QGIS Application - Bug report #9641

on ggis master (2.3) 1-band raster rendering in grayscale with contrast enhancement is semi-broken

2014-02-24 06:09 PM - Mathieu Pellerin - nIRV

Status: Closed

Priority: Severe/Regression
Assignee: Martin Dobias
Category: Rasters

Affected QGIS version:masterRegression?:NoOperating System:Easy fix?:No

Pull Request or Patch supplied: Resolution:

Crashes QGIS or corrupts data: Copied to github as #: 18213

Description

In qgis master (2.3), 1-band raster rendering in grayscale *with contrast enhancement* produces visual artifacts all over the place. See attached screenshots comparing proper rendering (under 2.2) and broken rendering (under 2.3).

Steps to reproduce:

- 1. Load the attached tatam.tif raster
- 2. If your default setting enables contrast enhancement, you should already see artifacts, otherwise continue with the remaining steps
- 3. Open the layer property window, and go to the style tab
- 4. Make sure the settings are as follow:
- -- Rendering type: singleband gray
- -- Color gradient: black to white
- -- Min: 65.7422 -- Max: 222.129
- -- Contrast enhancement: Stretch to MinMax
- 5. Apply those settings to make the artifacts appear
- 6. You can disable/enable the contrast enhancement to see the proper vs broken rendering

This must be caused by the multi-threading rendering, can't see anything else between 2.2 and 2.3 that could cause this.

Associated revisions

Revision 71a799f0 - 2014-02-25 10:03 AM - Martin Dobias

Fix #9641 (broken contrast enhancement)

History

#1 - 2014-02-24 06:11 PM - Nathan Woodrow

- Tag set to MTR

#2 - 2014-02-25 01:03 AM - Martin Dobias

- Status changed from Open to Closed

Fixed in changeset commit:"71a799f0c19994444f1e05e7b49bae378f215a70".

Files

hillshade-raster-qgis2.2-ok.png	294 KB	2014-02-24	Mathieu Pellerin - nIRV
hillshade-raster-qgis2.3-broken.png	305 KB	2014-02-24	Mathieu Pellerin - nIRV

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