

# QGIS Application - Bug report #21184

## Dancing marker fill in polygon

2019-02-06 04:09 PM - Alexey T

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b> 3.4.4	<b>Regression?:</b> No
<b>Operating System:</b> win7	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 29002

### Description

Make a polygon.

Fill it with markers.

Move the map slightly. Markers wil dance, changing their position a little bit as ashown in the attached video. This breaks export to tiles.

There was no such behavior in QGis 2.18

### History

#### #1 - 2019-02-06 04:29 PM - Alexey T

- File 2019-02-06 18-29-01.mp4 added

Video showing this behavior in QGis 2.18 and 3.4.4

#### #2 - 2019-02-14 10:55 AM - Marco Hugentobler

- Status changed from Open to Closed

There is a project setting under Projects->Properties->General->Avoid artifacts when project is rendered as map tiles. With this setting enabled, it will behave as expected for tile export (it was the same for 2.18 as far as I remember).

### Files

2019-02-06 18-05-22.mp4	595 KB	2019-02-06	Alexey T
2019-02-06 18-29-01.mp4	596 KB	2019-02-06	Alexey T