

QGIS Application - Bug report #16484

Rendering issue using @geometry_point_num for styling Z values of vertices

2017-04-29 01:42 AM - Regis Haubourg

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:	ALL	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	No	Copied to github as #: 24392
Description		
<p>I attempt to render Z values on 3D lines and polygons following my work here http://osgeo-org.1560.x6.nabble.com/Z-or-M-styling-in-QGIS-td5301770.html#a5301817, I found a rendering issue.</p> <p>A video here https://www.youtube.com/edit?video_id=NdoyyCsZEU8 shows the issue.</p> <p>I narrowed down the expression that seem to be triggering the error. It's on a marker line renderer, using a geometry generator to materialize the Z value as a vertical line with length in map units.</p> <pre>z(point_n(\$geometry,@geometry_point_num))</pre> <p>In my guess @geometry_point_num seems to be affected by current map extent.</p> <p>qgs and gpkg files to reproduce are joined to the ticket.</p>		

History

#1 - 2017-04-29 01:54 AM - Nyal Dawson

- Resolution set to fixed/implemented
- Status changed from Open to Closed

You can disable the automatic clipping of geometries to map extent in the advanced menu for the layer's symbology.

Files

sample_zm_data.gpkg	57 KB	2017-04-28	Regis Haubourg
style_z.qgs	63.2 KB	2017-04-28	Regis Haubourg