

# QGIS Application - Bug report #14137

## 2.5d symbology - height has no units

2016-01-19 12:59 AM - Nyall Dawson

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b> Matthias Kuhn	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> end of life
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 22139

### Description

I was getting some bad rendering using the 2.5d renderer until i realised that the height measurement is in whatever units the layer's CRS is. So for layers using degrees, the default value is ridiculously high. I think it would be better for the height units to be selectable -- eg add a unit combo next to it with choice of mm/map units/pixels.

### History

#### #1 - 2016-01-19 11:39 PM - Matthias Kuhn

Converting the unit may be a non-uniform operation over the rendered extent.

What do you think about some logic to estimate a good default value (e.g. average perimeter of the first 20 objects divided by 4)?

#### #2 - 2016-02-04 11:10 AM - Giovanni Manghi

- *Category set to Symbology*

#### #3 - 2017-05-01 01:06 AM - Giovanni Manghi

- *Easy fix? set to No*

- *Regression? set to No*

#### #4 - 2019-03-09 04:09 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/>