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:

Resolution:

Copied to github as #: 18048

Easy fix?: 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

No

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

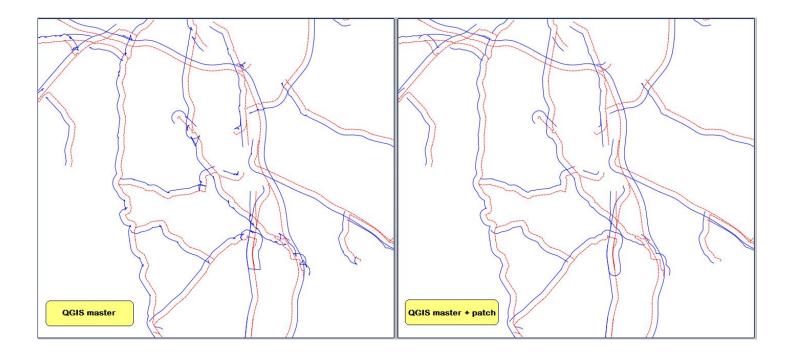
see also #9485

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

- File issue 9485-results.JPG added

Results:

2024-04-25 1/2



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

- Status changed from Open to Closed

Fixed in changes et commit: "bb7cd4053a9aa676466ce3ea4212956e2a712537".

Files

issue 9485-results.JPG	120 KB	2014-02-20	Alvaro Huarte

2024-04-25