

## QGIS Application - Bug report #21721

### Disconnect between raster symbology in Layers Panel and Layer Properties

2019-04-01 03:49 PM - Ed B

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Rasters	
<b>Affected QGIS version:</b>	3.4.6	<b>Regression?:</b> No
<b>Operating System:</b>	Windows 7	<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> 29536
<b>Description</b>		
<p>When using pyqgis to style raster layers, the layer properties symbology tab does not get updated with the information coming from python. If you run my sample python code below you will see the problem. The symbology is not consistent between the layers panel and the layer property symbology.</p> <pre>@from qgis.core import QgsRasterLayer  rlayer = QgsProject.instance().mapLayersByName('ac_filled_rvrem102')[0] print (rlayer) provider = rlayer.dataProvider() stats = provider.bandStatistics(1, QgsRasterBandStats.All) fcu = QgsColorRampShader() fcu.setColorRampType(QgsColorRampShader.Interpolated) lst = [ QgsColorRampShader.ColorRampItem(stats.minimumValue, QColor(247,251,255)),         QgsColorRampShader.ColorRampItem(stats.maximumValue, QColor(237,48,243)) ] fcu.setColorRampItemList(lst) shader = QgsRasterShader() shader.setRasterShaderFunction(fcu) renderer = QgsSingleBandPseudoColorRenderer(rlayer.dataProvider(), 1, shader) rlayer.setRenderer(renderer) rlayer.triggerRepaint()@</pre> <p>The page below also describes the issue <a href="https://gis.stackexchange.com/questions/316450/disconnect-between-raster-symbology-in-layers-panel-and-layer-properties-qgis-3">https://gis.stackexchange.com/questions/316450/disconnect-between-raster-symbology-in-layers-panel-and-layer-properties-qgis-3</a></p> <p>I also updated to 3.4.6 and the same issue occurs.</p>		

#### History

#1 - 2019-04-01 03:50 PM - Giovanni Manghi

- Affected QGIS version changed from 3.4.4 to 3.4.6