

QGIS Application - Bug report #11830

QgsMapRendererSequentialJob is truncating text.

2014-12-09 03:15 PM - Michael gledhill

|  |           |                                     |
|--|-----------|-------------------------------------|
| <b>Status:</b>   | Closed    |                                     |
| <b>Priority:</b>   | Normal    |                                     |
| <b>Assignee:</b>   |           |                                     |
| <b>Category:</b>   | Labelling |                                     |
| <b>Affected QGIS version:</b>  | 2.6.0     | <b>Regression?:</b> No              |
| <b>Operating System:</b>   |           | <b>Easy fix?:</b> No                |
| <b>Pull Request or Patch supplied:</b>   | No        | <b>Resolution:</b> end of life      |
| <b>Crashes QGIS or corrupts data:</b>  | No        | <b>Copied to github as #:</b> 20048 |
| <b>Description</b>   |           |                                     |
| <p>I've been using the following python code for rendering, however it causes text to get partially displayed at the image edges.</p> <pre>def render(self, tile):     scale = self.scaleCalc.calculate(self.projector.transform(tile.toRectangle()), self.width)     self.settings.setExtent(self.projector.transform(tile.toRectangle()))     job = QgsMapRendererSequentialJob(self.settings)     job.start()     job.waitForFinished()     image = job.renderedImage()</pre> <p>I've tried to make a call to QgsMapRendererJob.drawLabeling(), as below, in an attempt to stop this behaviour, but this causes a crash.</p> <pre>def render(self, tile):     scale = self.scaleCalc.calculate(self.projector.transform(tile.toRectangle()), self.width)     self.settings.setExtent(self.projector.transform(tile.toRectangle()))     job = QgsMapRendererSequentialJob(self.settings)     # added     labeler = QgsPalLabeling()     labeler.setShowingPartialsLabels(False)     painter = QPainter()     painter.setRenderHint(QPainter.Antialiasing)     QgsMapRendererJob.drawLabeling(self.settings, QgsRenderContext(), labeler, painter)     # added - end     job.start()     job.waitForFinished()     image = job.renderedImage()</pre> <p>I'm new to QGIS and Python. I've not been able to find guidance on the calling convention to call the drawLabeling C++ function. Consequently, I don't know if the problem is an input error, a syntax error or a coding logic error.</p> |           |                                     |

History

#1 - 2017-05-01 01:07 AM - Giovanni Manghi

- Easy fix? set to No
- Regression? set to No

#2 - 2019-03-09 03:12 PM - Giovanni Manghi

- Resolution set to end of life
- Status changed from Open to Closed

End of life notice: QGIS 2.18 LTR

Source:

<http://blog.qgis.org/2019/03/09/end-of-life-notice-qgis-2-18-ltr/>