

## QGIS Application - Feature request #17848

### Allow to create raster layer programmatically from 2D array

2018-01-13 09:55 PM - M R

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Rasters	
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> invalid
<b>Easy fix?:</b> No	<b>Copied to github as #:</b> 25743
<b>Description</b>	
<p>Since it is possible to create vector layers programmatically via the 'memory' provider, the same should be possible for raster layers. I'm not talking about support for taking a handle to a GDAL layer (although that would be awesome as well). I know that raster layers can be huge so this would be a concern of plugins to decide whether they want to use this simple keep-the-whole-layer-in-memory approach or write a custom plugin layer class, which is often a very non-trivial thing to do.</p>	

#### History

##### #1 - 2018-02-14 08:24 PM - M R

- Status changed from Open to Closed

Nevermind, I think there's actually no need for this given that you can create in-memory GDAL layers using their VSI feature:

[http://www.gdal.org/gdal\\_virtual\\_file\\_systems.html](http://www.gdal.org/gdal_virtual_file_systems.html) Then you just point QGIS to the VSI path and it opens. One way to remove the in-memory resource again would be to attach to the on-delete event of the layer and then remove the VSI resource using GDAL's API.

##### #2 - 2018-02-21 09:52 PM - Giovanni Manghi

- Resolution set to invalid