QGIS Application - Bug report #10554
text annotations fails to apply anti-aliasing font when rendered on canvas

2014-06-11 08:12 PM - Mathieu Pellerin - nIRV

Status:	Closed			
Priority:	Normal			
Assignee:				
Category:				
Affected QGIS version:	master	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:	No	**Resolution:**	worksforme	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	18961	

Description

Text strings rendered within a Text Annotation on the main canvas are not anti-aliased, resulting in a visually displeasing annotation. The anti-aliasing is applied when maps are exported via the Composer. See attached screenshot to see the difference between the rendering on the qgis main canvas, and an exported map @ 90dpi (which normally should look the same as the main canvas).

It's easy to see this issue by increasing the Text Annotation's font size to a large value.

History

#1 - 2014-06-11 08:20 PM - Mathieu Pellerin - nIRV

- File canvas-label_vs_annotation.png added

Actually, here's an even better comparison: the upper text is rendered within a Text Annotation, while the lower text is a rendered label over a point within the main QGIS map canvas.

#2 - 2016-02-25 07:57 AM - Jürgen Fischer

- Status changed from Open to Feedback

Was this meanwhile fixed?

#3 - 2016-02-25 05:43 PM - Mathieu Pellerin - nIRV

- Resolution set to worksforme

- Status changed from Feedback to Closed

Jef, it seems so, closing.

Files

no-antialiasing-on-canvas.png	1.19 MB	2014-06-11	Mathieu Pellerin - nIRV
canvas-label_vs_annotation.png	230 KB	2014-06-11	Mathieu Pellerin - nIRV