed an issue against QuickOSM: <https://github.com/3liz/QuickOSM/issues/115>

#### History

#1 - 2018-05-28 08:44 AM - Etienne Trimaille

This issue tracker is related to QGIS software, not for plugin. This issue can closed.

#2 - 2018-05-28 10:01 AM - Sebastian Ernst

Etienne Trimaille wrote:

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| This issue tracker is related to QGIS software, not for plugin. This issue can closed.

I understand that. Given the above description, I do not know who is at fault. **Is it QGIS or is it the plugin?** The plugin fetches the objects - only. QGIS fails to save them to disk.

### #3 - 2018-05-28 11:37 AM - Etienne Trimaille

The plugin creates memory layer. QGIS is not able to save memory layer. I agree QGIS should have a warning when we save this kind of layers.

### #4 - 2018-06-04 03:51 PM - Alessandro Pasotti

- Priority changed from Normal to Low

Lowering priority for now, I think it should be closed in favor of opening an issue against the plugin.

### #5 - 2018-07-24 05:17 PM - Etienne Trimaille

It's not QuickOSM fault. It's stated in the UI, in the advanced panel, when you execute the query: "save to temporary files". It's exactly the same behavior with QGIS Processing creating temporary layers.

QGIS should display a warning when we save a QGS project and:

- layers are stored in the temporary folder (/tmp etc)
- layers are in memory (source: Point?crs=EPSG:4326&field=full\_id:.....&uid={2e18cdf3-f07b-42be-9911-e5d01584da57} )

### #6 - 2018-08-04 12:11 PM - Nyal Dawson

- Resolution set to fixed/implemented
- Status changed from Open to Closed

Fixed in master and 3.2.2