QGIS Application - Bug report #6786 Poor handling of float nodata value

2012-11-29 08:10 AM - Rudi von Staden

Status: Closed Priority: Normal

Assignee:

Category: Rasters

Affected QGIS version:master

Operating System: ubuntu

Pull Request or Patch supplied:

Crashes QGIS or corrupts data:

Regression?:

No

Resolution: wontfix

Copied to github as #: 15935

Description

QGIS picks up the nodata value (attached nodata_dialog.jpg), but does not apply it. In the layer styling, there's an entry for -3.4e+38 set to 100% transparent, but it still displays such values, even though the "Identify features" picker shows them as having value -3.4e+38 (nodata.jpg).

A workaround was to first use gdalwarp to change the nodata value to an integer, or to use gdal_translate to convert from a float to integer raster file. See discussion at http://gis.stackexchange.com/questions/42555/what-to-do-with-3-4e38-nodata-values/ for more.

History

#1 - 2012-11-30 03:03 AM - Giovanni Manghi

- Status changed from Open to Feedback

rasters have been overhauled in qgis master, have you tested it?

#2 - 2013-02-17 01:20 AM - Jürgen Fischer

- Resolution set to wontfix
- Status changed from Feedback to Closed

closing for the lack of feedback

Files

nodata_dialog.jpg	45.5 KB	2012-11-29	Rudi von Staden
nodata.jpg	38.8 KB	2012-11-29	Rudi von Staden

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