

## QGIS Application - Bug report #14960

### effect: anti-aliasing seemingly broken when layer-wide effects enabled

2016-06-05 07:07 PM - Mathieu Pellerin - nIRV

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b> Nyal Dawson	
<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>
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 22909
<b>Description</b>	
<p>I've just noticed a serious (if one cares about quality of exported compositors ;) ) issue with effects. Under a specific symbology composition scenario, enabling layer-wide effects results in pixelated border. If I had to guess what's happening here, it looks like the transparency is dropped, affecting rendering of anti-aliased edge.</p> <p>The effect_vs_noeffect.png screenshot probably does a better job at demonstrating the issue than my introductory paragraph above.</p> <p>A test project is also attached to reproduce this issue.</p>	

#### Associated revisions

##### Revision 179a92cd - 2016-06-07 02:08 AM - Nyal Dawson

[effect] fix issue with svg marker and antialiasing (fixes #14960)

Credit for original patch to @nirvn

##### Revision 0a93bdd3 - 2016-07-01 12:26 AM - Nyal Dawson

[effect] fix issue with svg marker and antialiasing (fixes #14960)

Credit for original patch to @nirvn

(cherry-picked from 179a92cd65a70a411c8085875ab3e20bf5fa5d46)

#### History

##### #1 - 2016-06-06 12:56 AM - Mathieu Pellerin - nIRV

Just tested: the problematic rendering equals rendering of marker without anti-aliasing (i.e. if you go in QGIS' preference window and switch anti-aliasing off).

Issue also affects filled markers, and ellipse markers.

##### #2 - 2016-06-06 02:36 AM - Mathieu Pellerin - nIRV

Few more observations:

- The issue is actually triggered by the use of an SVG marker layer; if I have an svg marker layer added, the absence of antialiasing will appear after the

first feature is rendered.

- Scarily enough, it affects everything, including polygons (if you end up using centroid fill with an svg marker), lines (if you use an svg marker on vertexes), etc.

**#3 - 2016-06-06 05:08 PM - Nyal Dawson**

- *Status changed from Open to Closed*

Fixed in changeset commit:"179a92cd65a70a411c8085875ab3e20bf5fa5d46".

## Files

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effect_vs_noeffect.png	30.3 KB	2016-06-05	Mathieu Pellerin - nIRV
effect_issue.zip	6.33 KB	2016-06-05	Mathieu Pellerin - nIRV