

QGIS Application - Bug report #71

Incorrect scale calculation (for large scales)

2006-04-11 06:21 AM - Redmine Admin

Status:	Closed	
Priority:	Low	
Assignee:	Gary Sherman	
Category:	GUI	
Affected QGIS version:		Regression?: No
Operating System:	All	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 10130
Description		
<p>1. Load any vector layer with long/lat map of the world</p> <p>2. In full zoom it shows "Scale 1 : 73" (evidently incorresct value)</p> <p>3. If Zoom In button is clicked map view changes to about 1 : 50 000 000 (it's already correct value)</p> <p>It's especially annoying if Scale dependent rendering is set because layers which would show only in detailed view are also shown in full zoom (in general in large scale zoom)</p> <p>Note: Map units were set properly</p>		

History

#1 - 2006-04-15 03:27 AM - anonymous -

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

Fixed in SVN commit:69e2ffb9 (SVN r5281)

#2 - 2006-04-16 08:13 AM - Redmine Admin

- Resolution deleted (fixed)
- Status changed from Closed to Feedback

The problem still remains :-(

#3 - 2006-04-17 03:57 AM - Gavin Macaulay -

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

Fixed (this time for good, I hope:) in SVN

#4 - 2009-08-22 12:46 AM - Anonymous

