QGIS Application - Feature request #10552
Allow for annotation to be styled through symbology

2014-06-11 07:37 PM - Mathieu Pellerin - nIRV

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Symbology		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	No	**Copied to github as #:**	18959

Description

A while ago, Nyall introduced symbology-based styling of composer's shapes. It would be really nice to take that idea and port it to the annotations. That would open the door for annotations to:
- have non-opaque backgrounds, thinking marker fill and line fill
- have control over how the frame joints are rendered (bevel, mitter, round)
- have non-solid frame line
- etc. etc. etc.

I was going to file an issue on broken rendering of annotation frames with large width, but thought of this symbology-based idea instead.

Associated revisions

Revision fac7887a - 2017-01-30 03:17 AM - Nyall Dawson

[FEATURE] Annotations can be styled using fill symbol styles (fix #10552)

This changes the rendering of annotation frames to use QGIS' symbology
engine, which means that all the existing fill styles can now be
used to style annotation frames.

Also paint effects & data defined symbol parameters. Whee!

History

#1 - 2014-06-24 05:08 AM - Paolo Cavallini

- Category set to Symbology

#2 - 2017-01-30 03:16 AM - Nyall Dawson

- Status changed from Open to Closed

Fixed in changeset commit:"fac7887a9c64ee4cce632ce8f8ed49cba8a3f8bf".