

## Application: gvSIG desktop - gvSIG bugs #3915

### Problems in logarithmic raster legend

12/04/2015 01:17 PM - Andrea Antonello

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	Raster		
<b>Target version:</b>			
<b>Severity:</b>	Major	<b>Add-on version:</b>	
<b>gvSIG version:</b>	2.3.0	<b>Add-on build:</b>	
<b>gvSIG build:</b>		<b>Add-on resolve version:</b>	
<b>Operative System:</b>		<b>Add-on resolve build:</b>	
<b>Keywords:</b>		<b>Proyecto:</b>	
<b>Has patch:</b>		<b>Hito:</b>	
<b>Add-on name:</b>	Unknown		

#### Description

Some maps need a logarithmic subdivision of the legend because for example they contain many many low values and very few extremely high values.

I tried to apply a logarithmic scale in the legend, but the map is not properly rendered.

The image attached to the issue contains both the colortable ranges and the wrong rendered map.

I also attach the asc raster file to reproduce the problem.

I think this might be a bug in the interpretation of the interpolation between ranges.

#### Files

legend_log_error.png	57.5 KB	12/04/2015	Andrea Antonello
tca.asc	561 KB	12/04/2015	Andrea Antonello