QGIS Application - Bug report #10616 centroid simple markers applied to composer shape items are rasterized and look pixelated when zoomed in > 100%

2014-06-18 12:27 AM - Mathieu Pellerin - nIRV

Status:	Closed			
Priority:	Normal			
Assignee:				
Category:				
Affected QGIS version:2.2.0		Regression?:	No	
Operating System:		Easy fix?:	No	
Pull Request or Patch swapplied:		Resolution:		
Crashes QGIS or corruptes data:		Copied to github as #: 19020		
Description				

Steps to reproduce:

- 1. Create a new project
- 2. Create a new composer sheet, and add a rectangle item to it
- 3. Edit the rectangle item's symbology via the 'Change...' button
- 4. Add a centroid fill style layer, and increase the size of the simple marker to 15, then apply
- 5. Back onto the composer sheet, zoom in onto the centroid marker so that the composer sheet zoom is >100%, the pixels will be noticeable

If you define the size of the simple marker through a data-defined expression, the rendering doesn't rasterize the marker and even when you zoom to extreme values, the marker looks sharp. See attached screenshot (marker 1 and 3 are using data-defined size, marker 2 using the user interface's size spinbox)

It's a composer rendering specific issue as a centroid simple marker applied to a polygon on a map will (properly) export to vector.

Associated revisions

Revision d06a1fe3 - 2014-06-18 11:01 PM - Nyall Dawson

[composer] Force vector rendering of shape and page symbology (fix #10616)

History

#1 - 2014-06-18 12:34 AM - Mathieu Pellerin - nIRV

- File composer_shapes_rasterization.svg added

I'm attaching an exported SVG that shows centroid simple markers properly exported as vector alongside the same symbology rasterized upon export when applied to a composer shape.

#2 - 2014-06-18 02:18 PM - Nyall Dawson

- Status changed from Open to Closed

Fixed in changeset commit:"d06a1fe373bf50cf2068093dfa8ff705a2c65344".

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60.1 KB

50.3 KB