

## Application: gvSIG desktop - gvSIG bugs #212

### Nodata value in raster tiled

01/31/2012 02:16 PM - Ignacio Brodín

<b>Status:</b>	Closed	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	Ignacio Brodín		
<b>Category:</b>	Raster		
<b>Target version:</b>	2.0.0-alpha4		
<b>Severity:</b>		<b>Add-on version:</b>	
<b>gvSIG version:</b>	2.0.0	<b>Add-on build:</b>	
<b>gvSIG build:</b>	2042	<b>Add-on resolve version:</b>	
<b>Operative System:</b>		<b>Add-on resolve build:</b>	2043
<b>Keywords:</b>		<b>Proyecto:</b>	
<b>Has patch:</b>	No	<b>Hito:</b>	
<b>Add-on name:</b>	Unknown		

#### Description

Nodata values don't render transparent in raster tiled sources

#### History

#1 - 01/31/2012 02:17 PM - Ignacio Brodín

[gvSIG-raster 969]

#2 - 01/31/2012 02:18 PM - Ignacio Brodín

- Status changed from New to Fixed
- Add-on resolve build set to 2043

#3 - 02/01/2012 02:52 PM - Joaquín del Cerro Murciano

- Target version set to 2.0.0-alpha4

#4 - 02/26/2014 12:35 PM - Álvaro Anguix

- Status changed from Fixed to Closed