

QGIS Application - Feature request #2583

Use distance tolerance in point displacement plugin

2010-03-22 02:46 PM - cgsbob -

Status: Closed	
Priority: Low	
Assignee: Marco Hugentobler	
Category: C++ Plugins	
Pull Request or Patch supplied:	Resolution: fixed
Easy fix?: No	Copied to github as #: 12643
Description	
<p>When you have a large number of overlapping points, the circle that are formed by the point displacement plugin can get so large that points near these overlapping points will soon be in the interior of this circle. I don't know if it would hurt performance much, but it would be nice if there was a distance tolerance that would allow near by points to be treated as overlap points.</p>	

History

#1 - 2010-03-23 08:10 AM - Marco Hugentobler

There is already a distance tolerance in the code (currently hardcoded to 0.00001). Needs just to be exposed in the dialog.

#2 - 2010-03-23 08:37 AM - Marco Hugentobler

- *Resolution set to fixed*

- *Status changed from Open to Closed*

Done in commit:280ec8d5 (SVN r13148). The distance parameter is used as half of the search rectangle width. At the moment, the tolerance parameter is only used for the search rectangle (so no precise distance test yet, but could be easily added). Also, the middle symbol shows the 'true' position of the feature that was first added to a group.