

QGIS Application - Bug report #7077

Opening 1.8 project in 1.9 changes shading of raster layers

2013-01-29 10:20 PM - Patrick Dunford

Status: Closed	
Priority: Normal	
Assignee:	
Category: Rasters	
Affected QGIS version: master	Regression?: No
Operating System: Windows	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: wontfix
Crashes QGIS or corrupts data: No	Copied to github as #: 16161

Description

I have a few projects in 1.8.0 that have raster layers that are terrain relief shading. I have set these up to be shaded as single band gray with 80% global transparency.

When I open the same project in 1.9 the shading is changed into a colour and it comes up as green and loses the transparency. This means I have to go through all the images, again, and change them all back to what they were before.

QGIS version 1.9.0-Master QGIS code revision 2a4d79d
Compiled against Qt 4.7.1 Running against Qt 4.7.1
Compiled against GDAL/OGR 1.9.2 Running against GDAL/OGR 1.9.2
GEOS Version 3.3.6 PostgreSQL Client Version 8.3.10
Spatialite Version 3.0.1 QWT Version 5.2.1
PROJ.4 Version 480 QScintilla2 Version 2.6.2
This copy of QGIS writes debugging output.

History

#1 - 2013-01-30 03:03 PM - Giovanni Manghi

- Category set to Rasters

#2 - 2016-01-02 12:53 PM - Sebastian Dietrich

Is this still true for master?

Can you attach an example, e.g. a QGIS-1.8 project with one affected raster layer, including the raster file?

#3 - 2016-01-03 04:58 AM - Giovanni Manghi

- Status changed from Open to Feedback

#4 - 2016-01-20 12:16 AM - Nyal Dawson

- Resolution set to wontfix

- Status changed from Feedback to Closed

Closing as wontfix due to age of 1.8/1.9 versions