# QGIS Application - Bug report #4515 Rendering issue with almost cohincident lines

Closed

2011-11-12 01:46 AM - Sandro Santilli

Status:

**Priority:** Normal Assignee: Category: Affected QGIS version: Regression?: No **Operating System:** Easy fix?: No Pull Request or Patch shipplied: Resolution: invalid Crashes QGIS or corrupts data: Copied to github as #: 14434 Description The following WKT has a few rendering problems. It is a V shaped figure. One element is the full V, the other two are the two wings. The bottom node is cohincident for the two wings, but it's moved on the left for the full V. If you zoom in the upper-left corner you clearly see two lines. If you zoom in the lower corner the line on the left becomes ONE and the one on the right become TWO. This is with a recent build from master, and specifically commit:be9bdeb MULTILINESTRING( 832709.937 816560.25, 832705.813 816470.25,

832661.938 816561.875, 832705.813 816470.25

832661.937 816561.875

832705.812 816470.25, 832709.937 816560.25

))

),

),

See also ticket #4515

#### History

## #1 - 2011-11-12 02:20 AM - Sandro Santilli

The actual input shape (was different than I thought)

https://issues.qgis.org/attachments/3542/topotest.png

#### #2 - 2011-11-12 02:25 AM - Sandro Santilli

- Resolution set to invalid

2024-04-25 1/2

Now that we know the shape of the input, it turns out this is NOT a bug. Thanks for listening; P

### #3 - 2011-11-21 01:11 PM - Sandro Santilli

- Status changed from Open to Closed

2024-04-25