

# QGIS Application - Feature request #13895

## Increase precision in exported world file

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

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b>
<b>Easy fix?:</b> No	<b>Copied to github as #:</b> 21917
<b>Description</b>	
<p>The composer export creates .twf 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 - Nyall Dawson

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

### History

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

- Status changed from Open to Closed

Fixed in changeset commit:"65b6171277012acedb9e9f3d519d877e0f64cd51".

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

Nyall Dawson wrote:

Fixed in changeset commit:"65b6171277012acedb9e9f3d519d877e0f64cd51".

This is amazing, thank you!