QGIS Application - Feature request #9456
Improve offset line algorithm

2014-01-29 03:58 PM - Nyall Dawson

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Symbology		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	No	**Copied to github as #:**	18048

Description

The current line offset algorithm used in line symbol layers is prone to extreme jagged spikes and other rendering errors. This could be improved by implementing changes like those in this mapnik pull request:

https://github.com/mapnik/mapnik/pull/1269/files

Or by implementing a similar routine to that used by PostGIS' ST_OffsetCurve function.

Associated revisions

Revision bb7cd405 - 2014-03-03 08:04 AM - Martin Dobias

Merge pull request #1205 from ahuarte47/Issue_9485

Fix #9456 #9485: Line Offset in symbology generates artifacts

History

#1 - 2014-02-16 01:10 PM - Giovanni Manghi
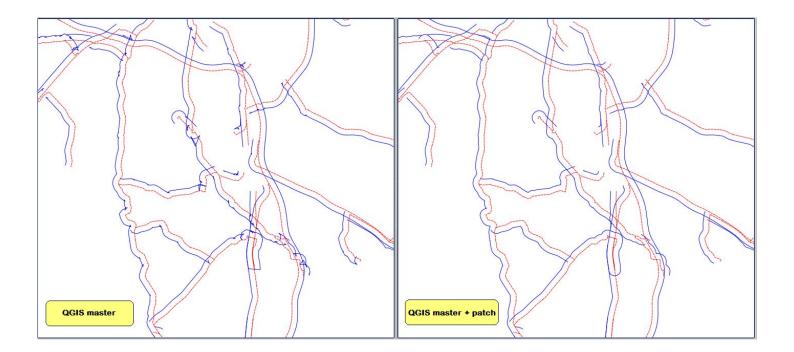
- Target version set to Version 2.2

see also #9485

#2 - 2014-02-20 03:01 PM - Alvaro Huarte

- File issue_9485-results.JPG added

This pull request (https://github.com/qgis/QGIS/pull/1205) improves the offset of lines using GEOSOffsetCurve if GEOS 3.3 is available.

Results:

#3 - 2014-03-02 11:04 PM - Martin Dobias

- Status changed from Open to Closed

Fixed in changeset commit:"bb7cd4053a9aa676466ce3ea4212956e2a712537".

Files

issue_9485-results.JPG	120 KB	2014-02-20	Alvaro Huarte