

## QGIS Application - Feature request #9456

### Improve offset line algorithm

2014-01-29 03:58 PM - Nyall Dawson

<b>Status:</b>	Closed	<b>Resolution:</b> <b>Copied to github as #:</b> 18048
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Symbology	
<b>Pull Request or Patch supplied:</b>	Yes	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>The current line offset algorithm used in line symbol layers is prone to extreme jagged spikes and other rendering errors. This could be improved by implementing changes like those in this mapnik pull request: <a href="https://github.com/mapnik/mapnik/pull/1269/files">https://github.com/mapnik/mapnik/pull/1269/files</a></p> <p>Or by implementing a similar routine to that used by PostGIS' ST_OffsetCurve function.</p>		

#### Associated revisions

**Revision bb7cd405 - 2014-03-03 08:04 AM - Martin Dobias**

Merge pull request #1205 from ahuarte47/Issue\_9485

Fix #9456 #9485: Line Offset in symbology generates artifacts

#### History

**#1 - 2014-02-16 01:10 PM - Giovanni Manghi**

- Target version set to Version 2.2

see also #9485

**#2 - 2014-02-20 03:01 PM - Alvaro Huarte**

- File issue\_9485-results.JPG added

This pull request ( <https://github.com/qgis/QGIS/pull/1205> ) improves the offset of lines using GEOSOffsetCurve if GEOS 3.3 is available.

Results:



#3 - 2014-03-02 11:04 PM - Martin Dobias  
- Status changed from Open to Closed

Fixed in changeset commit:"bb7cd4053a9aa676466ce3ea4212956e2a712537".

Files

issue_9485-results.JPG	120 KB	2014-02-20	Alvaro Huarte
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