

## QGIS Application - Feature request #1625

### document how to write GRASS modules

2009-04-05 01:38 AM - Paolo Cavallini

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	nobody -	
<b>Category:</b>	GRASS	
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 11685
<b>Description</b>		
<p>I cannot find anywhere a description of how to write a GRASS module. Currently it is rather easy to write new ones just by copying the existing ones, but it is difficult to understand how to edit them in case something does not work as expected.</p>		

#### History

##### #1 - 2009-04-27 09:00 AM - Redmine Admin

Here is something:

[http://wiki.qgis.org/qgiswiki/Adding\\_New\\_Tools\\_to\\_the\\_GRASS\\_Toolbox](http://wiki.qgis.org/qgiswiki/Adding_New_Tools_to_the_GRASS_Toolbox)

Radim

##### #2 - 2009-04-27 09:06 AM - Redmine Admin

Oh I see: (last edited 2008-11-09 17:34:49 by [[PaoloCavallini]]) so what do you mean.

Radim

##### #3 - 2009-04-28 02:32 AM - Paolo Cavallini

It would be good to have more details (see eg notes on #1617#comment:3)

##### #4 - 2009-06-10 07:21 AM - Redmine Admin

- Resolution set to fixed

- Status changed from Open to Closed

Updated, extended, corrected [Sponsored by \[http://faunalia.it\]](http://faunalia.it)

Radim