QGIS Application - Bug report #14173
Rendering order ignored for added/changed features

2016-01-26 07:08 AM - Martin Dobias

Status:	Closed			
Priority:	Normal			
Assignee:				
Category:	Vectors			
Affected QGIS version:	master	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:	No	**Resolution:**	end of life	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	22175	

Description

Features coming from layer's edit buffer (added / changed) do not respect the requested rendering order, resulting in incorrect map rendering output for 2.5D renderer.

See the attached rendered map: at first it was rendered correctly, however after a small change to geometry of the feature in the middle, the feature is always at the bottom (until commit/rollback).

History

#1 - 2016-01-26 07:20 AM - Matthias Kuhn

- Assignee deleted (Matthias Kuhn)

That cannot be achieved with the way the edit buffer is implemented currently because we only save the updated attributes and not the whole changed features.

#2 - 2017-05-01 01:06 AM - Giovanni Manghi

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

#3 - 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/

Files

rendering-order-changed-geometry.png	21.5 KB	2016-01-26	Martin Dobias