QGIS Application - Bug report #22051
Build Virtual Raster is not considering Nodata = -9999

2019-05-13 12:14 AM - Sergio Antonio

Status:	Closed		
Priority:	Normal		
Assignee:	Alexander Bruy		
Category:	Processing/GDAL		
Affected QGIS version:	3.4.7	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	invalid
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	29865

Description

The **Build Virtual Raster** tool - QGIS 3.4.7 (Resolution: average, Place alpha mask: off, Ressampling algorithm: nearest, Nodata value: -9999) seems not to be considering Nodata = -9999. Please see attached picture.
The four orthophotos were clipped using the **GDAL Clip Raster by Mask Layer** tool (Nodata value = -9999, Creat an output alpha band: off, Match the extent of the clipped raster to the extent of the mask layer: on, Keep resolution of output raster: off, Profile: Default, Output data type: Float64).
Note that the **Merge** tool - QGIS 3.4.7 (Output data type = Float64; Input pixel value to treat Nodata = -9999; Assign specified Nodata value to output = - 9999) works fine and creates the output file correctly

History

#1 - 2019-05-13 12:15 AM - Giovanni Manghi

- Category changed from Processing/Core to Processing/GDAL

#2 - 2019-05-22 12:34 PM - Alexander Bruy

- Operating System deleted (Windows 10)
- Assignee set to Alexander Bruy
- Status changed from Open to Feedback

Actually this is not bug. "Build virtual raster" algorithm allows to specify nodata value(s) for **input** bands while you are looking for a **VRT** nodata value. Please check GDAL documentation about difference between them https://www.gdal.org/gdalbuildvrt.html

#3 - 2019-05-23 01:32 PM - Sergio Antonio

Alexander Bruy wrote:

> *Actually this is not bug. "Build virtual raster" algorithm allows to specify nodata value(s) for **input** bands while you are looking for a **VRT** nodata value. Please check GDAL documentation about difference between them https://www.gdal.org/gdalbuildvrt.html*

Thank you. I understood and I agree that this is not a bug of the virtual raster build tool. However the white pixels of the attached result show the perimeters of the original images (before being cut using the *Match the extent of the clipped raster to the extent of the mask layer* option: on). I tried several configurations of the GDAL Clip Raster by Mask Layer and Build Virtual Raster tools. Excuse me, would you have any recommendations before closing this matter?

#4 - 2019-05-23 04:59 PM - Giovanni Manghi

- Status changed from Feedback to Closed

you probably need to add the alpha band when you clip.

Files

build virtual raster -9999.png	88.9 KB	2019-05-12	Sergio Antonio