QGIS Application - Bug report #16647
Fix SAGA Random Terrain Algorithm with LTR

2017-06-01 12:56 AM - Pedro Venâncio

Status:	Closed			
Priority:	High			
Assignee:	Giovanni Manghi			
Category:	Processing/SAGA			
Affected QGIS version:	2.18.9	**Regression?:**	Yes	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:	Yes	**Resolution:**	fixed/implemented	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	24547	

Description

SAGA Random Terrain has some parameter changes in LTR, including the name of the module:

http://www.saga-gis.org/saga_tool_doc/2.3.0/grid_calculus_6.html

compared with

http://www.saga-gis.org/saga_tool_doc/2.1.3/grid_calculus_6.html

So this update needs to be applied in QGIS 2.18 and QGIS master.

I attached the updated description file RandomTerrain.txt to replace RandomTerrainGeneration.txt.

I think this can be merged with this pull request: https://github.com/qgis/QGIS/pull/4648.

History

#1 - 2017-06-01 11:38 AM - Giovanni Manghi

- Regression? changed from No to Yes

- Assignee changed from Alexander Bruy to Giovanni Manghi

- Subject changed from SAGA Random Terrain Algorithm with LTR to Fix SAGA Random Terrain Algorithm with LTR

#2 - 2017-06-02 07:42 AM - Alexander Bruy

- Resolution set to fixed/implemented

- Status changed from Open to Closed

Already added to PR, thanks

Files

RandomTerrain.txt	500 Bytes	2017-05-31	Pedro Venâncio