

# QGIS Application - Bug report #11741

## Saga:slopeaspectcurvature

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

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b> Victor Olaya	
<b>Category:</b>	
<b>Affected QGIS version:</b> 2.6.0	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 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 appreciate 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](https://gis.stackexchange.com)

cheers!