QGIS Application - Feature request #19470
GDAL rasterize - add support for "burn in" to existing rasters, 'add' parameter

2018-07-23 02:03 PM - Rijk Zuurmond

Status:	Open		
Priority:	Normal		
Assignee:	Giovanni Manghi		
Category:	Processing/GDAL		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	No	**Copied to github as #:**	27298

Description

missing -add function in GDAL_rasterize

History

#1 - 2018-07-24 11:35 PM - Nyall Dawson

- Tracker changed from Bug report to Feature request

- Subject changed from GDAL_rasterize to GDAL rasterize - add support for "burn in" to existing rasters, 'add' parameter

#2 - 2018-07-24 11:36 PM - Nyall Dawson

The algorithm does not current support altering existing rasters, and only allows creation of new rasters. The 'add' mode only makes sense when used with updating an existing raster.

#3 - 2018-07-25 10:03 AM - Rijk Zuurmond

- File after-gdal-rasterize.jpg added

- File qgis2.18_menu_GDAL-rasterize.jpg added

- File polylines.jpg added

i'm using it to create (raster)heatmaps from a large set of tracks (shape polylines),
this future is available in version 2.18

jpg added: menu from 2.18, orginal shapefile and resulting raster

#4 - 2018-07-26 08:39 AM - Giovanni Manghi

- Assignee set to Giovanni Manghi

- Category changed from GDAL Tools to Processing/GDAL

it seems that on QGIS LTR the tool was split in two, one allowing this operation, so it would be better to re-add it also in qgis 3.

Files

after-gdal-rasterize.jpg	427 KB	2018-07-25	Rijk Zuurmond
polylines.jpg	417 KB	2018-07-25	Rijk Zuurmond
qgis2.18_menu_GDAL-rasterize.jpg	308 KB	2018-07-25	Rijk Zuurmond