

QGIS Application - Bug report #16353

regression: opening raster layer properties window fails to load layer min/max values

2017-03-14 02:41 AM - Mathieu Pellerin - nIRV

Status: Closed	
Priority: Severe/Regression	
Assignee: Even Rouault	
Category: Rasters	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	Copied to github as #: 24263
Description	
<p>I'm not sure when this regression slipped into QGIS but I suspect it is linked to commit 532eb58d1f4003a (which revamped the way raster min/max values were computed). When opening a raster layer properties window, the min / max values are reset to QGIS' default min/max load settings (i.e., 2% - 98% of whole raster), irrespective of the tweaks done by users via the style dock, or even via previous layer properties window edit.</p>	
Steps to reproduce	
<ol style="list-style-type: none">1. Open QGIS and add a 3-band raster2. Zoom into the raster to only show a part of it, and open the style dock3. Change the min/max value computation to canvas' <i>current extent</i>4. Take note of the updated min / max values for the three bands5. Open the raster layer's properties window, and go to the style panel6. Notice the min / max values are reset to default values, ignoring the change you've just made via style dock	
Additional information	
<p>The problem is actually worse than stated in the subject. The histogram panel / tab is effectively broken, with min / max retrieval and setting non-functional.</p>	

History

#1 - 2017-03-18 06:28 AM - Giovanni Manghi

- Status changed from Open to Feedback

Does this effectively affects only master/qgis3 or also previous versions?

#2 - 2017-03-19 06:36 PM - Mathieu Pellerin - nIRV

This only affects master (2.99 to become 3.0) as it is a regression linked to the revamped raster min/max widget. I've just tested and confirmed that the issue does not occur on QGIS <= 2.18.

#3 - 2017-03-29 08:25 AM - Even Rouault

Did you set the contrast enhancement to something else than None ? If not, that might explain the behaviour you see. But I also see it in 2.18.

Otherwise, I've just fixed related issues in

#ef26d95007920fd540bcdac0c05bac1f9d925dce that perhaps fix this issue ?

I've a hard time to make sense of how to use the histogram panel, so I'm not sure when things work or not in it... I don't think I touched it, but the GUI

interaction with notifications everywhere (and the GUI sometimes modifying state of non GUI objects in places where you wouldn't expect it) are a horrible mess to decypher.

#4 - 2017-03-29 06:20 PM - Mathieu Pellerin - nIRV

- *Resolution set to fixed/implemented*
- *% Done changed from 0 to 100*
- *Status changed from Feedback to Closed*

Even, your latest commit did fix loading of renderer's min/max value through layer properties window, thanks. And yeah, that part of the code is a bit of a nightmare.

Closing this issue as fixed.