QGIS Application - Bug report #19531
Running extract by attribute in a model and providing a non-existent selection attribute causes QGIS to crash

2018-08-02 12:20 PM - Rudi von Staden

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Processing/Modeller		
Affected QGIS version:	3.3(master)	**Regression?:**	Yes
Operating System:	Windows 10	**Easy fix?:**	Yes
Pull Request or Patch supplied:	No	**Resolution:**	
Crashes QGIS or corrupts data:	Yes	**Copied to github as #:**	27358

Description

QGIS crashes if you use the "Extract by attribute" algorithm in a model in QGIS processing, and specify a field for the selection attribute which does not exist in the provided layer. A model and sample layer which demonstrates this is attached. This behaviour is only possible in a model (or in batch mode), since the field is populated by a drop-down list when run directly as an algorithm.

The algorithm id is native:extractbyattribute. I think it is a regression because while in 2.18 it would also not give an informative exception (it produces an empty layer), it did not crash QGIS.

I suspect that this bug can be fixed by adding something like:

```
if (idx == -1)
    throw QgsProcessingException( invalidSourceError( parameters, QStringLiteral( "FIELD" ) ) );
```

after https://github.com/qgis/QGIS/blame/master/src/analysis/processing/qgsalgorithmextractbyattribute.cpp#L105, but I haven't been able to test that.

Associated revisions

Revision 4acef1ef - 2018-08-03 09:57 PM - Nyall Dawson

[processing] Fix crash in extract by attribute when field name does not exist

Fixes #19531

History

#1 - 2018-08-03 09:57 PM - Nyall Dawson

- % Done changed from 0 to 100

- Status changed from Open to Closed

Applied in changeset commit:qgis|4acef1efbf0c4bae01fc75915ad8374955af9fa7.

Files

extract_by_attribute.zip	719 KB	2018-08-02	Rudi von Staden