

QGIS Application - Bug report #4917

when setting contrast enhancement to something else than "no stretch", standard deviation is automatically set to "2"

2012-01-30 10:54 AM - Giovanni Manghi

Status:	Closed	
Priority:	Normal	
Assignee:	Alexander Bruy	
Category:	Rasters	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 14723
Description		
<p>Subject says almost all.</p> <p>When setting the contrast enhancement to something else then "no stretch", then QGIS also sets the standard deviation to "2", automatically.</p> <p>Use of SD should be just a user choice.</p> <p>This makes certain rasters to load with "strange" colormaps when stretching is used.</p> <p>Tested on qgis-master.</p>		

Associated revisions

Revision 67b698e2 - 2012-04-15 01:22 PM - Alexander Bruy

use standard deviations only when requested (fix #4917)

History

#1 - 2012-01-30 11:06 AM - Maxim Dubinin

Giovanni,

I believe, change back to 0 is not warranted. STD stretches are primarily used for remote sensing data where initial automatic 2 std stretch is common throughout different software packages. Automatic cutting off of the 5% of tails of the histogram is a good and rather conservative choice.

Can you show which example shows strange results?

Maxim

#2 - 2012-01-30 11:22 AM - Giovanni Manghi

Hi Maxim!

I believe, change back to 0 is not warranted. STD stretches are primarily used for remote sensing data where initial automatic 2 std stretch is common throughout different software packages. Automatic cutting off of the 5% of tails of the histogram is a good and rather conservative choice.

good to know :)

| *Can you show which example shows strange results?*

truemarble seems to me to load with a "strange" colormap when using stretching (and so the STD to 2)

<http://download.gfoss.it/TrueMarble/TrueMarble-2km.sqlite>

I have also a bunch of coloured military maps that looks strange with STD to 2.

Nevertheless with a STD 1.7 they both looks ok.

In any case there is something weird/wrong with STD as I can see clearly that the STD configuration "comes and go" when opening the raster properties.

I also notice that if I choose another STD value in the raster properties, then I click "apply", then nothing happens. If I save the new value and then reload the raster then I see the expected colormap changes.

#3 - 2012-01-30 11:23 AM - Giovanni Manghi

| *I have also a bunch of coloured military maps that looks strange with STD to 2.*

in particular the white is not... white.

#4 - 2012-04-15 04:30 AM - Alexander Bruy

- *Status changed from Open to Closed*

Fixed in changeset commit:"67b698e21f6e8487422de7152c7d6e6843f62256".

#5 - 2012-04-15 04:31 AM - Alexander Bruy

- *Resolution set to fixed*