QGIS Application - Feature request #15331 Integrate 2.5D renderer and Globe

2016-07-22 11:02 AM - Anita Graser

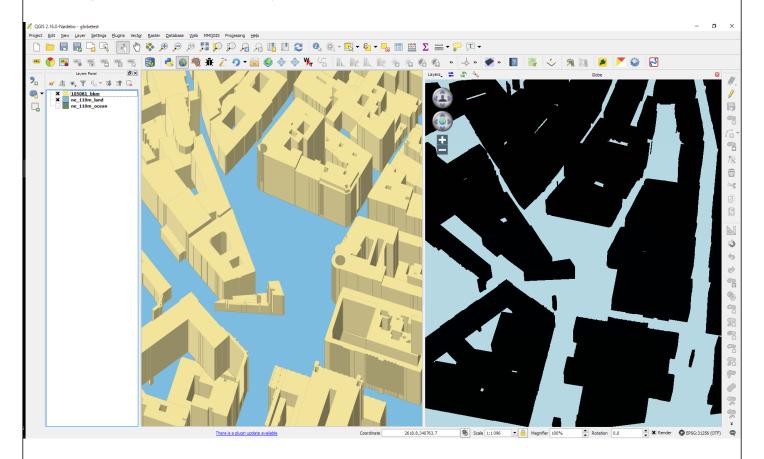
Status: Closed Priority: Normal

Assignee: Pirmin Kalberer
Category: C++ plugins/Globe

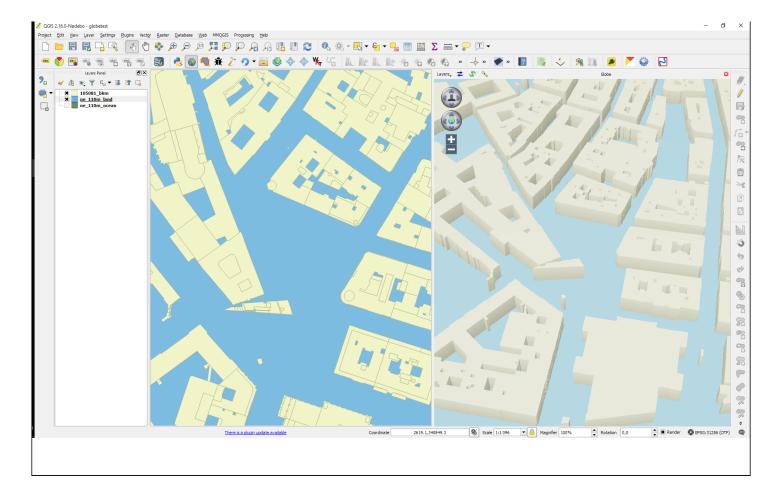
Pull Request or Patch supplied: Resolution: wontfix Easy fix?: No Copied to github as #: 23263

Description

Currently, features turn black in Glob when a 2.5D renderer is used. The configuration of 2.5D renderer and Globe settings would be similar enough to convert one into the other to synchronize the two views.



2024-04-26 1/2



History

#1 - 2017-05-01 12:46 AM - Giovanni Manghi

- Easy fix? set to No

#2 - 2018-07-23 08:57 PM - Anita Graser

- Resolution set to wontfix
- Status changed from Open to Closed
- Description updated

No more Globe in QGIS 3

Files

| 25d.png | 278 KB | 2016-07-22 | Anita Graser |
|-----------|--------|------------|--------------|
| globe.png | 412 KB | 2016-07-22 | Anita Graser |

2024-04-26 2/2