

## QGIS Application - Feature request #16538

### Live editing of worldfiles is only working partially

2017-05-11 04:16 PM - Olivier Dalang

<b>Status:</b>	Feedback	<b>Resolution:</b> <b>Copied to github as #:</b> 24444
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Rasters	
<b>Pull Request or Patch supplied:</b>	No	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>Hi !</p> <p>When loading an image with a worldfile in QGIS, it's possible to edit the worldfile from an external editor, and the raster is redisplayed at the new position in QGIS upon redraw.</p> <p>This is great since it allows nice interactive georeferencing workflows.</p> <p>But currently, it only works partially. It seems the initial extent of the layer is not refreshed, so that the layer gets cropped to the first position's extents.</p> <p>I think this should be supported, or at least provide some python methods to refresh the extent.</p> <p>I tried these and they didn't work:</p> <pre>myRasterLayer.triggerRepaint() myRasterLayer.dataProvider().reload() myRasterLayer.recalculateExtents.emit() self.iface.mapCanvas().refresh()</pre> <p>Thanks !</p>		

#### History

##### #1 - 2017-05-11 08:10 PM - Giovanni Manghi

- Status changed from Open to Feedback

Would not be best fitted as feature request rather than a bug? cheers!

##### #2 - 2017-05-26 04:58 PM - Giovanni Manghi

- Status changed from Feedback to Open

- Tracker changed from Bug report to Feature request

##### #3 - 2017-08-30 11:43 AM - Even Rouault

I guess this somehow works since at the rendering stage the raster is re-opened again (which I consider to be a bug, see #16006). I don't think supporting automatical update on changing datasets behind QGIS back is a good idea, and open a big can of worms. Does manual refresh with F5 on the layer works ?

**#4 - 2017-08-30 12:15 PM - Giovanni Manghi**

*- Status changed from Open to Feedback*