

QGIS Application - Bug report #4347

raster and vector rendering mismatched by 1 pixel at some zoom levels

2011-10-04 11:16 PM - Alister Hood

Status:	Closed	
Priority:	Low	
Assignee:		
Category:	Rasters	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: invalid
Crashes QGIS or corrupts data:	No	Copied to github as #: 14284
Description		
<p>I'm not 100% sure if this counts as a bug:</p> <p>Depending on the zoom level, a raster image and a vector with the same extent (created using gdalindex) are not quite rendered in the same location. Usually they are out by 1 pixel, as in the attached screenshot, although the other day I saw 2 pixels.</p> <p>When I first saw this I decided it was an issue with the raster rendering, not the vector rendering, but I can't remember why. Maybe because sometimes gaps are visible between adjacent raster layers or something.</p> <p>Radim mentioned on the mailing list the other day that on-the-fly raster reprojection uses rounding if the difference is less than one pixel, so I thought it might be a problem with that, but it still shows up when not using OTF reprojection.</p>		

History

#1 - 2011-12-16 02:10 PM - Giovanni Manghi

- Target version set to Version 1.7.4

#2 - 2012-04-16 06:29 AM - Paolo Cavallini

- Crashes QGIS or corrupts data set to No

- Affected QGIS version set to master

- Target version changed from Version 1.7.4 to Version 1.8.0

#3 - 2012-09-04 11:57 AM - Paolo Cavallini

- Target version changed from Version 1.8.0 to Version 2.0.0

#4 - 2012-10-05 01:42 AM - Giovanni Manghi

- Resolution set to invalid

- Status changed from Open to Closed

It does not seems a qgis issue as also on other gis sw it looks the same.

#5 - 2012-10-06 02:43 AM - Alister Hood

Which other gis?

I think there is a "bug" in it/them as well.

Files

