

QGIS Application - Bug report #3334

Marker line renders wrong on rotate with line.

2010-12-14 04:45 AM - Nathan Woodrow

Status:	Closed	
Priority:	Low	
Assignee:	Martin Dobias	
Category:	Symbology	
Affected QGIS version:		Regression?: No
Operating System:	Debian	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 13394
Description		
<p>This is a bug when you select rotate with line but have a marker line defined with two symbols, one or more with offsets.</p> <p>The problem seems to be that the angles of the symbols are updated correctly but the x and y offsets are not meaning that symbols render incorrectly along the line.</p> <p>I have attached a picture of the problem. [[Image(http://imgur.com/bSyMt.png)]]</p>		

Associated revisions

Revision e4236b3d - 2010-12-14 11:47 PM - Martin Dobias

Rotate also marker's offset, not just the marker itself (fixes #3334)

git-svn-id: <http://svn.osgeo.org/qgis/trunk/qgis@14914> c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision 1b69e082 - 2010-12-14 11:47 PM - Martin Dobias

Rotate also marker's offset, not just the marker itself (fixes #3334)

git-svn-id: <http://svn.osgeo.org/qgis/trunk@14914> c8812cc2-4d05-0410-92ff-de0c093fc19c

History

#1 - 2010-12-14 02:48 PM - Martin Dobias

- Resolution set to fixed
- Status changed from Open to Closed

Fixed in commit:1b69e082 (SVN r14915) - that was actually general problem of marker symbols when having both non-zero offset and rotation.