QGIS Application - Bug report #3420
QgsMapCanvas not rendering raster layers in QGIS 1.7

2011-01-18 01:45 AM - goocreations -

Status:	Closed			
Priority:	Low			
Assignee:	Martin Dobias			
Category:	Map Canvas			
Affected QGIS version:		**Regression?:**	No	
Operating System:	Debian	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	fixed	
Crashes QGIS or corrupts data:		**Copied to github as #:**	13480	

Description

I've found a problem when using the [[QgsMapCanvas]] in new version of QGIS which is not present in the previous version.

When using [[QgsMapCanvas]] in Python like this:

```
layer = [[QgsRasterLayer]](filePath, fileInfo.completeBaseName())
mapRegistry = [[QgsMapLayerRegistry]].instance().addMapLayer(layer, False)
layerSet = []
mapCanvasLayer = [[QgsMapCanvasLayer]](layer, True)
layerSet.append(mapCanvasLayer)
self.canvas.setExtent(layer.extent())
self.canvas.enableAntiAliasing(True)
self.canvas.freeze(False)
self.canvas.setLayerSet(layerSet)
self.canvas.setVisible(True)
self.canvas.refresh()
```

The debug console says the raster was render without issues, the extent was set correctly, but the raster is not showing on the canvas (MirrorMap python plugin has the problem too).

After working through the C++ source code of [[QgsMapCanvas]], I've noticed that most of the resizeEvent's code is now in the paintEvent. For some reason repaint is not called once the canvas resizes, hence the code (previously in the resiveEvent) is never executed. The important part of the code is:

```
mMap->resize( QSize( width, height ) );
```

which when called renders the raster correctly. I've adapted the python code of my plug-in as follows:

```
layer = [[QgsRasterLayer]](filePath, fileInfo.completeBaseName())
mapRegistry = [[QgsMapLayerRegistry]].instance().addMapLayer(layer, False)
layerSet = []
mapCanvasLayer = [[QgsMapCanvasLayer]](layer, True)
layerSet.append(mapCanvasLayer)
self.canvas.setExtent(layer.extent())
self.canvas.enableAntiAliasing(True)
self.canvas.freeze(False)
self.canvas.setLayerSet(layerSet)
width = self.canvas.size().width() #NEW CODE
```

```
    height = self.canvas.size().height() #NEW CODE
    self.canvas.map().resize( QSize( width, height ) ) #NEW CODE
    self.canvas.setVisible(True)
    self.canvas.refresh()
```

Every time I add a raster layer to the canvas, I have to manually resize the map of the canvas.
I'm not sure if this is a bug, or if it has to be this way. Is there any other or better way doing this?

History

#1 - 2011-01-24 10:53 PM - goocreations -

- Resolution set to fixed

- Status changed from Open to Closed

Hey here is a solution to this problem (hopefully). Just added the paintEvent to the Python bindings. I've attached a patch.

#2 - 2011-01-24 11:45 PM - Tim Sutton

Applied with commit:43aff118 (SVN r15076).

Regards

Tim

Files

mapcanvaspatch.diff	453 Bytes	2011-01-24	goocreations -