

## QGIS Application - Bug report #21295

### Rendering with QImage.Format\_Indexed8 produces blank output

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

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Unknown	
<b>Affected QGIS version:</b> 3.4.4	<b>Regression?:</b> No
<b>Operating System:</b> win7	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 29113
<b>Description</b>	
<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')
```