

QGIS Application - Bug report #3341

GRASS MASK only vizualized for PERMANENT

2010-12-16 05:35 AM - Otto Dassau

Status:	Closed	
Priority:	Low	
Assignee:		
Category:	GRASS	
Affected QGIS version:	master	Regression?: No
Operating System:	SuSE	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 13401
Description		
<p>Hi,</p> <p>QGIS only recognizes a GRASS MASK file correctly during vizualization, when the MASK file is in mapset PERMANENT. If MASK is in another mapset, the complete maps are drawn as usually.</p> <p>Otto</p>		

History

#1 - 2011-12-16 01:50 PM - Giovanni Manghi

- Target version changed from Version 1.7.0 to Version 1.7.4

#2 - 2011-12-23 09:21 AM - Paolo Cavallini

- Crashes QGIS or corrupts data set to No

- Affected QGIS version set to master

- Pull Request or Patch supplied set to No

- Assignee deleted (Lorenzo Masini)

#3 - 2012-04-16 06:24 AM - Paolo Cavallini

- Target version changed from Version 1.7.4 to Version 1.8.0

#4 - 2012-09-04 12:02 PM - Paolo Cavallini

- Target version changed from Version 1.8.0 to Version 2.0.0

#5 - 2014-06-28 07:38 AM - Jürgen Fischer

- Target version changed from Version 2.0.0 to Future Release - Lower Priority

#6 - 2015-12-15 07:58 AM - Radim Blazek

- Status changed from Open to Closed

Rasters are masked in GRASS library until `G_suppress_masking()`/`Rast_suppress_masking()` is called. Rasters are masked by MASK raster from current mapset. While in traditional GRASS session there is always one mapset open as current, in QGIS, GRASS rasters may be rendered without opening a mapset. Because applying or not applying mask according to if a mapset is open or not would be very confusing, masking for rendering and querying rasters was disabled completely in QGIS in commit:e7a0167.