# 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
Regression: No

Operating System: ubuntu Easy fix?: No
Pull Request or Patch supplied: Resolution: wontfix
Crashes QGIS or corrupts data: 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 <a href="http://gis.stackexchange.com/questions/42555/what-to-do-with-3-4e38-nodata-values/">http://gis.stackexchange.com/questions/42555/what-to-do-with-3-4e38-nodata-values/</a> 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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