

History
\#1-2019-05-20 08:15 AM - Saber Razmjooei

You should be able to render lines with $Z$ values in 3d:
https://qgis.org/en/site/forusers/visualchangelog34/\#d-features

## \#2-2019-05-20 03:03 PM - Tyler Veinot

The example you shown only has the lines overlaid onto a DEM surface and the lines take on the $Z$ value where they meet the surface. What I am requesting is the ability to render the line by $Z$ value at each vertex along the line so you can see how the lines move below the surface like buried infrastructure piping or overhead lines etc... Currently the 3D viewer will either extrude the lines displaying them like a wall or it will render the whole line at one elevation; there seems to be no way to show the lines starting at $X Y Z$ and ending at a different $X Y Z$ having a slope.

## \#3-2019-05-20 05:13 PM - Saber Razmjooei

- File Screenshot_20190520_161125.png added

You need to select the attitude clamping as absolute.

See also the vertex editor, where the $Z$ values are read from.
\#4-2019-05-21 07:25 AM - Saber Razmjooei

- Status changed from Open to Feedback


## Files

Screenshot_20190520_161125.png

