

QGIS Application - Bug report #20103

Data Type Change in Clip Raster by Mask Layer

2018-10-13 10:28 PM - Martin Lacayo

Status: Closed	
Priority: Normal	
Assignee:	
Category: GDAL Tools	
Affected QGIS version: 3.2.3	Regression?: No
Operating System:	Easy fix?: Yes
Pull Request or Patch supplied:	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	Copied to github as #: 27925

Description

In the Clip Raster by Mask Layer tool the default GDAL console call includes the -ot parameter with a default value of Float32. I believe this is unnecessary since in the absence of the parameter the input data type will be preserved. This could also be problematic when, like in my case, clipping a Byte raster without editing advanced parameters yields a Float32 raster. This will then break other tools like r.stats when trying to do pixel counts.

History

#1 - 2018-10-13 10:34 PM - Nyal Dawson

- Resolution set to fixed/implemented
- Status changed from Open to Closed

Already fixed in 3.4