QGIS Application - Feature request #15090
Make the GDAL/OGR console call editable

2016-06-21 05:45 AM - Andre Joost

Status:	Rejected		
Priority:	Normal		
Assignee:	Victor Olaya		
Category:	Processing/GDAL		
Pull Request or Patch supplied:	No	**Resolution:**	duplicate
Easy fix?:	No	**Copied to github as #:**	23032

Description

Using Raster -> Projections -> Warp, it is possible to edit the command line handed over to gdalwarp before executing with a small pencil icon. With that, additional parameters can be set easily.

The Processing GDAL/OGR geoalgoritm Warp does not offer this ability.

I suggest to add the pencil to the processing form as well.

Related issues:

Duplicates QGIS Application - Feature request # 11323: Allow editing gdal com...	**Feedback**	**2014-10-04**

History

#1 - 2016-06-21 10:17 AM - Alexander Bruy

- Resolution set to duplicate

- Status changed from Open to Rejected

#2 - 2018-02-27 08:28 PM - Brett Hankerson

- File Capture.PNG added

Andre Joost wrote:

> *Using Raster -> Projections -> Warp, it is possible to edit the command line handed over to gdalwarp before executing with a small pencil icon. With that, additional parameters can be set easily.*
>
> *The Processing GDAL/OGR geoalgoritm Warp does not offer this ability.*
>
> *I suggest to add the pencil to the processing form as well.*

This appears to be an issue in QGIS 3.0, there is no pencil in any dialogue box. Running 3.0.0 64-bit on Win 7

#3 - 2018-09-12 06:33 PM - Jonathan Ball

By removing the ability to edit the GDAL command, this is a retrograde step because many of the defaults that are set are not appropriate (eg forcing output to Float32 when you are clipping an 8-bit raster. Instead of a simple tweak, we are now forced to use a commandline interface such as the Python console or step out of QGIS altogether, just to tweak a command. This was a feature that many users relyed on and I can't understand why, if we had it before, it is impossible to restore it for V3?

#4 - 2018-09-12 07:43 PM - Giovanni Manghi

- Description updated

Jonathan Ball wrote:

> *By removing the ability to edit the GDAL command, this is a retrograde step because many of the defaults that are set are not appropriate (eg forcing output to Float32 when you are clipping an 8-bit raster. Instead of a simple tweak, we are now forced to use a commandline interface such as the Python console or step out of QGIS altogether, just to tweak a command. This was a feature that many users relyed on and I can't understand why, if we had it before, it is impossible to restore it for V3?*

as far as I have understand is not obvious in the context of the Processing toolbox. One could think to resuscitate the GDAL tools plugin as a 3rd party plugin for QGIS 3.

Files

Capture.PNG	39.9 KB	2018-02-27	Brett Hankerson