QGIS Application - Bug report #17604
3D buildings are no longer working in 3D canvas

2017-12-01 06:12 PM - Saber Razmjooei

Status:	Closed			
Priority:	Normal			
Assignee:				
Category:	3D			
Affected QGIS version:	master	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:	No	**Resolution:**	fixed/implemented	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	25501	

Description

The buildings do not render correctly in the latest version of master (19b062c)

Attached is the file that used to work.

Associated revisions

Revision b773d617 - 2017-12-04 10:28 PM - Martin Dobias

[3d] Tessellator fixes + culling mode configuration for 3D polygons

- missing vertical walls since a recent tessellator crash fix (fixes #17604)
- choice of the culling mode - no culling / back face / front face (fixes #17619)
- more unit tests for tessellator

History

#1 - 2017-12-01 06:26 PM - Saber Razmjooei

Here is the link:

https://www.dropbox.com/s/rmcoziv68rj1nci/manhattan.gpkg?dl=0

#2 - 2017-12-05 10:54 AM - Martin Dobias

- *% Done changed from 0 to 100*
- *Status changed from Open to Closed*

Applied in changeset commit:qgis|b773d617b12680387ba7355186840165d469c2a4.

#3 - 2017-12-05 06:55 PM - Giovanni Manghi

- *Resolution set to fixed/implemented*