

QGIS Application - Feature request #5276

New Symbolology: allow transparency separately for fill and border of objects

2012-04-01 05:23 AM - aperi2007 -

Status:	Closed	Resolution: Copied to github as #: 15000
Priority:	Normal	
Assignee:		
Category:	Symbolology	
Pull Request or Patch supplied:		
Easy fix?:	No	
Description		
<p>Hi,</p> <p>actually the transparency is allowed to set in the main layer properties for all the layer.</p> <p>This choice is ok when is needed to set transparency at both fill and border section of every object.</p> <p>But sometimes is necessary, for example, to set the fill with a few of transparency and leave the border with 100% opacity.</p> <p>So it should be a useful enhancement to allow setting the transparency for fill (interior of object) and border separately in the symbol-properties window.</p>		

History

#1 - 2012-04-15 10:22 AM - Giovanni Manghi

- Target version set to Version 2.0.0

#2 - 2012-10-06 02:19 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#3 - 2012-10-06 02:22 AM - Paolo Cavallini

- Target version changed from Future Release - Nice to have to Version 2.0.0

#4 - 2012-10-06 02:25 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#5 - 2012-10-06 05:53 AM - Jürgen Fischer

- Subject changed from New Symbolology: allow transparency separately for fill and border of objects to New Symbolology: allow transparency separately for fill and border of objects

#6 - 2012-10-06 06:16 AM - aperi2007 -

- Status changed from Open to Closed

Hi,

I guess this ticket is resolved.

The master version of qgis allow transparency separately for boundaries and interior of objects (polygons, lines and points.)

I'm really happy of this.

Thx to the devs.

Andrea.

