# QGIS Application - Feature request #15755
# Make it simpler to use QgsGeometryRubberBand

2016-10-26 04:35 AM - Casper Børgesen

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|---|---|---|---|
| **Status:** | Open | | |
| **Priority:** | Normal | | |
| **Assignee:** | | | |
| **Category:** | Unknown | | |
| **Pull Request or Patch supplied:** | No | **Resolution:** | |
| **Easy fix?:** | No | **Copied to github as #:** | 23677 |

**Description**

Having previously used the QgsRubberBand to draw temporary lines in QGIS I needed to draw polygons too. I found the QgsGeometryRubberBand which seems to handle polygons much better. After struggeling with the setGeometry(...) method I finally understood how to use it.

QgsRubberBand.setToGeometry method takes a QgsGeometry and extracts all the points into its own container.

QgsGeometryRubberBand.setGeometry method takes an QgsAbstractGeometryV2 and just make a reference to it (takes ownership???).

In use:

    geometry = QgsGeometry.fromWkt('SOME GEOMETRY HERE.')
    rb = QgsRubberBand(canvas)
    rb.setToGeometry(geometry, None)

    grb = QgsGeometryRubberBand(canvas)
    grb.setGeometry(geomtry.geometry().clone())

I had to clone the abstract geometry since I don't keep my geometry object alive.

There two methods have their cousins, the QgsVertexMarker and the QgsHighlight.

Wouldn't it be better to make them all a bit more homogeneous if they are to remain as 4 different classes?

**History**

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

*- Easy fix? set to No*

**#2 - 2017-09-22 09:55 AM - Jürgen Fischer**

*- Category set to Unknown*