

QGIS Application - Bug report #11911

rotation: inverted polygon renderer broken with non-zero rotation value

2014-12-23 02:18 AM - Mathieu Pellerin - nIRV

Status:	Closed	
Priority:	Severe/Regression	
Assignee:	Sandro Santilli	
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution:
Crashes QGIS or corrupts data:		Copied to github as #: 20121
Description		
Inverted polygon renderer is broken when a non-zero rotation value is used. See the attached screenshots which should do a good job at showing the problem.		

History

#1 - 2014-12-23 02:31 AM - Sandro Santilli

How do you enable the inverted polygon renderer ?

#2 - 2014-12-23 03:24 AM - Giovanni Manghi

- Target version changed from Future Release - High Priority to Version 2.8
- Priority changed from Normal to Severe/Regression

#3 - 2015-01-03 12:28 PM - Sandro Santilli

- Status changed from Open to Feedback

I need a way to replicate this, attach a style file maybe and/or give instructions on how to enable the "inverted polygon renderer"

#4 - 2015-01-03 08:27 PM - Mathieu Pellerin - nIRV

- Status changed from Feedback to Closed

I can't reproduce the above captured bug with a simplified inverted renderer symbology project. Closing this until I figure out what are the requirements to reproduce the issue.

Sandro, the inverted renderer is a polygon-specific renderer, you can select it using the drop-down renderer list (where you have simple, classified, categorized, rule-based renderers).

Files

proper-rendering-no_rotation.png.jpg	127 KB	2014-12-23	Mathieu Pellerin - nIRV
broken-rendering-10_degree_rotation.png.jpg	136 KB	2014-12-23	Mathieu Pellerin - nIRV