QGIS Application - Bug report #11741
Saga:slopeaspecurvature

2014-11-25 10:37 AM - Nagy Robert

Status:	Closed			
Priority:	High			
Assignee:	Victor Olaya			
Category:				
Affected QGIS version:	2.6.0	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	invalid	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	19975	

Description

Hey my name is Robert. I'm using windows 7 on 64 bit and using Qgis 2.6.0.I'm trying to process some Tifs from the console using the processing toolbox and saga:slopeaspectcurvature. This is pretty much how my code looks like:

```
##vectorlayer=raster
import glob
from PyQt4.QtCore import *
from PyQt4.QtGui import *
from qgis.core import *
import qgis.utils
import os
from osgeo import gdal
import numpy as np
import osr
import math
import processing
import PIL.Image as Image
import sys
sys.path.append('C:/newpython64/Lib/site-packages')
from libtiff import TIFF

output=processing.runalg("saga:slopeaspectcurvature",vectorlayer,
1,'E:/Master/slope/output.tif',None, None, None, None)
```

the result is a map. But the range for slope is between 0 and 1. if i
execute slope from the toolbox, then i get a perfectly normal range of
values. the intensities are identical(every pixel has the same colour
in one slope image as in the other), but the values are totally
different. This is independent of what kind of method i use from the
"saga:slopeaspectcurvature". Am i running the code wrong? If im running
the code wrong, i would appretiate if you would give me some guidance.
Thank you very much!

History

#1 - 2014-11-26 01:46 PM - Giovanni Manghi

- Resolution set to invalid

- Status changed from Open to Closed

Hi, questions need to base asked in the users/developers mailing lists, on irc or gis.stackexchange

cheers!