

QGIS Application - Bug report #21135

Retina display now shows incorrect scale in QGIS 3.4+ for Mac OSX

2019-01-30 04:54 PM - Jake Bramante

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	OsX UI	
Affected QGIS version:	3.4.0	Regression?: No
Operating System:	OSX that supports Retina	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 28953
Description		
<p>With support now for Retina displays, the scale needs to be changed to accommodate the increased resolution. The export to Print Composer works correctly, but the working window shows the scale at half (or double, not sure what wording would be correct). For example, if the desired scale is 1:50,000, the print composer will show 1:50,000, but the working window will need to be set to 1:100,000 for the scale to be correct for 1:50,000.</p>		

History

#1 - 2019-01-30 08:10 PM - Nyal Dawson

- Status changed from Open to Feedback

Please try with 3.4.4

#2 - 2019-01-30 11:59 PM - Jake Bramante

- Status changed from Feedback to Open
- File Screen Shot 2019-01-30 at 3.50.37 PM.png added
- File Map 42x30.jpeg added

I should have qualified that I'm using 3.4.4. I'm attaching two images. One is a screenshot of my work environment. Notice the relation of the label of the lake names to the shapes. As you can see at the bottom of the screenshot, that scale is set to 1:290,000. I exported the map in Print Composer at 1:145,000 and the scales are identical. When I do this in 2.18.x, I set both the working environment and Print Composer the same and get the same result.

Files

Map 42x30.jpeg	244 KB	2019-01-30	Jake Bramante
Screen Shot 2019-01-30 at 3.50.37 PM.png	990 KB	2019-01-30	Jake Bramante