

QGIS Application - Bug report #14137

2.5d symbology - height has no units

2016-01-19 12:59 AM - Nyall Dawson

Status:	Closed	
Priority:	Normal	
Assignee:	Matthias Kuhn	
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: end of life
Crashes QGIS or corrupts data:	No	Copied to github as #: 22139
Description I was getting some bad rendering using the 2.5d renderer until i realised that the height measurement is in whatever units the layer's CRS is. So for layers using degrees, the default value is ridiculously high. I think it would be better for the height units to be selectable -- eg add a unit combo next to it with choice of mm/map units/pixels.		

History

#1 - 2016-01-19 11:39 PM - Matthias Kuhn

Converting the unit may be a non-uniform operation over the rendered extent.

What do you think about some logic to estimate a good default value (e.g. average perimeter of the first 20 objects divided by 4)?

#2 - 2016-02-04 11:10 AM - Giovanni Manghi

- *Category set to Symbology*

#3 - 2017-05-01 01:06 AM - Giovanni Manghi

- *Easy fix? set to No*

- *Regression? set to No*

#4 - 2019-03-09 04:09 PM - Giovanni Manghi

- *Resolution set to end of life*

- *Status changed from Open to Closed*

End of life notice: QGIS 2.18 LTR

Source:

<http://blog.qgis.org/2019/03/09/end-of-life-notice-qgis-2-18-ltr/>