QGIS Application - Feature request #15655
Discard from rendering polygon vertices located in the upper left corner

2016-10-03 02:36 AM - marisn -

Status:	Open		
Priority:	Normal		
Assignee:			
Category:	Map Canvas		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	No	**Copied to github as #:**	23578

Description

When OTF reprojection is enabled, sometimes coordinates of vertices do not make any sense. Such vertices are then rendered in the upper left corner of map canvas. Although reprojecting world datasets into local coordinate systems makes little sense, such situation hampers creation of overview maps in print composer where in one map canvas is shown particular area but in another - part of the world showing the area of interest.

The most easy solution would be discarding vertices with "impossible" coordinates thus avoiding annoying lines running all over the canvas to the upper left corner (see attachment for an example).

QGIS version
2.17.0
QGIS code revision
3654d50
Compiled against Qt
4.8.7
Running against Qt
4.8.7
Compiled against GDAL/OGR
2.0.2
Running against GDAL/OGR
2.0.2
Compiled against GEOS
3.5.0-CAPI-1.9.0
Running against GEOS
3.5.0-CAPI-1.9.0 r4084

History

#1 - 2017-05-01 12:46 AM - Giovanni Manghi

- Easy fix? set to No

Files

QGIS_OTF_rendering.jpg	71 KB	2016-10-03	marisn -