

QGIS Application - Bug report #12652

marker rotation and polygon containing rings

2015-04-27 12:55 AM - Bernhard Ströbl

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:	Linux	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 20765
Description		
<p>I want to style a polygon so that black triangles face inside the polygon. That works ok but as soon as the polygon contains a ring the triangles' base faces inside (see screenshot).</p>		

Associated revisions

Revision 73d0ced5 - 2018-11-09 10:06 AM - Nyal Dawson

[FEATURE] Add option to force right-hand-rule during polygon symbol rendering

This new option, available under the "Advanced" button for fill symbols, allows forcing rendered polygons to follow the standard "right hand rule" for ring orientation (where exterior ring is clockwise, and interior rings are all counter-clockwise).

The orientation fix is applied while rendering only, and the original feature geometry is unchanged.

This allows for creation of fill symbols with consistent appearance, regardless of the dataset being rendered and the ring orientation of individual features.

Refs #12652

Revision 30214538 - 2018-11-09 10:06 AM - Nyal Dawson

[FEATURE] Add option to simple line and marker line to only render exterior ring or interior rings

This option is shown whenever a simple line symbol or marker line symbol is used as part of a fill symbol for rendering polygons.

The default behavior is to render both interior and exterior rings, but this new setting allows users to set the symbol layer to render only for the exterior ring OR only for interior rings.

This allows for symbolisation which wasn't directly possible

before, such as a marker line with markers for interior rings angled toward the interior of the polygon.

Sponsored by the German QGIS User Group

Fixes #12652

Revision 50cbb295 - 2018-12-02 09:16 PM - Nyal Dawson

[FEATURE] Add option to force right-hand-rule during polygon symbol rendering

This new option, available under the "Advanced" button for fill symbols, allows forcing rendered polygons to follow the standard "right hand rule" for ring orientation (where exterior ring is clockwise, and interior rings are all counter-clockwise).

The orientation fix is applied while rendering only, and the original feature geometry is unchanged.

This allows for creation of fill symbols with consistent appearance, regardless of the dataset being rendered and the ring orientation of individual features.

Refs #12652

(cherry picked from commit 8269031cc61bf813574bb2f2019bd0b23f58ffcf)

Revision a5b969f2 - 2018-12-02 09:16 PM - Nyal Dawson

[FEATURE] Add option to simple line and marker line to only render exterior ring or interior rings

This option is shown whenever a simple line symbol or marker line symbol is used as part of a fill symbol for rendering polygons.

The default behavior is to render both interior and exterior rings, but this new setting allows users to set the symbol layer to render only for the exterior ring OR only for interior rings.

This allows for symbolisation which wasn't directly possible before, such as a marker line with markers for interior rings angled toward the interior of the polygon.

Sponsored by the German QGIS User Group

Fixes #12652

(cherry picked from commit 4c9537ee64b01e45890c3c1dac596063812276ae)

History

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

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

#2 - 2018-10-30 04:33 PM - Bernhard Ströbl

Current workaround is to use a geometry generator with an expression that returns the polygon boundaries as lines:
line_merge(segments_to_lines(\$geometry))

#3 - 2018-11-09 10:06 AM - Nyal Dawson

- *% Done changed from 0 to 100*
- *Status changed from Open to Closed*

Applied in changeset commit:qgis|30214538c2ddf853939a9ff3d0cd083938b6e823.

Files

screenshot.png	15.5 KB	2015-04-26	Bernhard Ströbl
stylefile.qml	14.2 KB	2015-04-26	Bernhard Ströbl