

QGIS Application - Bug report #16051

Gradient fills get offset on high zoom

2017-01-09 08:32 AM - Johannes Kroeger

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Symbology	
<b>Affected QGIS version:</b>	master	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 23966
<b>Description</b>		
<p>I made a bunch of hexagons and filled them with a Gradient Fill. The Coord mode is "object". If I zoom in, I get offset gradients in the objects that intersect the map canvas edges. There the gradient fills are not centered on the centroid of the object. This happens both when Reference Point 1 is set to Centroid or something else.</p> <p>Attached are some screenshots. Look at the left side and see how the gradients are misplaced.</p> <p>QGIS version 2.99.0-Master, QGIS code revision 7b17751f71 (a couple of days ago).</p>		

History

#1 - 2017-01-09 01:21 PM - Nyal Dawson

- Resolution set to invalid
- Status changed from Open to Closed

This is caused by the automatic clipping of geometries to the canvas extent (+ a small buffer). You can prevent this by clicking the advanced button in the symbol properties window, and uncheck "clip features to canvas extent".

Files

qgis_centroid_gradient_linear.jpg	118 KB	2017-01-09	Johannes Kroeger
qgis_centroid_gradient_conical.jpg	137 KB	2017-01-09	Johannes Kroeger
qgis_centroid_gradient_radial.jpg	128 KB	2017-01-09	Johannes Kroeger