

QGIS Application - Bug report #17619

QGIS 3D: add per layer option for vertex ordering of 3D polygon layers

2017-12-04 11:13 AM - Andreas Neumann

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 #: 25516
Description		
<p>Depending on the data source, the vertex ordering is clock-wise or counter-clock-wise.</p> <p>A "per layer" vertex ordering option should be added to support both cases.</p>		

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

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

Applied in changeset commit:qgis|b773d617b12680387ba7355186840165d469c2a4.

#2 - 2017-12-05 07:54 PM - Giovanni Manghi

- Resolution set to fixed/implemented