

QGIS Application - Bug report #14693

Activating Draw Effects Breaks Inverted Polygons

2016-04-15 09:05 AM - Spencer Gardner

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Unknown	
<b>Affected QGIS version:</b>	2.14.1	<b>Regression?:</b> No
<b>Operating System:</b>	Windows	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 22657
<b>Description</b>		
<p>I'm trying to add a drop shadow to an inverted polygon but when I add the drop shadow, the polygon no longer renders inverted - it shows as the normal polygon.</p> <p>Steps to reproduce:</p> <p>Style a polygon as inverted polygon</p> <p>Activate draw effects and add a drop shadow</p> <p>What happens:</p> <p>The polygon renders as a normal polygon with the styling indicated in the inverted polygon styling.</p> <p>What should happen:</p> <p>The polygon renders as an inverted polygon with the drop shadow.</p>		

History

#1 - 2016-04-15 01:46 PM - Nyal Dawson

Duplicate of #12543

#2 - 2016-04-15 01:46 PM - Nyal Dawson

- Resolution set to duplicate
- Status changed from Open to Closed

#3 - 2017-09-22 10:05 AM - Jürgen Fischer

- Category set to Unknown