

# QGIS Application - Bug report #20350

## Rendering 3D Lines pseudo vertex

2018-11-03 02:55 PM - Michael Kuerbs

|   |                                     |
|---|-------------------------------------|
| <b>Status:</b> Open                       |                                     |
| <b>Priority:</b> Normal                   |                                     |
| <b>Assignee:</b>                          |                                     |
| <b>Category:</b> 3D                       |                                     |
| <b>Affected QGIS version:</b> 3.4.0       | <b>Regression?:</b> No              |
| <b>Operating System:</b> Win 10           | <b>Easy fix?:</b> No                |
| <b>Pull Request or Patch supplied:</b> No | <b>Resolution:</b>                  |
| <b>Crashes QGIS or corrupts data:</b> No  | <b>Copied to github as #:</b> 28171 |

### Description

When I render simple 3D Lines (LineStringZ).  
In the 3D View all lines of my layer do have the same additional pseudo vertex.

sample:

LineStringZ (663921.757 5643335.050 283.746, 663926.991 5643336.589 287.855, 663920.271 5643334.612 293.445)

### Associated revisions

Revision c93049af - 2020-05-13 02:18 AM - Alexander Bruy

add "Selection" toolbar to the QGIS main window and move all selection-related actions to it (fix #21045, refs #20350)

### History

#1 - 2018-11-06 01:44 AM - Martin Dobias

Most likely related to #20118

### Files

|  |         |            |                |
|--|---------|------------|----------------|
| Screen_Linestringz_with_Pseudo_point.PNG | 15.6 KB | 2018-11-03 | Michael Kuerbs |
|--|---------|------------|----------------|