

QGIS Application - Bug report #4581

Simple fill border drawn like it is not "closed"

2011-11-29 03:29 PM - Alister Hood

Status: Closed	
Priority: Normal	
Assignee:	
Category: Symbology	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	Copied to github as #: 14488
Description	
For a polygon layer using a "Simple fill" style, the outline has bevelled corners, except that the start/end point is drawn as if it was a polyline - the two edges do not meet. See the attached screenshot.	

History

#1 - 2011-11-29 03:30 PM - Alister Hood

- File deleted (corners.TIF)

#2 - 2011-11-29 03:31 PM - Alister Hood

- File corners.png added

Sorry, screenshot had wrong extension somehow

#3 - 2011-11-29 03:34 PM - Alister Hood

 the two edges do not meet

I mean it draws two lines ending at the start/end point, rather than drawing a bevelled corner.

#4 - 2011-12-16 02:09 PM - Giovanni Manghi

- Target version set to Version 1.7.4

#5 - 2012-01-07 04:49 AM - Martin Dobias

- Affected QGIS version set to master

- Crashes QGIS or corrupts data set to No

I am unable to see the image, it seems broken.

Anyway valid polygons should be made from linear rings, i.e. polylines where the first and last coordinates are the same. This may be the source of the problem in your case, so the outline is not drawn properly.

Probably the only correct thing to do is to fix your data: we have to avoid checking of validity of geometries as it would slow the rendering significantly (there may be other validity problems, some are handled fine by rendering functions, others not).

#6 - 2012-01-07 05:03 AM - Alister Hood

- File deleted (*corners.png*)

#7 - 2012-01-07 05:05 AM - Alister Hood

- File *corners.png* added

Alister Hood wrote:

| *Sorry, screenshot had wrong extension somehow*

Martin Dobias wrote:

| *I am unable to see the image, it seems broken.*

Oh, sorry, it was a tif after all (But I was sure I checked it displayed in my browser...)

file *corners.png*

corners.png: TIFF image data, little-endian

Here's a *png*.

#8 - 2012-01-07 05:11 AM - Alister Hood

Martin Dobias wrote:

| *Anyway valid polygons should be made from linear rings, i.e. polylines where the first and last coordinates are the same. This may be the source of the problem in your case, so the outline is not drawn properly.*

| *Probably the only correct thing to do is to fix your data: we have to avoid checking of validity of geometries as it would slow the rendering significantly (there may be other validity problems, some are handled fine by rendering functions, others not).*

That isn't the problem here... or at least, if it is, then is all polygons created by the digitising tool are magically invalid :)

#9 - 2012-04-16 06:32 AM - Paolo Cavallini

- Target version changed from Version 1.7.4 to Version 1.8.0

#10 - 2012-09-04 11:56 AM - Paolo Cavallini

- Target version changed from Version 1.8.0 to Version 2.0.0

#11 - 2014-06-28 07:41 AM - Jürgen Fischer

- Target version changed from Version 2.0.0 to Future Release - Lower Priority

#12 - 2015-12-05 05:53 AM - Médéric RIBREUX

- Resolution set to fixed/implemented

- Status changed from Open to Closed

- % Done changed from 0 to 100

Hello, bug triage...

I am not able to reproduce this with QGIS 2.13 master. You can set the join style for the Simple Fill outline and with whatever option, the rendering is correct.

I am closing this bug.

Files

corners.png	1.93 KB	2012-01-07	Alister Hood
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