

QGIS Application - Feature request #5217

Rendering Symbol level: merge the boundary when the level is the same

2012-03-21 02:38 PM - aperi2007 -

Status:	Open	Resolution: Copied to github as #: 14953
Priority:	Normal	
Assignee:		
Category:	Symbology	
Pull Request or Patch supplied:		
Easy fix?:	No	
Description		
<p>Hi, I guess in the rule rendering, using the symbol level, when two feature are touching on a portion each-other and both have the same value for symbol level, the boundary could be merge disappearing.</p> <p>In the image I attach to this ticket, there are two feature with the same value in the rulerendering, so both has the same level in the symbol-level order. I guess the two boundary (I circled they with a red line) where they are touching each-other should disappeared.</p>		

History

#1 - 2012-04-14 04:40 AM - Giuseppe Sucameli

- Category changed from Map Canvas to Symbology

You can do it by creating 2 symbol layers, 1 for the fill without outline (Simple fill with no pen) and the other one for the outline (Simple line). Then enable the symbol levels and put 0 to the outline renderer order and 1 to the fill renderer order.

The fill will be renderer after (over) the outline, so you have to use a wider (x2) outline because you see just half outline.

Probably doing it without using a 2 times-wide outline needs to rewrite the QGis rendering system, because features are rendered one by one (a feature doesn't know about the other ones).

#2 - 2012-04-15 10:21 AM - Giovanni Manghi

- Target version set to Version 2.0.0

#3 - 2012-10-06 02:19 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#4 - 2017-05-01 12:50 AM - Giovanni Manghi

- Easy fix? set to No

Files

image1.gif	58.3 KB	2012-03-21	aperi2007 -
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