QGIS Application - Bug report #19196
Handle Bad Layers bulk edit

2018-06-15 12:22 AM - Brenna Hughes

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Unknown		
Affected QGIS version:	2.18.20	**Regression?:**	No
Operating System:	Windows 7 Pro	**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	not reproducable
Crashes QGIS or corrupts data:		**Copied to github as #:**	27025

Description

I've had to fix all the layers on a few projects lately, and they've had the same behavior problem:
The Handle Bad Layers window fails to apply to all selected items. It seems to work on about half those selected, so I have to iterate through until the last one is done manually. Screenshots attached.
The process is especially slow as the bulk folder selection doesn't remember previous locations.

History

#1 - 2018-06-15 04:31 PM - Richard Duivenvoorde

- Status changed from Open to Feedback

It is easiest if you add a project + some datafiles. Then people can confirm and/or debug that.

I've tried to reproduce it with a project with 5 shapefiles from a directory, closing the project, then renaming the containing dir and then load the project again, browsing to the new files.
All seem to load fine. (though I had the feeling once I missed one...).

Can you describe a clear scenario when this reproducible happens?
Or is it only with >10 layers or so?
Preferably with some data, as said.

#2 - 2018-08-16 12:01 AM - Giovanni Manghi

- Resolution set to not reproducable

- Status changed from Feedback to Closed

Closing for lack of feedback.

Files

step_1.JPG	106 KB	2018-06-14		Brenna Hughes
step_2.JPG	103 KB	2018-06-14		Brenna Hughes
step_4.JPG	94.9 KB	2018-06-14		Brenna Hughes
step_3.JPG	102 KB	2018-06-14		Brenna Hughes