

QGIS Application - Bug report #13152

QgsRubberBand not displaying holes in geometry

2015-07-24 01:03 PM - Luca Congedo

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>		
<b>Affected QGIS version:</b>	2.10.0	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 21215
<b>Description</b>		
<p>Adding a geometry from a shapefile to QgsRubberBand does not displays holes in the original geometry (holes are filled).</p> <p>For testing, try the following code with the attached shapefile.</p> <pre>from qgis.core import * from qgis.gui import * canvas = qgis.utils.iface.mapCanvas() cLayer = canvas.currentLayer() rbbrBndPol = QgsRubberBand(canvas, 2) f = QgsFeature() fR = QgsFeatureRequest().setFilterFid(0) f = cLayer.getFeatures(fR) f = f.next() rbbrBndPol.addGeometry(f.geometry(), cLayer)</pre> <p>Thank you</p>		

History

#1 - 2015-07-27 12:25 AM - Matthias Kuhn

- Status changed from Open to Closed

This is by design. The rubberband is the kind of tool you would use to draw a hole into an existing polygon. You can use QgsHighlight instead.

<http://qgis.org/api/classQgsHighlight.html>

#2 - 2015-07-27 12:02 PM - Luca Congedo

Sorry for the noise.

Thank you very much for the link.

Cheers

Files

