

QGIS Application - Bug report #20350

Rendering 3D Lines pseudo vertex

2018-11-03 02:55 PM - Michael Kuerbs

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	3D	
Affected QGIS version:	3.4.0	Regression?: No
Operating System:	Win 10	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 28171
Description		
When I render simple 3D Lines (LineStringZ). In the 3D View all lines of my layer do have the same additonal pseudo vertex. sample: LineStringZ (663921.757 5643335.050 283.746, 663926.991 5643336.589 287.855, 663920.271 5643334.612 293.445)		

Associated revisions

Revision c93049af - 2020-05-13 02:18 AM - Alexander Bruy

add "Selection" toolbar to the QGIS main window and move all selection-related actions to it (fix #21045, refs #20350)

History

#1 - 2018-11-06 01:44 AM - Martin Dobias

Most likely related to #20118

Files

Screen_Linestringz_with_Pseudo_point.PNG	15.6 KB	2018-11-03	Michael Kuerbs
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