QGIS Application - Bug report #14115 Processing: GDAL Proximity - incorrect result if "Values" is not filled

2016-01-15 08:37 AM - Filipe Dias

Status:	Closed			
Priority:	Severe/Regression			
Assignee:	Victor Olaya			
Category:	Processing/GDAL			
Affected QGIS version:2.12.2		Regression?:	No	
Operating System:		Easy fix?:	No	
Pull Request or Patch supplied:		Resolution:	invalid	
Crashes QGIS or corrupts data:		Copied to github a	s #: 22117	
Description				
Rasterize (GDAL F	Rasterize) the attached shapefile usir	ng ID as value		
Run Proximity with	the resulting raster			
Output raster has t	he same value in every pixel			

History

#1 - 2016-01-15 12:50 PM - Filipe Dias

- File roads.zip added

#2 - 2016-01-18 12:26 AM - Alexander Bruy

- Resolution set to up/downstream

- Status changed from Open to Rejected

Running gdal_proximity.py from command line gives same result, so seems this is GDAL issue not Processing. Please submit ticket to GDAL track.

#3 - 2016-01-18 01:12 AM - Filipe Dias

- Subject changed from Processing: GDAL Proximity appears to be broken to Processing: GDAL Proximity - incorrect result if "Values" is not filled

Alexander, thanks for testing.

I filled "Values" with 10 (the ID value with which the roads raster was created) and it worked as expected.

It seems the algorithm needs the user to fill it with the appropriate value. Does this still qualify as a GDAL bug?

#4 - 2016-01-18 01:34 AM - Alexander Bruy

- Status changed from Rejected to Feedback
- Resolution deleted (up/downstream)

With passed "Values" it produces correct result. I still think that this is GDAL bug, as from documentation, "values" is

A list of target pixel values in the source image to be considered target pixels. If not specified, all non-zero pixels will be considered target pixels.

Maybe it takes in account also NODATA values

#5 - 2016-01-29 02:07 PM - Giovanni Manghi

- Resolution set to invalid

- Status changed from Feedback to Closed

I really don't see anything wrong here. GDAL expects a list of values and so (of course) does QGIS. If not provided it uses all non zero pixels. Someone could argue about nulls, but that must be done in the gdal tracker.

es

roads.zip

3.08 KB 2016-01-15

Filipe Dias