

QGIS Application - Bug report #15229

style dock: hillshade renderer's global transparency value resets after changing symbology settings

2016-07-06 08:37 PM - Mathieu Pellerin - nIRV

Status:	Closed	
Priority:	Severe/Regression	
Assignee:	Martin Dobias	
Category:	GUI	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution:
Crashes QGIS or corrupts data:		Copied to github as #: 23166
Description Steps to reproduce: <ol style="list-style-type: none">1. Create a new project2. Add a DEM raster layer3. Open the style dock, set the renderer to hillshade4. Go to the transparency tab/panel5. Set global transparency to 80%6. Go back to the symbology tab/panel7. Change the azimuth angle, and notice the global transparency resets to 0%		

Associated revisions

Revision cca79aa2 - 2016-07-07 02:01 PM - Martin Dobias

Fix loss of transparency information in style dock (fixes #15229)

History

#1 - 2016-07-07 01:27 AM - Andreas Neumann

hm - while I agree that it is annoying and should be fixed - should this really be in the category "Severe/Regression"?

This category, IMHO, should be reserved for issues that make QGIS crash, corrupt your data or make your workflow totally inefficient. Or stuff that clearly worked in a previous version (regression).

#2 - 2016-07-07 01:44 AM - Mathieu Pellerin - nIRV

Andreas, my understanding of the priority is that we would classify as a "blocker" (what we know refer to severe/regression) issues that affect *newly added* features to QGIS as to avoid serving a new feature with known issues prior to the initial release of that feature.

#3 - 2016-07-07 03:15 AM - Martin Dobias

- Assignee changed from Nathan Woodrow to Martin Dobias

#4 - 2016-07-07 05:02 AM - Martin Dobias

- Status changed from Open to Closed

Fixed in changeset commit:"cca79aa2f4838f0907390ee9de1e31461ba21027".

