

QGIS Application - Bug report #4352

Point Displacement Render: Invalid Offset when only one geometry

2011-10-05 10:20 PM - Andreas Neumann

Status:	Closed	
Priority:	Normal	
Assignee:	Marco Hugentobler	
Category:	Symbology	
Affected QGIS version:		Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution:
Crashes QGIS or corrupts data:		Copied to github as #: 14289
Description		
<p>When using the point displacement rendering plugin it seems that in the case where is only one geometry (no collisions) that the single point is still moved and displaced from the original geometry. I would expect that in the case that there is no collision that the geometry would be rendered at its original position.</p> <p>Attached is a screenshot. The same layer is displayed twice: the red dots with a normal renderer, the green dots are from the same layer drawn with the point displacement renderer. They are offsetted below the original geometry.</p> <p>You can easily replicate the issue by loading any point layer without collisions and setting a normal render for one layer and the point-displacement renderer for the other one. Both must point to the same data.</p>		

History

#1 - 2011-10-10 01:11 AM - Marco Hugentobler

- Status changed from Open to Closed

Fixed in 0e99d431c03b55b60dffa5a3b8d30ca82bdd465

Files

point-displacement-renderer_problem.png	606 KB	2011-10-05	Andreas Neumann
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