

QGIS Application - Bug report #173

Polygon clipping/fill issues

2006-07-05 11:26 PM - Gary Sherman

Status: Closed	
Priority: Low	
Assignee: Martin Dobias	
Category: Map Canvas	
Affected QGIS version:	Regression?: No
Operating System: All	Easy fix?: No
Pull Request or Patch supplied:	Resolution: duplicate
Crashes QGIS or corrupts data:	Copied to github as #: 10232

Description

There is a problem with polygon fills reminiscent of the issues we had on OS X at 0.7.4. This occurs when rendering a polygon with a large number of vertices.

I suspect that this is related to the changes in 0.8 from a custom canvas to the Qt canvas, although I have not researched it to be certain.

This is a major issue.

History

#1 - 2006-07-06 01:54 AM - Gavin Macaulay -

- Resolution set to duplicate
- Status changed from Open to Closed

This ticket is a duplicate of #83.

It is a bug in Qt4, the progress of which can be followed at http://www.trolltech.com/developer/task-tracker/index_html?method=entry&id=118762

A workaround exists - see ticket #83.

#2 - 2009-08-22 12:46 AM - Anonymous

Milestone Version 0.8 deleted

Files

goodpolys.gif	29.2 KB	2006-07-05	Gary Sherman
badpolys.gif	28.6 KB	2006-07-05	Gary Sherman