

QGIS Application - Bug report #583

map composer not using antialiasing in map rendering

2007-02-11 06:25 PM - Jeremy Palmer

Status:	Closed	
Priority:	Low	
Assignee:	nobody -	
Category:		
Affected QGIS version:		Regression?: No
Operating System: Windows		Easy fix?: No
Pull Request or Patch supplied:		Resolution: invalid
Crashes QGIS or corrupts data:		Copied to github as #: 10642
Description		
<p>QGIS has problems with rendering some polygons. To fix some of these drawing issues turning on anti-aliasing seems to deal with the problem. See attached files.</p> <p>However the map composer does not seem to use anti-aliasing to render the mapcanvas. I suggest that the map composer uses the QGIS application options to determine which method to use during rendering.</p> <p>I have also uploaded the shape dataset for further testing if required: http://creeping.orcon.net.nz/qgis/shapedata.7z</p>		

History

#1 - 2007-02-11 06:29 PM - Jeremy Palmer

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

ops a duplicate somehow got created!

#2 - 2009-08-22 12:46 AM - Anonymous

Milestone Version 0.8 deleted