QGIS Application - Bug report #16484
Rendering issue using @geometry_point_num for styling Z values of vertices

2017-04-29 01:42 AM - Regis Haubourg

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Symbology		
Affected QGIS version:	master	**Regression?:**	No
Operating System:	ALL	**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	fixed/implemented
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	24392

Description

I attempt to render Z values on 3D lines and polygons following my work here
http://osgeo-org.1560.x6.nabble.com/Z-or-M-styling-in-QGIS-td5301770.html#a5301817, I found a rendering issue.

A video here https://www.youtube.com/edit?video_id=NdoyysCzEUs shows the issue.

I narrowed down the expression that seem to be triggering the error. It's on a marker line renderer, using a geometry generator to materialize the Z value as a vertical line with length in map units.

    z(point_n($geometry,@geometry_point_num))

In my guess @geometry_point_num seems to be affected by current map extent.

qgs and gpkg files to reproduce are joined to the ticket.

History

#1 - 2017-04-29 01:54 AM - Nyall Dawson

- Resolution set to fixed/implemented

- Status changed from Open to Closed

You can disable the automatic clipping of geometries to map extent in the advanced menu for the layer's symbology.

Files

sample_zm_data.gpkg	57 KB	2017-04-28		Regis Haubourg
style_z.qgs	63.2 KB	2017-04-28		Regis Haubourg