

QGIS Application - Bug report #21295

Rendering with QImage.Format_Indexed8 produces blank output

2019-02-17 03:55 PM - Alexey T

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Unknown	
Affected QGIS version:	3.4.4	Regression?: No
Operating System:	win7	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 29113
Description		
<p>I'm trying to make 8bit PNG tiles, so I'm using this sequence</p> <pre>setting = QgsMapSettings() settings.setOutputImageFormat(QImage.Format_Indexed8) job = QgsMapRendererParallelJob(self.settings) job.start() job.waitForFinished() image = job.renderedImage() image.save('path', 'png', -1)</pre> <p>resulting in blank (white) output tiles</p> <p>using QImage.Format_ARGB32_Premultiplied works as expected</p>		

History

#1 - 2019-02-18 02:14 PM - Marco Hugentobler

- Status changed from Open to Closed

The Qt documentation says:

Warning: Painting on a QImage with the format QImage::Format_Indexed8 is not supported

Instead you could render into a ARGB32_Premultiplied image and convert it to Indexed8 afterwards:

```
setting = QgsMapSettings()
settings.setOutputImageFormat(Format_ARGB32_Premultiplied)
job = QgsMapRendererParallelJob(self.settings)
job.start()
job.waitForFinished()
image = job.renderedImage()
image8Bit = image.convertToFormat( QImage.Format_Indexed8 )
image8Bit.save('path')
```