

QGIS Application - Feature request #15755

Make it simpler to use QgsGeometryRubberBand

2016-10-26 04:35 AM - Casper Børgesen

Status: Open	
Priority: Normal	
Assignee:	
Category: Unknown	
Pull Request or Patch supplied:	Resolution:
Easy fix?: No	Copied to github as #: 23677

Description

Having previously used the QgsRubberBand to draw temporary lines in QGIS I needed to draw polygons too. I found the QgsGeometryRubberBand which seems to handle polygons much better. After struggling with the setGeometry(...) method I finally understood how to use it.

QgsRubberBand.setToGeometry method takes a QgsGeometry and extracts all the points into its own container.

QgsGeometryRubberBand.setGeometry method takes an QgsAbstractGeometryV2 and just make a reference to it (takes ownership???).

In use:

```
geometry = QgsGeometry.fromWkt('SOME GEOMETRY HERE.')
```

```
rb = QgsRubberBand(canvas)
```

```
rb.setToGeometry(geometry, None)
```



```
grb = QgsGeometryRubberBand(canvas)
```

```
grb.setGeometry(geometry.clone())
```

I had to clone the abstract geometry since I don't keep my geometry object alive.

There two methods have their cousins, the QgsVertexMarker and the QgsHighlight.

Wouldn't it be better to make them all a bit more homogeneous if they are to remain as 4 different classes?

History

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

- Easy fix? set to No

#2 - 2017-09-22 09:55 AM - Jürgen Fischer

- Category set to Unknown