# QGIS Application - Bug report #13408
# Graphical Modeler Raster layer Input does not recognize GRASS raster file

2015-09-23 12:38 PM - Wes Kent

| | | | |
|---|---|---|---|
| **Status:** | Closed | | |
| **Priority:** | Normal | | |
| **Assignee:** | Victor Olaya | | |
| **Category:** | Processing/Modeller | | |
| **Affected QGIS version:** | 2.8.3 | **Regression?:** | No |
| **Operating System:** | OSX | **Easy fix?:** | No |
| **Pull Request or Patch supplied:** | No | **Resolution:** | duplicate |
| **Crashes QGIS or corrupts data:** | No | **Copied to github as #:** | 21457 |

**Description**

In a created model using the Graphical Modeler, the model will not recognize/allow use of a GRASS raster layer as a Raster layer input. The GRASS raster layer has been added to the QGIS project, but it does not appear as an input option to use in the Raster layer drop-down list of the model. GRASS vector layers are recognized/allowed, and work fine, as Vector layer inputs for the model.

**Related issues:**

| | | |
|---|---|---|
| Duplicates QGIS Application - Feature request # 7727: Support GRASS rasters a... | **Feedback** | **2013-04-27** |

## History

**#1 - 2015-10-01 12:32 AM - Victor Olaya**

*- Status changed from Open to Feedback*

Not a bug. Grass raster layers are not supported as inputs for Processing algorithms

**#2 - 2015-10-01 05:42 AM - Wes Kent**

Thank you for the information. When using the GRASS tools available in the Processing Toolbox, I am able to use GRASS raster layers as input layers; so it seems that the functionality to accept GRASS raster layers as input files is already in QGIS. With the raster processing capabilities of GRASS, and with there being 100+ GRASS raster processing tools in the toolbox, the ability to create Processing algorithms/models that include these powerful tools would be a worthwhile feature to have in QGIS.

**#3 - 2015-12-19 12:38 PM - Giovanni Manghi**

*- Resolution set to duplicate*

*- Status changed from Feedback to Closed*

see #7727

(on Windows and Linux GRASS raster layers are not yet shown as available inputs, when it will then is expected them to work in any place in Processing).