

## QGIS Application - Bug report #3261

### Rendering bug

2010-11-28 05:38 PM - Chris Crook

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b> Map Canvas	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Windows	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 13321
<b>Description</b>	
<p>I've encountered a bug when viewing a line string layer which causes a large portion of the map canvas to be covered with the line colour when zoomed to a specific view. The data appears normally when zooming in or out, or otherwise changing the canvas/view relationship.</p> <p>I've attached a png screenshot and a zip file containing the QGIS project and spatialite database. Because the bug depends on the canvas size you may not be able to replicate immediately from this dataset. You should be able to infer the map canvas size from the screen shot.</p> <p>This could be related to ticket 2915, which demonstrates a glitch plotting polygons.</p>	

### History

#### #1 - 2011-04-16 06:25 AM - Anne Ghisla

Can you give the spatial extent of the view, e.g. saving it as spatial bookmark?

Is it happening also on other platforms? As now, I can't reproduce it with QGIS commit:f8e10a33 (SVN r15725) on Fedora, but I'd wait for more info on the canvas extent.

#### #2 - 2011-04-16 06:37 AM - Maxim Dubinin

can't reproduce it as well on winXP commit:f42443c9 (SVN r15701)

#### #3 - 2011-04-16 12:18 PM - Chris Crook

- Resolution set to fixed

- Status changed from Open to Closed

Replying to [comment:2 gislab]:

| can't reproduce it as well on winXP commit:f42443c9 (SVN r15701)

I can no longer reproduce the bug either (on 1.7.0). I'm guessing some other patches along the way have fixed it. I've reset the status to fixed. Thanks for looking at it.

### Files

render\_bug.png  
render\_bug.zip

86.2 KB  
9.39 KB

2010-11-28  
2010-11-28

Chris Crook  
Chris Crook