

QGIS Application - Bug report #1588

invoking ZoomToSelected() on a single point feature puts map at scale 2:1

2009-03-24 08:16 AM - luca76 -

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|--|-------------------------------------|
| Status: Closed | |
| Priority: Low | |
| Assignee: nobody - | |
| Category: Map Canvas | |
| Affected QGIS version: | Regression?: No |
| Operating System: All | Easy fix?: No |
| Pull Request or Patch supplied: | Resolution: fixed |
| Crashes QGIS or corrupts data: | Copied to github as #: 11648 |
| Description | |
| <p>Hi,</p> <p>I wrote a python plugin and I use <code>[[ZoomToSelected]]()</code> to zoom to a point feature.</p> <p>The problem is that QGIS zooms too near, at 2:1 scale.</p> <p>If you have a raster image behind that point, it is VERY slow to render at that strange scale.</p> <p>It would be nice to have a parameter, like minimum zoom level...</p> | |

History

#1 - 2009-03-28 02:47 PM - Paolo Cavallini

It is not clear which the minimum zoom level would be, but I agree that 2:1 is zooming really too close: can this be changed to, say, 100:1?

#2 - 2009-03-30 12:09 AM - luca76 -

Replying to [comment:1 pcav]:

It is not clear which the minimum zoom level would be, but I agree that 2:1 is zooming really too close: can this be changed to, say, 100:1?

ehm... 1:100, not 100:1 (that would be TOO near :-P) !

Anyway, you should give the opportunity to programmer to set its preferred minimum scale factor.

#3 - 2009-04-15 09:02 PM - Gary Sherman

You could modify your code to expand the view extent to a reasonable level prior to the zoom, using the coordinates of the selected point.

#4 - 2009-05-14 04:30 AM - luca76 -

Replying to [comment:3 gsherman]:

You could modify your code to expand the view extent to a reasonable level prior to the zoom, using the coordinates of the selected point.

Yes, but if I'm right, there's no way to zoom ad a fixed scale in QGIS. Correct me if I am wrong.

#5 - 2009-08-19 09:27 PM - Paolo Cavallini

See suggestion (and possible patch) in #1822

#6 - 2009-08-20 12:00 AM - Jürgen Fischer

- *Resolution set to fixed*

- *Status changed from Open to Closed*

fixed in commit:40650bbb (SVN r10995) (see also #1311)