QGIS Application - Bug report #20118
3d map in print composer with 3d lines

2018-10-16 09:43 AM - Saber Razmjooei

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	3D		
Affected QGIS version:	3.3(master)	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	
Crashes QGIS or corrupts data:		**Copied to github as #:**	27940

Description

I am trying to print a 3d map which is created with 3d lines. The lines are all over the place.

The link to project will follow. I added it to 3d category...

Associated revisions

Revision 45059297 - 2018-11-06 09:27 AM - Martin Dobias

[3d] Fix 3D line symbol in 3D views in print layouts (fixes #20118)

Turned out we were getting an old version of OpenGL that does not
support the "primitive restart" functionality and so wherever
a linestring should be broken it was connected through (0,0,0)
to the next linestring.

Revision a46ac236 - 2018-11-10 07:16 AM - Martin Dobias

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support the "primitive restart" functionality and so wherever
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(cherry picked from commit 45059297e4a6e7729a14f09b1b553133cafa463f)

History

#1 - 2018-10-16 09:44 AM - Saber Razmjooei

https://www.dropbox.com/s/32pl9l3s8mlag4e/bug_3d_lines.zip?dl=0

#2 - 2018-10-16 10:49 AM - Saber Razmjooei

- File map3d_print.png added

#3 - 2018-11-06 09:26 AM - Martin Dobias

- % Done changed from 0 to 100

- Status changed from Open to Closed

Applied in changeset commit:qgis|45059297e4a6e7729a14f09b1b553133cafa463f.

Files

map3d_print.png	2.6 MB	2018-10-16	Saber Razmjooei