

QGIS Application - Bug report #2491

Raster transparency doesn't handle alpha channel

2010-03-04 10:21 AM - Borys Jurgiel

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Rasters	
Affected QGIS version:		Regression?: No
Operating System:	All	Easy fix?: No
Pull Request or Patch supplied:	Yes	Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 12551
Description		
Open a [[GeoTIFF]] with the alpha channel. No transparency occurs. In the layer properties all 4 channels are available for the color composition, but the 'transparency channel' combobox on the Transparency tab is disabled.		
Related issues:		
Duplicated by QGIS Application - Bug report # 3348: GDAL TIFF dataset masking...		Closed

Associated revisions

Revision b62daee5 - 2011-10-19 01:56 PM - Giuseppe Sucameli

Handle raster layer's transparency band while rendering (fix #2491)

Revision b0112f1c - 2011-10-21 12:36 AM - Tim Sutton

Merge pull request #52 from brushtyler/raster-transparency

[BACKPORT] Handle raster layer's transparency band while rendering (fix #2491)

Revision 84e7626b - 2011-11-13 11:37 AM - Giuseppe Sucameli

Handle raster layer's transparency band while rendering (fix #2491)

History

#1 - 2011-08-11 12:17 AM - Alister Hood

- Assignee deleted (nobody -)
- Pull Request or Patch supplied set to No
- Operating System changed from Debian to All
- Target version deleted (Version 1.7.0)
- Priority changed from Low to Normal

The same problem occurs for grayscale images with an alpha channel, and in Windows. An example image is attached at #4159.

#2 - 2011-10-04 10:08 PM - Alister Hood

I remember some conjecture on the mailing list that this is simply a new feature which hasn't been implemented yet.

But apparently it was implemented even before the "pixel list" transparency by colour: #288-6

#3 - 2011-10-19 05:37 AM - Giuseppe Sucameli

- *Pull Request or Patch supplied changed from No to Yes*

Here's the pull request: <https://github.com/qgis/Quantum-GIS/pull/52>

#4 - 2011-10-27 11:19 AM - Alexander Bruy

- *Resolution set to fixed*

- *Status changed from Open to Closed*

Applied in commit:b0112f1c42.