QGIS Application - Bug report #9081
Raster calculator result is not accurate

2013-11-19 02:31 AM - Tim Sutton

Status:	Closed		
Priority:	Normal		
Assignee:	Marco Hugentobler		
Category:	Raster Calculator		
Affected QGIS version:	2.0.1	**Regression?:**	No
Operating System:	OSX	**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	17726

Description

When using the raster calculator with this simple example:

@layer1 / 10

the results do not come out as expected. We can verify this by using the identify tool and clicking on a pixel e.g.

Original Layer: 844.1530151367188

Calculated layer: 84.41529846191406

In other cases the difference can be more extreme.

It appears the difference may be due to resampling during the raster calculation process. It would be good so convey to the user the fact that resampling takes place during calculation, or to have an option to prevent resampling during recalculation.

Associated revisions

Revision f42f640d - 2015-06-10 01:45 PM - Nyall Dawson

[rastercalc] Switch all internal calculations to doubles

...for more accurate calculations (fix #9081)

Also:

- Add test suite for raster calculator

- Fix errors with log/log10 calculation and inputs <= 0

- Fix loss of nodata values in certain circumstances

History

#1 - 2015-06-10 04:46 AM - Nyall Dawson

- Status changed from Open to Closed

Fixed in changeset commit:"f42f640d3025742911e6edb1d018945f67a38438".