QGIS Application - Bug report #21541
Pseudocolor renderer - discrete color ramp interpolation ignores specified Min/Max

2019-03-10 03:04 PM - Alister Hood

Status:	Open			
Priority:	Normal			
Assignee:				
Category:	Symbology			
Affected QGIS version:	3.6.0		**Regression?:**	No
Operating System:			**Easy fix?:**	No
Pull Request or Patch supplied:	No		**Resolution:**	
Crashes QGIS or corrupts data:	No		**Copied to github as #:**	29357

Description

Using the singleband pseudocolor raster renderer, classification using equal interval mode respects user specified Min and Max values when using "Linear" or "Exact" interpolation, but ignores them when using "Discrete" interpolation.

Changing the interpolation setting doesn't trigger a reclassification, which leads to a bizarre inconsistency:
- style a raster using "Linear" interpolation, manually specifying Min/Max values.
- switch to "Discrete" interpolation, and the classes are unchanged.
- click on the Classes up arrow and then the down arrow, and the classes will be different because they ignore your specified Min & Max vales.
- switch back to "Linear"; the classes will be unchanged, i.e. still ignoring the specified Min & Max.

Of course, this does mean that a workaround is to classify with "Linear" or "Exact" interpolation and then switch to "Discrete" once you have the right classes.

History

#1 - 2019-03-10 05:55 PM - Giovanni Manghi

- Category changed from Rasters to Symbology