

## QGIS Application - Bug report #288

### QGIS renders raster tifs with transparent alpha channel as opaque.

2006-09-22 12:58 PM - w5pny-w5pny-com -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> Gavin Macaulay -	
<b>Category:</b> Rasters	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Debian	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 10347

#### Description

Using QGIS 0.7.4 under Ubuntu Dapper, one cannot load two adjacent raster RGBA geotiffs with transparent collars and have the collars rendered transparently with QGIS.

This can be reproduced by getting:

[http://www.w5pny.com/download/Bland\\_t.tif](http://www.w5pny.com/download/Bland_t.tif)

and

[http://www.w5pny.com/download/Frijoles\\_t.tif](http://www.w5pny.com/download/Frijoles_t.tif)

and loading them with QGIS.

#### History

##### #1 - 2007-01-02 08:29 AM - Redmine Admin

Is this still valid for 0.8? Please note: it may be related to <https://svn.qgis.org/trac/ticket/441>

##### #2 - 2007-01-03 10:29 AM - w5pny-w5pny-com -

I would like to be able to check for this problem in 0.8, but I am running Ubuntu Dapper on an AMD64 and its latest Qt package is 4.1.2, so I can not complete the build. When there is an AMD64 Ubuntu Dapper 0.8 package, or when Qt 4.2 for Ubuntu Dapper AMD64 comes out I can give it a try.

##### #3 - 2007-01-03 05:06 PM - anonymous -

Replying to [comment:2 [w5pny@w5pny.com](mailto:w5pny@w5pny.com)]:

*I would like to be able to check for this problem in 0.8, but I am running Ubuntu Dapper on an AMD64 and its latest Qt package is 4.1.2, so I can not complete the build. When there is an AMD64 Ubuntu Dapper 0.8 package, or when Qt 4.2 for Ubuntu Dapper AMD64 comes out I can give it a try.*

I finally built Qt 4.2.2 in /usr/local and used that to build Qgis 0.8.  
The problem DOES still exist with 0.8. In my original post I provided a url  
with geotiff raster files that have transparent collars to demonstrate the problem.

**#4 - 2007-01-03 07:09 PM - anonymous -**

Replying to [comment:3 anonymous]:

Replying to [comment:2 [w5pny@w5pny.com](mailto:w5pny@w5pny.com)]:

*I would like to be able to check for this problem in 0.8, but I am running  
Ubuntu Dapper on an AMD64 and its latest Qt package is 4.1.2, so I can not  
complete the build. When there is an AMD64 Ubuntu Dapper 0.8 package, or when  
Qt 4.2 for Ubuntu Dapper AMD64 comes out I can give it a try.*

*I finally built Qt 4.2.2 in /usr/local and used that to build Qgis 0.8.  
The problem DOES still exist with 0.8. In my original post I provided a url  
with geotiff raster files that have transparent collars to demonstrate the problem.*

Further playing with the transparency slider with 0.8 under the layer properties seems to  
confirm that Qgis is not paying any attention to alpha channel information  
in geotiffs. The geotiff raster files referred to in the original url to demonstrate  
the problem have the transparency information for the map collars in the alpha channel  
of the geotiffs. Other tif renderers, like the GIMP seem to handle this correctly.

**#5 - 2007-01-03 09:37 PM - w5pny-w5pny-com -**

Replying to [comment:5 g\_j\_m]:

Each pixel in the geotifs in the above URLs has R, G, B, and ALPHA. The ALPHA is the  
alpha channel and indicates the transparency of the pixel. This allows regions  
within ONE geotiff to have varying transparencies. Hence one can write software  
that makes the collars of geotiffs transparent and the map itself opaque. If Qgis honors  
the alpha channel, then adjacent maps are rendered seamlessly joined. If Qgis does  
not honor the alpha channel, then one gets white wedges along the common edges  
of adjacent maps, even though those maps have the alpha channel information in them.

Hopefully this will get fixed by 0.9....

**#6 - 2007-01-04 12:30 AM - anonymous -**

- Status changed from Open to Closed
- Resolution set to fixed

Fixed in 0.8 release () and head (). A band can now be selected as the transparent one. Whenever the pixel value for that band is zero, that pixel will be  
transparent. A further enhancement has been requested in ticket #441, which this change doesn't address.

**#7 - 2009-08-22 12:45 AM - Anonymous**

