

## QGIS Application - Bug report #16988

### Updated canvas setting for min/max values of raster layer with pseudocolor style causes continuous updates

2017-08-09 11:03 AM - Johannes Kroeger

<b>Status:</b>	Closed	
<b>Priority:</b>	High	
<b>Assignee:</b>		
<b>Category:</b>	Symbology	
<b>Affected QGIS version:</b>	master	<b>Regression?:</b> Yes
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 24887
<b>Description</b>		
<p>Load a (singleband?) raster layer.</p> <p>Set a Singleband pseudocolor.</p> <p>Select "Updated canvas" for the "Statistics extent".</p> <p>QGIS will now continuously update those values, flickering between different ones, without the user moving the map extents/canvas at all.</p> <p>QGIS should only update when the map extents/canvas actually changes.</p> <p>Master from ~20 hours ago.</p> <p>I noticed that even with just one layer loaded and not using pseudocolor but "Singleband gray", the min/max values update two times on each canvas move. Maybe that is related?</p>		

#### Associated revisions

##### Revision a4067399 - 2017-10-18 10:31 PM - Nyal Dawson

Add render context flag to indicate canvas preview jobs

In future we can use this to optimise the preview job and shortcut by doing lower quality/faster renders.

For now, use this flag to identify preview jobs and only apply 'updated canvas' min/max to rasters for non-preview jobs

Fixes #16988

#### History

##### #1 - 2017-08-10 10:46 AM - Giovanni Manghi

- Regression? changed from No to Yes
- Priority changed from Normal to High

##### #2 - 2017-10-18 10:31 PM - Nyal Dawson

- % Done changed from 0 to 100
- Status changed from Open to Closed

Applied in changeset commit:qgis|a4067399750cc4a0a638f5b3479060a9a42a81e2.

