

# QGIS Application - Bug report #3091

## Stretch is canceled after calculating pyramids

2010-10-07 12:24 PM - Maxim Dubinin

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b> GUI	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Windows	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> worksforme
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 13151
<b>Description</b>	
<ol style="list-style-type: none"><li>1. Add image</li><li>2. Properties</li><li>3. Choose 2 standard deviations and min-max stretch, Apply</li><li>4. Go to pyramids</li><li>5. Select all pyramids layers, Nearest Neighbor, internal, Build pyramids</li><li>6. After completion, hit Apply.</li></ol> <p>Why image turn back to unstretched?</p>	

### History

#1 - 2011-04-17 09:26 AM - Maxim Dubinin

- Resolution set to worksforme

- Status changed from Open to Closed

it doesn't now, [[WinXP]], commit: fbd10b55 (SVN r15741), closing.