

## 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

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

#### 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 - Nyall Dawson

- Resolution set to wontfix

- Status changed from Feedback to Closed

Closing as wontfix due to age of 1.8/1.9 versions