

## QGIS Application - Bug report #19939

### mesh: missing arrows around the edge of the canvas

2018-09-25 02:08 PM - Mathieu Pellerin - nIRV

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	Peter Petrik	
<b>Category:</b>	Data Provider/MDAL	
<b>Affected QGIS version:</b>	3.3(master)	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	Yes	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 27761
<b>Description</b>		
<p>As seen in the attached picture (mesh.jpg), mesh layer rendering of vector arrows will sometimes miss arrows along the edge. I assume this is because those fall just, just outside the canvas extent.</p> <p>IMHO, the requested extent from which arrows are drawn need to be a buffered canvas extent value, possibly canvas extent + maximum length of a vector arrow, to insure the rendering is accurate.</p> <p>(As per discussed on hangout, assigning this to mesh-master Peter)</p>		

#### Associated revisions

Revision b0bd6293 - 2018-10-25 01:16 PM - Peter Petrik

fix #19939: render mesh arrows also on the edge of the canvas

#### History

#1 - 2018-10-14 12:07 PM - Saber Razmjooei

- Category changed from Vectors to Data Provider/MDAL

#2 - 2018-10-23 11:15 AM - Peter Petrik

- Pull Request or Patch supplied changed from No to Yes

- Status changed from Open to In Progress

PR: <https://github.com/qgis/QGIS/pull/8278>

#3 - 2018-10-25 01:15 PM - Peter Petrik

- % Done changed from 0 to 100

- Status changed from In Progress to Closed

Applied in changeset commit:qgis|b0bd6293366a31f2bd7fa347aa104c326bc2d088.

#4 - 2018-10-25 01:17 PM - Peter Petrik

- Resolution set to fixed/implemented

fixed in 3.3

Files

mesh.jpg	209 KB	2018-09-25	Mathieu Pellerin - nIRV
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