

QGIS Application - Bug report #4953

Transparency band not persisted in QgsProject

2012-02-07 01:00 AM - Tim Sutton

Status:	Closed	
Priority:	Normal	
Assignee:	Tim Sutton	
Category:	Rasters	
Affected QGIS version:	master	Regression?: No
Operating System:	unspecified	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed
Crashes QGIS or corrupts data:	No	Copied to github as #: 14749
Description		
When using a single band raster and setting the transparency band to band 1, the transparency is correctly applied. However when closing and then reopening the project, the layer transparency band reverts to 'Not Set'. Expected behaviour: The transparency band state should be properly restored to band 1 when the project is opened.		

History

#1 - 2012-04-16 06:32 AM - Paolo Cavallini

- Target version changed from Version 1.7.4 to Version 1.8.0

#2 - 2012-09-04 11:54 AM - Paolo Cavallini

- Target version changed from Version 1.8.0 to Version 2.0.0

#3 - 2012-10-25 08:28 AM - Homme Zwaagstra

This is an issue for me in QGIS 1.8.0. Whichever band is selected as the transparency band it is not persisted in the `.qgs` project file. The following is the map layer corresponding to a grayscale TIF whose alpha band I am trying to set as the transparent band:

```
<maplayer minimumScale="0" maximumScale="1e+08" type="raster" hasScaleBasedVisibilityFlag="0">
  <id>hillshade20121025100031179</id>
  <datasource>./hillshade.tif</datasource>
  <title></title>
  <abstract></abstract>
  <layername>hillshade</layername>
  <srs>
    <spatialrefsys>
      <proj4>+proj=longlat +datum=WGS84 +no_defs</proj4>
      <srsid>3452</srsid>
      <srid>4326</srid>
      <authid>EPSG:4326</authid>
      <description>WGS 84</description>
      <projectionacronym>longlat</projectionacronym>
      <ellipsoidacronym>WGS84</ellipsoidacronym>
      <geographicflag>true</geographicflag>
    </spatialrefsys>
  </srs>
  <transparencyLevelInt>62</transparencyLevelInt>
```

```

<customproperties/>
<provider>gdal</provider>
<rasterproperties>
  <mDrawingStyle>MultiBandSingleBandGray</mDrawingStyle>
  <mColorShadingAlgorithm>UndefinedShader</mColorShadingAlgorithm>
  <mInvertColor boolean="false"/>
  <mRedBandName>Band 1</mRedBandName>
  <mGreenBandName>Band 2</mGreenBandName>
  <mBlueBandName>Band 2</mBlueBandName>
  <mGrayBandName>Band 1</mGrayBandName>
  <mStandardDeviations>0</mStandardDeviations>
  <mUserDefinedRGBMinimumMaximum boolean="false"/>
  <mRGBMinimumMaximumEstimated boolean="true"/>
  <mUserDefinedGrayMinimumMaximum boolean="false"/>
  <mGrayMinimumMaximumEstimated boolean="true"/>
  <mContrastEnhancementAlgorithm>NoEnhancement</mContrastEnhancementAlgorithm>
  <contrastEnhancementMinMaxValues>
    <minMaxEntry>
      <min>0</min>
      <max>255</max>
    </minMaxEntry>
    <minMaxEntry>
      <min>0</min>
      <max>255</max>
    </minMaxEntry>
  </contrastEnhancementMinMaxValues>
  <mNoDataValue mValidNoDataValue="true">-32768.000000</mNoDataValue>
  <singleValuePixelList>
    <pixelListEntry pixelValue="-32768.000000" percentTransparent="100"/>
  </singleValuePixelList>
  <threeValuePixelList>
    <pixelListEntry red="-32768.000000" blue="-32768.000000" green="-32768.000000" percentTransparent="100"/>
  </threeValuePixelList>
</rasterproperties>
</maplayer>

```

#4 - 2012-10-25 08:37 AM - Giovanni Manghi

- Status changed from Open to Feedback
- Operating System deleted (all)

Homme Zwaagstra wrote:

This is an issue for me in QGIS 1.8.0. Whichever band is selected as the transparency band it is not persisted in the `.qgs` project file. The following is the map layer corresponding to a grayscale TIF whose alpha band I am trying to set as the transparent band:

[...]

have you tested qgis master? many things changed in rasters in qgis master... please try and leave feedback.

#5 - 2012-10-29 03:58 AM - Homme Zwaagstra

Giovanni Manghi wrote:

| *have you tested qgis master? many things changed in rasters in qgis master... please try and leave feedback.*

I have tested in qgis master against commit a27aad04f6583630c729d078ce01e3000b16eabe (1.9.0 Alpha) and it seems to have fixed the issue - thanks!

#6 - 2012-10-29 04:04 AM - Giovanni Manghi

- *Resolution set to fixed*

- *Status changed from Feedback to Closed*