

QGIS Application - Bug report #22051

Build Virtual Raster is not considering Nodata = -9999

2019-05-13 12:14 AM - Sergio Antonio

Status: Closed	
Priority: Normal	
Assignee: Alexander Bruy	
Category: Processing/GDAL	
Affected QGIS version: 3.4.7	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution: invalid
Crashes QGIS or corrupts data:	Copied to github as #: 29865
Description	
<p>The Build Virtual Raster tool - QGIS 3.4.7 (Resolution: average, Place alpha mask: off, Resampling algorithm: nearest, Nodata value: -9999) seems not to be considering Nodata = -9999. Please see attached picture.</p> <p>The four orthophotos were clipped using the GDAL Clip Raster by Mask Layer tool (Nodata value = -9999, Create an output alpha band: off, Match the extent of the clipped raster to the extent of the mask layer: on, Keep resolution of output raster: off, Profile: Default, Output data type: Float64).</p> <p>Note that the Merge tool - QGIS 3.4.7 (Output data type = Float64; Input pixel value to treat Nodata = -9999; Assign specified Nodata value to output = -9999) works fine and creates the output file correctly</p>	

History

#1 - 2019-05-13 12:15 AM - Giovanni Manghi

- Category changed from Processing/Core to Processing/GDAL

#2 - 2019-05-22 12:34 PM - Alexander Bruy

- Operating System deleted (Windows 10)

- Assignee set to Alexander Bruy

- Status changed from Open to Feedback

Actually this is not bug. "Build virtual raster" algorithm allows to specify nodata value(s) for **input** bands while you are looking for a **VRT** nodata value. Please check GDAL documentation about difference between them <https://www.gdal.org/gdalbuildvrt.html>

#3 - 2019-05-23 01:32 PM - Sergio Antonio

Alexander Bruy wrote:

Actually this is not bug. "Build virtual raster" algorithm allows to specify nodata value(s) for **input** bands while you are looking for a **VRT** nodata value. Please check GDAL documentation about difference between them <https://www.gdal.org/gdalbuildvrt.html>

Thank you. I understood and I agree that this is not a bug of the virtual raster build tool. However the white pixels of the attached result show the perimeters of the original images (before being cut using the *Match the extent of the clipped raster to the extent of the mask layer* option: on). I tried several configurations of the GDAL Clip Raster by Mask Layer and Build Virtual Raster tools. Excuse me, would you have any recommendations before closing this matter?

#4 - 2019-05-23 04:59 PM - Giovanni Manghi

- Status changed from Feedback to Closed

- Resolution set to invalid

you probably need to add the alpha band when you clip.

Files

build virtual raster -9999.png	88.9 KB	2019-05-12	Sergio Antonio
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