

QGIS Application - Feature request #4367

Include i.landsat toar & i.landsat.acca in Grass Plugin for QGIS

2011-10-08 03:02 AM - Bill Williamson

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	GRASS	
Pull Request or Patch supplied:	No	Resolution: invalid
Easy fix?:	No	Copied to github as #: 14300
Description		
<p>This request comes from my own interest in the use of Landsat imagery, and my belief that Landsat would be of greater value to the wider community if used properly. The calculation of vegetation indices is extremely valuable for Natural Resource Management purposes and the Landsat archive will become more valuable with the launch of a new satellite in late 2012.</p> <p>Proper processing for vegetation indices relies on these plugins.</p> <p>For windows users, the only access to the i.landsat.toar and i.landsat.acca modules is through WinGrass7, a somewhat fragile option. For my part, the inclusion of these modules in the plugin would allow an entire workflow to stay within QGIS (and windows), and so for that reason I am not pushing for g.extension to be fixed in WinGrass.</p> <p>I realise that GRASS module inclusion into the plugin is somewhat outside the control of the QGIS team, but would be interested in some discussion so as to evaluate what the options might be.</p> <p>best, BillW</p>		

History

#1 - 2011-10-09 03:07 AM - Giovanni Manghi

- Resolution set to invalid

- Status changed from Open to Closed

Hi, the modules you requested are both listed as GRASS addons

http://grass.osgeo.org/wiki/GRASS_AddOns

so it is not possible to add them to the QGIS/GRASS plugin GUI, as the tools are not part of GRASS core, which the QGIS and the GRASS plugin uses.

On the other hand g.extension (to me) has proven very hard, if not impossible, to use (on both Ubuntu and Windows), so the only option seems really to wait to have these addons merged into GRASS core or at least available as binary for the different platforms.

One note:

the GRASS team does NOT maintain the QGIS/GRASS plugin at all. They are not really interested in it. The maintainers of the plugin are the QGIS devs and in particular in the last years it has proven that just one entity (Faunalia) has invested time and money to bugfix it. So if interested in still having the QGIS/GRASS toolbox please consider supporting its maintaining. If the trend will not change the probable right thing to do will be porting the GRASS tools to the new analysis framework <http://polymeris.github.com/qgis/> and deprecate the QGIS/GRASS plugin.