

## QGIS Application - Bug report #21537

### mesh vectors does not display [0, y] or [x, 0]

2019-03-09 03:36 PM - Peter Petrik

|                                                                                                                 |              |                                     |
|-----------------------------------------------------------------------------------------------------------------|--------------|-------------------------------------|
| <b>Status:</b>                                                                                                  | Rejected     |                                     |
| <b>Priority:</b>                                                                                                | Normal       |                                     |
| <b>Assignee:</b>                                                                                                | Peter Petrik |                                     |
| <b>Category:</b>                                                                                                | Mesh layers  |                                     |
| <b>Affected QGIS version:</b>                                                                                   | 3.7(master)  | <b>Regression?:</b> No              |
| <b>Operating System:</b>                                                                                        |              | <b>Easy fix?:</b> Yes               |
| <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> 29353 |
| <b>Description</b>                                                                                              |              |                                     |
| <pre>bool QgsMeshVectorRenderer::calcVectorLineEnd() if ( xVal 0.0 &amp;&amp; yVal 0.0 )     return true;</pre> |              |                                     |

#### History

**#1 - 2019-03-09 04:48 PM - Peter Petrik**

- Category changed from Data Provider/MDAL to Mesh layers

**#2 - 2019-03-20 10:53 AM - Peter Petrik**

- Status changed from Open to Rejected

this is problem in MDAL, see <https://github.com/lutraconsulting/MDAL/issues/104>