

QGIS Application - Feature request #13895

Increase precision in exported world file

2015-11-29 03:48 AM - Arun Ganesh

Status:	Closed	Resolution: Copied to github as #: 21917
Priority:	Normal	
Assignee:		
Category:		
Pull Request or Patch supplied:		
Easy fix?:	No	
Description		
<p>The composer export creates .tfw world files with 6 decimal places. This is not accurate enough for the pixel scaling information and introduced a significant shift over ~15metres when imported back into Qgis.</p> <p>Increasing this to 8 decimal places should fix the issue.</p>		

Associated revisions

Revision 65b61712 - 2015-11-29 09:31 PM - Nyal Dawson

[composer] Increase precision of exported worldfiles (fix #13895)

History

#1 - 2015-11-29 12:55 PM - Nyal Dawson

- Status changed from Open to Closed

Fixed in changeset commit:"65b6171277012acedb9e9f3d519d877e0f64cd51".

#2 - 2015-11-29 07:39 PM - Arun Ganesh

Nyal Dawson wrote:

Fixed in changeset commit:"65b6171277012acedb9e9f3d519d877e0f64cd51".

This is amazing, thank you!