

QGIS Application - Feature request #5722

Make i.* modules corresponding to those in GRASS plugin

2012-06-03 02:29 AM - Paolo Cavallini

Status:	Closed	Resolution: fixed/implemented Copied to github as #: 15237
Priority:	Normal	
Assignee:	Victor Olaya	
Category:	Processing/GRASS	
Pull Request or Patch supplied:	No	
Easy fix?:	No	
Description		
<p>Current modules in sextante not in the plugin:</p> <p>i.atcorr</p> <p>Current modules in the plugin not in sextante:</p> <p>i.cca i.cluster i.fusion.brovev i.gensig i.gensingset i.group i.image.mosaic i.in.spotvgt i.landsat.rgb i.oif i.pca i.smap i.target i.tasscap4 i.tasscap5 i.tasscap7</p> <p>Does it make sense to add them all?</p>		

History

#1 - 2012-06-04 02:27 AM - Victor Olaya

- Status changed from Open to In Progress

It makes sense, but GRASS uses not a single layer for those algorithms, but a group of them, which has to be created with another command. I am no expert on that. Any suggestions? how does the current GRASS plugin do it?

#2 - 2014-10-04 11:52 AM - Giovanni Manghi

- Category deleted (59)

- Project changed from 78 to QGIS Application

#3 - 2014-10-04 11:53 AM - Giovanni Manghi

- Category set to Processing/GRASS

#4 - 2016-02-18 11:20 AM - Alexander Bruy

- Status changed from In Progress to Open

#5 - 2016-06-05 03:11 AM - Médéric RIBREUX

- Resolution set to fixed/implemented
- Status changed from Open to Closed
- % Done changed from 0 to 100

Hello,

closing this old one: "job is done": #22794ce1e877a69bbb1b11f425502ba68142648f!