

# QGIS Application - Bug report #583

## map composer not using antialiasing in map rendering

2007-02-11 06:25 PM - Jeremy Palmer

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b>	
<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> invalid
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 10642

### Description

QGIS has problems with rendering some polygons. To fix some of these drawing issues turning on anti-aliasing seems to deal with the problem. See attached files.

However the map composer does not seem to use anti-aliasing to render the mapcanvas. I suggest that the map composer uses the QGIS application options to determine which method to use during rendering.

I have also uploaded the shape dataset for further testing if required:

<http://creeping.orcon.net.nz/qgis/shapedata.7z>

### History

**#1 - 2007-02-11 06:29 PM - Jeremy Palmer**

- Resolution set to invalid

- Status changed from Open to Closed

ops a duplicate somehow got created!

**#2 - 2009-08-22 12:46 AM - Anonymous**

Milestone Version 0.8 deleted