

# QGIS Application - Bug report #3449

## GdalTools: unclear results from clipping

2011-01-29 01:23 AM - Paolo Cavallini

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> Giuseppe Sucameli	
<b>Category:</b> Python plugins	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 13509

### Description

Currently, when >1 layer is loaded into the canvas, clipping results are difficult to interpret. The tool attempts to clip all the loaded layers, whereas I guess the user expects only the topmost layer will be clipped.

### History

#### #1 - 2011-02-03 03:03 PM - Giuseppe Sucameli

- Status changed from Open to In Progress

All the active layers (visible ones) are clipped.

When more then one layer are active the result is the merge of all the active layers clipped by the extent.

In this moment there's an issue because the topmost layer is inserted as the first one in the gdal\_merge command, but seeing at the [gdal\\_merge manpages](#), "In areas of overlap, the last image will be copied over earlier ones".

So when there are > 1 layers active, in the result the last layer in the TOC is over the topmost one. I'm going to fix it as soon as possible.

#### #2 - 2011-02-03 03:23 PM - Giuseppe Sucameli

- Resolution set to fixed

- Status changed from In Progress to Closed

Replying to [comment:1 brushtyler]:

| So when there are > 1 layers active, in the result the last layer in the TOC is over the topmost one. I'm going to fix it as soon as possible.

Fixed in commit:6129ea50 (SVN r15126).

I guess I can close this ticket.