

## QGIS Application - Bug report #173

### Polygon clipping/fill issues

2006-07-05 11:26 PM - Gary Sherman

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Martin Dobias	
<b>Category:</b>	Map Canvas	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 10232
<b>Description</b>		
<p>There is a problem with polygon fills reminiscent of the issues we had on OS X at 0.7.4. This occurs when rendering a polygon with a large number of vertices.</p> <p>I suspect that this is related to the changes in 0.8 from a custom canvas to the Qt canvas, although I have not researched it to be certain.</p> <p>This is a major issue.</p>		

#### History

##### #1 - 2006-07-06 01:54 AM - Gavin Macaulay -

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

This ticket is a duplicate of #83.

It is a bug in Qt4, the progress of which can be followed at [http://www.trolltech.com/developer/task-tracker/index\\_html?method=entry&#38;id=118762](http://www.trolltech.com/developer/task-tracker/index_html?method=entry&#38;id=118762)

A workaround exists - see ticket #83.

##### #2 - 2009-08-22 12:46 AM - Anonymous

Milestone Version 0.8 deleted

#### Files

goodpolys.gif	29.2 KB	2006-07-05	Gary Sherman
badpolys.gif	28.6 KB	2006-07-05	Gary Sherman