QGIS Documentation Guidelines

QGIS Project

15.07.2024

Inhaltsverzeichnis

QGIS Documentation is available at https://docs.qgis.org. As the writing process is going on, a build is automatically run every day (see bottom of the page for exact time) for all supported versions (testing, Long Term Release (LTR) and next-to-be LTR).

QGIS Documentation source files are available at https://github.com/qgis/QGIS-Documentation. They are mainly written using the reStructuredText (reST) format syntax, coupled with some scripts from the Sphinx toolset to post-process the HTML output. For general information on these tools, see https://docutils.sourceforge.io/docs/ref/rst/restructuredtext.html or https://www.sphinx-doc.org/en/master/usage/restructuredtext/basics.html.

In den folgenden Kapiteln können SIe lernen:

- wie man die Quelldateien der Dokumentation mit dem git System und der GitHub Plattform, auf der sie gespeichert werden, verwaltet.
- wie man die Texte ändert und Bildschirmfotos behandelt … auf konforme Weise
- wie man die Übersetzung veröffentlicht und sicherstellt, dass sie in die offizielle Dokumentation übernommen wird.

Wenn sie nach weiteren Informationen suchen, wie Sie am QGIS Projekt aktiv mitarbeiten können, finden Sie Hilfe unter <https://qgis.org/en/site/getinvolved/index.html>`_.

KAPITEL 1

Ein Schritt-für-Schritt Beitrag

Bemerkung: Though QGIS-Documentation is used to demonstrate the process, all commands and steps shown

below also apply to QGIS-Website.

If you are reading these lines, it is certainly because you are willing to contribute to writing QGIS documentation and are looking for a how-to. You have come to the right place! The current document will guide you through the different ways to achieve this objective, showing you the main steps to follow, the tricks you can use and the traps you should be aware of.

For any help, do not hesitate to either ask in a comment on the issue report you are trying to fix or write to the QGIS-community-team list. More details at Get involved in documentation.

Let's now dive into the process.

Documentation sources are stored using the git version control system and are available on GitHub at https://github.com/qgis/QGIS-Documentation. A list of issues to fix and features to explain can be found at https://github.com/qgis/QGIS-Documentation/issues.

Tipp: If you are a first-time contributor and do not know where to start from, you may be interested in tackling our welcoming issue reports.

There are two main ways, not mutually exclusive, to modify the files:

1. *Using the GitHub web interface*
2. *Using Git command line tools*.

1.1 Using the GitHub web interface

The GitHub web interface allows you to do the following:

- edit files
- preview and commit your changes
- make a pull request to have your changes inserted into the main repository
- create, update, or delete branches

If you are not yet familiar with git and GitHub vocabulary, you may want to read the GitHub Hello-world project to learn some basic vocabulary and actions that will be used below.

Bemerkung: If you are fixing a reported issue

If you are making changes to fix an issue, add a comment to the issue report to assign it to yourself. This will prevent more than one person from working on the same issue.

1.1.1 Fork QGIS-Documentation

Assuming you already have a GitHub account, you first need to fork the source files of the documentation.

Navigate to the QGIS-Documentation repository page and click on the 

button in the upper right corner.

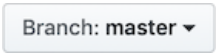
In your GitHub account you will find a QGIS-Documentation repository (`https://github.com/<YourName>/QGIS-Documentation`). This repository is a copy of the official QGIS-Documentation repository where you have full write access and you can make changes without affecting the official documentation.

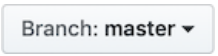
1.1.2 Make changes

There are different ways to contribute to QGIS documentation. We show them separately below, but you can switch from one process to the other without any harm.

Alternative 1: Use the `Edit on GitHub` shortcut

Pages on the QGIS documentation website can be edited quickly and easily by clicking on the `Edit on GitHub` link at the top right of each page.

1. This will open the file in the `qgis:master` branch with a message at the top of the page telling you that you don't have write access to this repo and your changes will be applied to a new branch of your repository.
2. Do your changes. Since the documentation is written using the reStructureText syntax, depending on your changes, you may need to rely on the *writing guidelines*.
3. When you finish, make a short comment about your changes and click on *Propose changes*. This will generate a new branch (`patch-xxx`) in your repository.
4. After you click on *Propose changes*, github will navigate to the *Comparing changes* page.
   - If you're done making changes, skip to *Compare changes* in the *Share your changes via Pull Request* section below.
   - If there are additional changes that you want to make before submitting them to QGIS, follow these steps:
     1. Navigate to your fork of QGIS-Documentation (`https://github.com/<YourName>/QGIS-Documentation`)
     2. Click on 

and search for the `patch-xxx` branch. Select this patch branch. The 

button will now say *Branch: patch-xxx*
     3. Jump down to *Modify files* below.

Bemerkung: The `Edit on GitHub` shortcut is also available in the drop-down menu at the bottom of the left sidebar.

Alternative 2: Create an ad hoc branch in your documentation repository

You can edit files directly from your fork of the QGIS Documentation.

First, make sure that your `master` branch is up to date with `qgis:master` branch. To do so:

1. Go to the main page of your repository, i.e. `https://github.com/<YourName>/QGIS-Documentation`. The `master` branch should be active with a mention whether it is up to date with `qgis/QGIS-Documentation:master` or not.

   If it has commits ahead the upstream branch, you better use the previous *shortcut button alternative* until you align your `master` branch.

   If it only has commits behind:

   1. Expand the *Fetch Upstream* drop-down menu on the right. You can
      - *Compare* the branches and see new changes in the main repository
      - *Fetch and merge*: takes changes from the upstream branch to yours.
   2. Let's click *Fetch and merge*: after the process, your branch is mentioned as up to date with `qgis/QGIS-Documentation:master`.

2. Click on Branch: master in the upper left corner of your forked QGIS-Documentation repository and enter a unique name in the text field to create a new branch . The name of the new branch should relate to the problem you intend to fix. The Branch: master button should now say *Branch: branch_name*
3. You are ready to start new changes on top of it.

Achtung: Do your changes in an ad hoc branch, never in the `master` branch

By convention, avoid making changes in your `master` branch except when you merge the modifications from the `master` branch of `qgis/QGIS-Documentation` into your copy of the QGIS-Documentation repository. Separate branches allow you to work on multiple problems at the same time without interfering with other branches. If you make a mistake you can always delete a branch and start over by creating a new one from the master branch.

1.1.3 Modify files

1. Browse the source files of your fork of QGIS-Documentation to the file that needs to be modified
2. Make your modifications following the *writing guidelines*
3. When you finish, navigate to the **Commit Changes** frame at the bottom of the page, make a short comment about your changes, and click on *Commit Changes* to commit the changes directly to your branch. Make sure *Commit directly to the branch_name branch.* is selected.
4. Repeat the previous steps for any other file that needs to be updated to fix the issue

1.1.4 Share your changes via Pull Request

You need to make a pull request to integrate your changes into the official documentation.

Bemerkung: If you used an `Edit on GitHub` link

After you commit your changes GitHub will automatically open a new page comparing the changes you made in your `patch-xxx` branch to the `qgis/QGIS-Documentation` master branch.

Skip to *Step 2* below.

Start a new pull request

Navigate to the main page of the QGIS-Documentation repository and click on *New pull request*.

Compare changes

If you see two dialog boxes, one that says `base:master` and the other `compare:branch_name` (see figure), this will only merge your changes from one of your branches to your master branch. To fix this click on the *compare across forks* link.

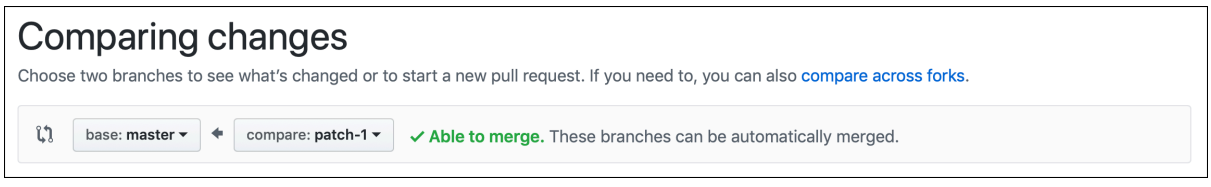


Abb. 1.1: If your *Comparing changes* page looks like this, click on the *compare across forks* link.

You should see four drop-down menus. These will allow you to compare the changes that you have made in your branch with the master branch that you want to merge into. They are:

- **base fork**: the fork that you want to merge your changes into
- **base**: the branch of the base fork that you want to merge your changes into
- **head fork**: the fork that has changes that you want to incorporate into the base fork
- **compare**: the branch with those changes

Select `qgis/QGIS-Documentation` as the base fork with `master` as base, set the head fork to your repository `<YourName>/QGIS-Documentation`, and set compare to your modified branch.

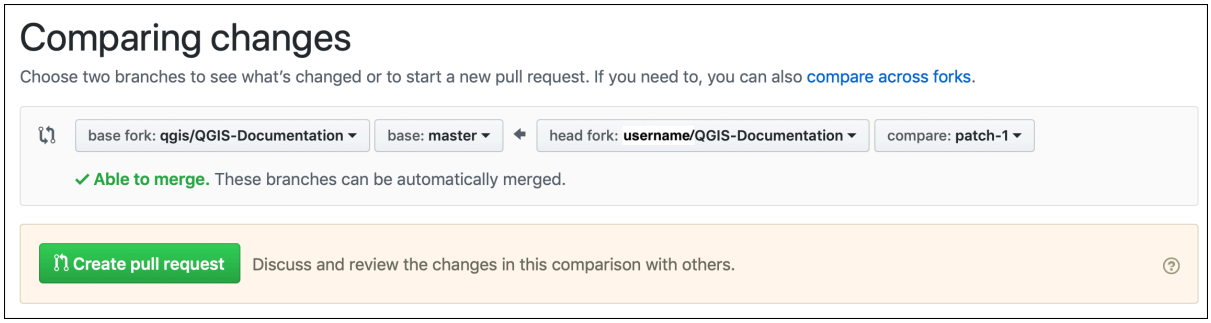


Abb. 1.2: Comparing changes between `qgis/QGIS-Documentation` and your repository

A green check with the words **Able to merge** shows that your changes can be merged into the official documentation without conflicts.

Click the *Create pull request* button.

Warnung: **If you see** ✕ Can't automatically merge.

This means that there are conflicts. The files that you are modifying are not up to date with the branch you are targeting because someone else has made a commit that conflicts with your changes. You can still create the pull request but you'll need to fix any *conflicts* to complete the merge.

Tipp: Though being translated, the latest version of QGIS documentation is still maintained and existing issues are fixed. If you are fixing issues for a different release, change **base** from `master` to the appropriate `release_...` branch in the steps above.

Describe your pull request

A text box will open: fill in any relevant comments for the issue you are addressing.

If this relates to a particular issue, add the issue number to your comments. This is done by entering # and the issue number (*e.g.* `#1234`). If preceded by terms like `fix` or `close`, the concerned issue will be closed as soon as the pull request is merged.

Add links to any documentation pages that you are changing.

Click on *Create pull request*.

Review and comment pull request

As seen above, anyone can submit modifications to the documentation through pull requests. Likewise anyone can review pull requests with questions and comments. Perhaps the writing style doesn't match the project guidelines, the change is missing some major details or screenshots, or maybe everything looks great and is in order. Reviewing helps to improve the quality of the contribution, both in form and substance.

To review a pull request:

1. Navigate to the pull requests page and click on the pull request that you want to comment on.
2. At the bottom of the page you will find a text box where you can leave general comments about the pull request.
3. To add comments about specific lines,
    1. Click on Files changed and find the file you want to comment on. You may have to click on *Display the source diff* to see the changes.
    2. Scroll to the line you want to comment on and click on the . That will open a text box allowing you to leave a comment.

Specific line comments can be published either:

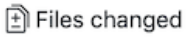
- as single comments, using the *Add single comment* button. They are published as you go. Use this only if you have few comments to add or when replying to another comment.
- or as part of a review, pressing the *Start a review* button. Your comments are not automatically sent after validation, allowing you to edit or cancel them afterwards, to add a summary of the main points of the review or global instructions regarding the pull request and whether you approve it or not. This is the convenient way since it's more flexible and allows you to structure your review, edit the comments, publish when you are ready and send a single notification to the repository followers and not one notification for each comment. Get more details.

Abb. 1.3: Commenting a line with a change suggestion

Line comments can embed suggestions that the pull request writer can apply to the pull request. To add a suggestion, click the Insert a suggestion button on top of the comment text box and modify the text within the suggestion block.

Tipp: Prefer committing suggestions to your pull request as a batch

As a pull request author, when directly incorporating reviewers' feedback in your pull request, avoid using the *Commit suggestion* button at the bottom of the comment when you have many suggestions to address and prefer adding them as a batch commit, that is:

1. Switch to the  tab
2. Press *Add suggestion to batch* for each rewording you'd like to include. You will see a counter increasing as you go.
3. Press any of the *Commit suggestions* button when you are ready to apply the suggestions to your pull request, and enter a message describing the changes.

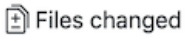
This will add all the modifications to your branch as a single commit, resulting in a more legible history of changes and less notifications for the repository followers. Incidentally, proceeding as this will also save you many clicks.

Make corrections

A new pull request will automatically be added to the Pull requests list. Other editors and administrators will review your pull request and they may make suggestions or ask for corrections.

A pull request will also trigger automated build checks (eg, for rst formatting, python code syntaxes), and reports are displayed at the bottom of the page. If an error is found, a red cross will appear next to your commit. Click on the red cross or on `Details` in the summary section at the bottom of the pull request page to see the details of the error. You'll have to fix any reported errors or warnings before your changes are committed to the `qgis/QGIS-Documentation` repository.

You can make modifications to your pull request until it is merged with the main repository, either to improve your request, to address requested modifications, or to fix a build error.

To make changes click on the  tab in your pull request page and click the pencil button  next to the filename that you want to modify.

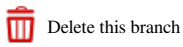
Any additional changes will be automatically added to your pull request if you make those changes to the same branch that you submitted in your pull request. For this reason, you should only make additional changes if those changes relate to the issue that you intend to fix with that pull request.

If you want to fix another issue, create a new branch for those changes and repeat the steps above.

An administrator will merge your contribution after any build errors are corrected, and after you and the administrators are satisfied with your changes.

1.1.5 Delete your merged branch

You can delete the branch after your changes have been merged. Deleting old branches saves you from having unused and outdated branches in your repository.

1. Navigate to your fork of the QGIS-Documentation repository (`https://github.com/<YourName>/QGIS-Documentation`).
2. Click on the *Branches* tab. Below *Your branches* you'll see a list of your branches.
3. Click on the  icon to delete any unwanted branches.

1.2 Git-Kommandozeilenwerkzeuge verwenden

The GitHub web interface is an easy way to update the QGIS-documentation repo with your contributions, but it doesn't offer tools to:

- group your commits and clean your change history
- fix possible conflicts with the main repo
- build the documentation to test your changes

You need to install git on your hard drive in order to get access to more advanced and powerful tools and have a local copy of the repository. Some basics you may often need are exposed below. You'll also find rules to care about even if you opt for the web interface.

In the code samples below, lines beginning with `$` show commands you should type while `#` are comments.

1.2.1 Lokales Repositorium

Now you are ready to get a local clone of **your** QGIS-Documentation repository.

You can clone your QGIS repository using the web URL as follows:

```
# move to the folder in which you intend to store the local repository
$ cd ~/Documents/Development/QGIS/
$ git clone https://github.com/<YourName>/QGIS-Documentation.git
```

The former command line is simply an example. You should adapt both the path and the repository URL, replacing `<YourName>` with your github user name.

Check the following:

```
# Enter the local repository
$ cd ./QGIS-Documentation
$ git remote -v
origin  https://github.com/<YourName>/QGIS-Documentation.git (fetch)
origin  https://github.com/<YourName>/QGIS-Documentation.git (push)
$ git branch
* master
```

- *origin* is the name of the remote repository of your QGIS-Documentation repository.
- *master* is the default main branch. You should never use it to contribute! **Never!**

Alternatively you can clone your QGIS repository using the SSH protocol:

```
# move to the folder in which you intend to store the local repository
$ cd ~/Documents/Development/QGIS/
$ git clone git@github.com:<YourName>/QGIS-Documentation.git
```

Tipp: Permission denied (publickey) error?

If you get a Permission denied (publickey) error with the former command, there may be a problem with your SSH key. See GitHub help for details.

Check the following if you used the SSH protocol:

```
# Enter the local repository
$ cd ./QGIS-Documentation
$ git remote -v
origin  git@github.com:<YourName>/QGIS-Documentation.git (fetch)
```

(Fortsetzung auf der nächsten Seite)

(Fortsetzung der vorherigen Seite)

```
origin  git@github.com:<YourName>/QGIS-Documentation.git (push)
$ git branch
* master
```

You can start to work here but in the long term process you will get a lot of issues when you will push your contribution (called Pull Request in github process) as the master branch of the qgis/QGIS-Documentation repository will diverge from your local/remote repository. You then need to keep track of the main remote repository and work with branches.

1.2.2 Add another remote repository

To be able to follow the work in the main project, add a new remote repository in your local repository. This new remote repository is the QGIS-Documentation repository from QGIS project:

```
$ git remote add upstream https://github.com/qgis/QGIS-Documentation.git
$ git remote -v
origin  https://github.com/<YourName>/QGIS-Documentation.git (fetch)
origin  https://github.com/<YourName>/QGIS-Documentation.git (push)
upstream        https://github.com/qgis/QGIS-Documentation.git (fetch)
upstream        https://github.com/qgis/QGIS-Documentation.git (push)
```

Similarly, you can use the SSH protocol to add a remote repository in your local repository:

```
$ git remote add upstream git@github.com:qgis/QGIS-Documentation.git
$ git remote -v
origin  git@github.com:<YourName>/QGIS-Documentation.git (fetch)
origin  git@github.com:<YourName>/QGIS-Documentation.git (push)
upstream        git@github.com:qgis/QGIS-Documentation.git (fetch)
upstream        git@github.com:qgis/QGIS-Documentation.git (push)
```

So now you have the choice between two remote repository:

- *origin* to push your local branch in **your** remote repository
- *upstream* to merge (if you have right to do so) your contribution to the official one OR to update your master branch of local repository from the master branch of the official repository.

Bemerkung: *upstream* is just a label, a kind of standard name but you can call it as you want.

1.2.3 Update your base branch

Before working on a new contribution, you should always update your master branch in your local repository. Assuming you are willing to push changes to the testing documentation, run the following command lines:

```
# switch to master branch (it is easy to forget this step!)
$ git checkout master
# get "information" from the master branch in the upstream repository
# (aka qgis/QGIS-Documentation's repository)
$ git fetch upstream master
# merge update from upstream/master to the current local branch
# (which should be master, see step 1)
$ git merge upstream/master
# update **your** remote repository (aka <YourName>/QGIS-Documentation)
$ git push origin master
```

Now you have your local and remote repositories which both have their `master` branch up to date with the official `master` branch of QGIS-Documentation. You can start to work on your contribution.

Bemerkung: Switch the branch if you wish to contribute to released doc

Along with the testing documentation, we continue to fix issues in the latest release, meaning that you can also contribute to it. Follow the previous section sample code, replacing `master` with the corresponding branch of the latest documentation.

1.2.4 Contribute to your production branch

Now that your base branch is updated, you need to create a dedicated branch in which you add your contribution. Always work on a branch other than the base branch! Always!

```
# Create a new branch
$ git checkout -b myNewBranch
# checkout means go to the branch
# and -b flag creates a new branch if needed, based on current branch
# Let's check the list of existing branches (* indicates the current branch)
$ git branch
master
release_2.18
...
* myNewBranch
# You can now add your contribution, by editing the concerned file(s)
# with any application (in this case, vim is used)
$ vim myFile
# once done
$ git add myFile
$ git commit
```

Few words about commit/push commands:

- try to commit only one contribution (atomic change) i.e. address only one issue
- try to explain carefully what you change in the title of your commit and in the description. The first line is a title and should start by an upper case letter and have 80 characters length, don't end with a `.`. Be concise. Your description can be longer, end with a `.` and you can give much more details.
- use a `#` with a number to refer to an issue. Prefix with `Fix` if you fix the ticket: your commit will close the ticket.

Now that your changes are saved and committed in your local branch, you need to send them to your remote repository in order to create pull request:

```
$ git push origin myNewBranch
```

1.2.5 Share your Changes

Now you can go to your github repository and *create a Pull Request* as exposed in a previous section. Ensure you create a PR from your branch to the remote branch you are targetting in the official QGIS-Documentation repository.

1.2.6 Clean-up your local and remote repository

After your PR has been merged into the official QGIS-Documentation, you can delete your branch. If you work a lot this way, in few weeks you will get a lot of unuseful branches. So keep your repository clean this way:

```
# delete local branch
$ git branch -d myNewBranch
# Remove your remote myNewBranch by pushing nothing to it
$ git push origin :myNewBranch
```

And do not forget to update the `master` branch in your local repository!

1.3 Literaturhinweise

- Other than the Github web interface and the git command line tools exposed above, there are also GUI applications you can use to create and manage your contributions to the documentation.
- When the changes in the pull request are conflicting with recent changes pushed to the target branch, the conflicts need to be resolved before a merge is possible:
  - if the conflict relates to few competing lines, a *Resolve conflicts* button is available in the GitHub pull request page. Press the button and resolve the issue as explained at Resolving a merge conflict on GitHub
  - if the conflict involves files renaming or removal, then you'd need to resolve the conflict using git command lines. Typically, you have to first rebase your branch over the target branch using `git rebase targetBranch` call and fix the conflicts that are reported. Read more at Resolving a merge conflict using the command line
- Sometimes, at the end of the proofreading process, you may end up with changes split into multiple commits that are not necessarily worth it. Git command lines help you squash these commits to a smaller number and more meaningful commit messages. Some details at Using git rebase on the command line

KAPITEL 2

Writing Guidelines

In general, when creating reST documentation for the QGIS project, please follow the Python documentation style guidelines. For convenience, we provide a set of general rules we rely on for writing QGIS documentation below.

2.1 Writing Documentation

2.1.1 Headlines

To each webpage of the documentation corresponds a `.rst` file.

Sections used to structure the text are identified through their title which is underlined (and overlined for the first level). Same level titles must use same character for underline adornment. In QGIS Documentation, you should use following styles for chapter, section, subsection and minisec.

```
********
Chapter
********

Section
=======

Subsection
----------

Minisec
.......

Subminisec
^^^^^^^^^^
```

2.1.2 Lists

Lists are useful for structuring the text. Here are some simple rules common to all lists:

- Start all list items with a capital letter
- Do not use punctuation after list items that only contain a single simple sentence
- Use period (`.`) as punctuation for list items that consist of several sentences or a single compound sentence

2.1.3 Indentation

Indentation in ReStructuredText should be aligned with the list or markup *marker*. It is also possible to create block quotes with indentation. See the Specification

```
#. In a numbered list, there should be
   three spaces when you break lines
#. And next items directly follow

   * Nested lists
   * Are also possible
   * And when they also have
     a line that is too long,
     the text should be naturally
     aligned
   * and be in their own paragraph

However, if there is an unindented paragraph, this will reset the numbering:

#. This item starts at 1 again
```

2.1.4 Inline Tags

You can use tags to emphasize items.

- **Menu GUI**: to mark a complete sequence of menu selections, including selecting submenus and choosing a specific operation, or any subsequence of such a sequence.

```
:menuselection:`menu --> submenu`
```

- **Dialogs and Tab titles**: Labels presented as part of an interactive user interface including window titles, tab titles, button and option labels.

```
:guilabel:`title`
```

- **Filenames and directories**

```
:file:`README.rst`
```

- **Icons with popup text**

```
|icon| :sup:`popup_text`
```

(see *image* below).

- **Keyboard shortcuts**

```
:kbd:`Ctrl+B`
```

will show `Ctrl+B`

When describing keyboard shortcuts, the following conventions should be used:

  - Letter keys are displayed using uppercase: `S`
  - Special keys are displayed with an uppercase first letter: `Esc`
  - Key combinations are displayed with a + sign between keys, without spaces: `Shift+R`

- **User text**

```
``label``
```

- **Layer names** When referring to layers, format as inline code:

```
``layer name``
```

2.1.5 Labels/references

Anchors inside the text can be used to create hyperlinks to sections or pages.

The example below creates the anchor of a section (e.g., Label/reference title)

```
.. _my_anchor:

Label/reference
---------------
```

To call the reference in the **same page**, use

```
see my_anchor_ for more information.
```

which will return:

see *my_anchor* for more information.

Notice that it will jump to the line/thing following the ‚anchor'. You do not need to use apostrophes, but you do need to have empty lines after the anchor.

Another way to jump to the same place **from anywhere in the documentation** is to use the `:ref:` role.

```
see :ref:`my_anchor` for more information.
```

which will create a link with the caption instead (in this case the title of this section!):

see *Labels/references* for more information.

So, reference 1 (*my_anchor*) and reference 2 (*Labels/references*). Because the reference often displays a full caption, it is not really necessary to use the word *section*. Note that you can also use a custom caption to describe the reference:

```
see :ref:`Label and reference <my_anchor>` for more information.
```

which returns:

see *Label and reference* for more information.

2.1.6 Figures and Images

Pictures

To insert an image, use

```
.. figure:: /static/common/logo.png
   :width: 10 em
```

which returns

Replacement

You can put an image inside text or add an alias to use everywhere. To use an image inside a paragraph, first create an alias in the `source/substitutions.txt` file:

```
.. |nice_logo| image:: /static/common/logo.png
               :width: 1 em
```

and then call it in your paragraph:

```
My paragraph begins here with a nice logo |nice_logo|.
```

This is how the example will be displayed:

My paragraph begins here with a nice logo  .

To allow preview rendering in GitHub that is as close as possible to HTML rendering, you will also need to add the image replacement call at the end of the file you changed. This can be done by copy-pasting it from `substitutions.txt` or by executing the `scripts/find_set_subst.py` script.

Bemerkung: Currently, to ensure consistency and help in the use of QGIS icons, a list of aliases is built and available in the *Ersetzungen* chapter.

Figure

```
.. _figure_logo:

.. figure:: /static/common/logo.png
   :width: 20 em
   :align: center

   A caption: A logo I like
```

The result looks like this:

Abb. 2.1: A caption: A logo I like

To avoid conflicts with other references, always begin figure anchors with `_figure_` and use terms that easily connect to the figure caption. While only the centered alignment is mandatory for the image, feel free to use any other options for figures (such as `width`, `height`, `scale`...) if needed.

The scripts will insert an automatically generated number before the caption of the figure in the generated HTML and PDF versions of the documentation.

To use a caption (*see My caption*) just insert indented text after a blank line in the figure block.

A figure can be referenced using the reference label like this:

```
see :numref:`figure_logo`
```

renders like this:

see Abb. 2.1

This is the preferred way of referencing figures.

Bemerkung: For `:numref:` to work, the figure **must have a caption**.

It is possible to use `:ref:` instead of `:numref:` for reference, but this returns the full caption of the image.

```
see :ref:`figure_logo`
```

renders like this:

see *A caption: A logo I like*

Tables

A simple table can be coded like this

```
=======  =======  =======
x        y        z
=======  =======  =======
1        2        3
4                 5
=======  =======  =======
```

It will render like this:

x	y	z
1	2	3
4		5

Use a \ (backslash) followed by an empty space to leave an empty space.

You can also make more complicated tables and reference them:

```
.. _my_drawn_table:

+---------------+--------------------+
| Windows       | macOS              |
+---------------+--------------------+
| |win|         | |osx|              |
+---------------+--------------------+
| and of course not to forget |nix|  |
+-----------------------------------+

My drawn table, mind you this is unfortunately not regarded as a caption

You can reference it like this: my_drawn_table_.
```

The result:

Windows	macOS
	
and of course not to forget 	

My drawn table, mind you this is unfortunately not regarded as a caption

You can reference to it like this *my_drawn_table*.

For even more complex tables, it is easier to use `list-table`:

```
.. list-table::
   :header-rows: 1
   :widths: 20 20 20 40

   * - What
     - Purpose
     - Key word
     - Description
   * - **Test**
     - ``Useful test``
     - complexity
     - Geometry.  One of:

       * Point
       * Line
```

The result:

What	Funktion	Key word	Beschreibung
Test	`Useful test`	complexity	Geometry. One of: • Punkt • Line

2.1.7 Index

An index is a handy way to help the reader find information in a document. QGIS documentation provides some essential indices. There are a few rules that help us provide a set of indices that are really useful (coherent, consistent and really connected to each other):

- An index should be human readable, understandable and translatable; an index can be made from many words but you should avoid any unneeded _, -… characters to link them i.e., `Loading layers` instead of `loading_layers` or `loadingLayers`.
- Capitalize only the first letter of the index unless the word has a particular spelling. E.g., `Loading layers`, `Atlas generation`, `WMS`, `pgsql2shp`.
- Keep an eye on the existing Index list in order to reuse the most convenient expression with the right spelling and avoid unnecessary duplicates.

Several index tags exist in RST. You can use the inline `:index:` tag within normal text:

```
QGIS can load several :index:`Vector formats` supported by GDAL ...
```

Or you can use the `.. index::` block-level markup which links to the beginning of the next paragraph. Because of the rules mentioned above, it is recommended to use the block-level tag:

```
.. index:: WMS, WFS, Loading layers
```

It is also recommended to use index parameters such as `single`, `pair` and `see`, in order to build a more structured and interconnected index table. See Index generating for more information on index creation.

2.1.8 Special Comments

Sometimes, you may want to emphasize some points of the description, either to warn, remind or give some hints to the user. In QGIS Documentation, we use reST special directives such as `.. warning::`, `.. seealso::`, ``.. note::`` and `.. tip::`. These directives generate frames that highlight your comments. See Paragraph Level markup for more information. A clear and appropriate title is required for both warnings and tips.

```
.. tip:: **Always use a meaningful title for tips**

   Begin tips with a title that summarizes what it is about. This helps
   users to quickly overview the message you want to give them, and
   decide on its relevance.
```

2.1.9 Code Snippets

You may also want to give examples and insert code snippets. In this case, write the comment below a line with the `::` directive inserted. For a better rendering, especially to apply color highlighting to code according to its language, use the code-block directive, e.g. `.. code-block:: xml`. More details at Showing code.

Bemerkung: While texts in note, tip and warning frames are translatable, be aware that code block frames do not allow translation. So avoid comments not related to the code and keep comments as short as possible.

2.1.10 Fußnoten

Please note: Footnotes are not recognized by any translation software and it is also not converted to pdf format properly. So, if possible, don't use footnotes within any documentation.

This is for creating a footnote (showing as example[1])

```
blabla [1]_
```

Which will point to:

2.2 Managing Screenshots

2.2.1 Neue Bildschirmfotos hinzufügen

Here are some hints to create new, nice looking screenshots. The images should be placed in an image (`img/`) folder that is located in the same folder as the referencing `.rst` file.

- You can find some prepared QGIS-projects that are used to create screenshots in the `./qgis-projects` folder of this repository. This makes it easier to reproduce screenshots for the next version of QGIS. These projects use the QGIS Sample Data (aka Alaska Dataset), which should be unzipped and placed in the same folder as the QGIS-Documentation Repository.
- Reduce the window to the minimal space needed to show the feature (taking the whole screen for a small modal window > overkill)
- The less clutter, the better (no need to activate all the toolbars)
- Don't resize them in an image editor; the size will be set into the `.rst` files if necessary (downscaling the dimensions without properly upping the resolution > ugly)
- Cut the background

[1] Updates of core plugins

- Make the top corners transparent if the background is not white
- Set print size resolution to `135 dpi` (e.g. in Gimp set the print resolution *Image* ► *Print size* and save). This way, images will be at original size in html and at a good print resolution in the PDF. You can also use ImageMagick convert command to do a batch of images:

```
convert -units PixelsPerInch input.png -density 135 output.png
```

- Save them as `.png` (to avoid `.jpeg` artifacts)
- The screenshot should show the content according to what is described in the text

---

Tipp: If you are on Ubuntu, you can use the following command to remove the global menu function and create smaller application screens with menus:

```
sudo apt autoremove appmenu-gtk appmenu-gtk3 appmenu-qt
```

2.2.2 Translated Screenshots

Here are some additional hints for those that want to create screenshots for a translated user guide:

Translated images should be placed in a `img/<your_language>/` folder. Use the same filename as the english ‚original' screenshot.

2.3 Documenting Processing algorithms

If you want to write documentation for Processing algorithms, consider these guidelines:

- Processing algorithm help files are part of QGIS User Guide, so use the same formatting as User Guide and other documentation.
- Each algorithm documentation should be placed in the corresponding **provider** folder and **group** file, e.g. the algorithm *Voronoi polygon* belongs to the *QGIS* provider and to the group *vectorgeometry*. So the correct file to add the description is: `source/docs/user_manual/processing_algs/qgis/vectorgeometry.rst`.

  Bemerkung: Before starting to write the guide, check if the algorithm is already described. In this case, you can enhance the existing description.

- It is **extremely** important that each algorithm has an *anchor* that corresponds to the provider name + the unique name of the algorithm itself. This allows the Help button to open the Help page of the correct section. The anchor should be placed **above** the title, e.g. (see also the *Labels/references* section):

```
.. _qgisvoronoipolygons:

Voronoi polygons
----------------
```

  To find out the algorithm name you can just hover the mouse on the algorithm in the Processing toolbox.

- Avoid using „This algorithm does this and that…" as the first sentence in the algorithm description. Try to use more general expressions like:

```
Takes a point layer and generates a polygon layer containing the...
```

- Avoid describing what the algorithm does by replicating its name and please don't replicate the name of the parameter in the description of the parameter itself. For example if the algorithm is `Voronoi polygon` consider to describe the `Input layer` as `Layer to calculate the polygon from`.
- Indicate in the description whether the algorithm has a default shortcut in QGIS or supports in-place editing.
- Add images! A picture is worth a thousand words! Use `.png` format and follow the general guidelines for documentation (see the *Figures and Images* section for more info). Put the image file in the correct folder, i.e. the `img` folder next to the `.rst` file you are editing.
- If necessary, add links in the „See also" section that provide additional information about the algorithm (e.g., publications or web-pages). Only add the „See also" section if there is really something to see. As a good practice, the „See also" section can be filled with links to similar algorithms.
- Give clear explanation for algorithm parameters and outputs: take inspiration from existing algorithms.
- Avoid duplicating detailed description of algorithm options. Add this information in the parameter description.
- Avoid adding information about the vector geometry type in the algorithm or parameter description, as this information is already available in the parameter descriptions.
- Add the default value of the parameter, e.g.:

```
* – **Number of points**
  – ``NUMBER_OF_POINTS``
  – [number]

    Default: 1
  – Number of points to create
```

- Describe the *type* of input supported the parameters. There are several types available you can pick one from:

Parameter/Output type	Beschreibung	Visual indicator
Point vector layer	`vector: point`	
Line vector layer	`vector: line`	
Polygon vector layer	`vector: polygon`	
Generic vector layer	`vector: any`	
Vector field numeric	`tablefield: numeric`	**1.2**
Vector field string	`tablefield: string`	**abc**
Vector field generic	`tablefield: any`	
Raster layer	`raster`	
Raster band	`raster band`	
HTML file	`html`	
Table layer	`table`	
Ausdruck	`expression`	
Point geometry	`coordinates`	
Extent	`extent`	
KBS	`crs`	
Enumeration	`enumeration`	
List	`list`	
Number	`number`	
Text	`string`	
Boolean	`boolean`	
Folder path	`folder`	
Datei	`file`	

Fortsetzung auf der nächsten Seite

Tab. 2.1 – Fortsetzung der vorherigen Seite

Parameter/Output type	Beschreibung	Visual indicator
Matrix	`matrix`	
Layer	`layer`	
Same output type as input type	`same as input`	
Definition	`definition`	
Punkt	`point`	
MultipleLayers	`multipleLayers`	
Bereich	`range`	
AuthConfig	`authconfig`	
Netz	`mesh`	
Layout	`layout`	
LayoutItem	`layoutitem`	
Farbe	`color`	
Maßstab	`scale`	

- Study an existing and well documented algorithm, and copy all the useful layouts.
- When you are finished, just follow the guidelines described in *Ein Schritt-für-Schritt Beitrag* to commit your changes and make a Pull Request

Here is an example of an existing algorithm to help you with the layout and the description:

```
.. _qgiscountpointsinpolygon:

Count points in polygon
-----------------------
Takes a point and a polygon layer and counts the number of points from the
point layer in each of the polygons of the polygon layer.
A new polygon layer is generated, with the exact same content as the input
polygon layer, but containing an additional field with the points count
corresponding to each polygon.

.. figure:: img/count_points_polygon.png
  :align: center

  The labels in the polygons show the point count

An optional weight field can be used to assign weights to each point.
Alternatively, a unique class field can be specified. If both options
are used, the weight field will take precedence and the unique class field
will be ignored.

``Default menu``: :menuselection:`Vector --> Analysis Tools`

Parameters
..........

.. list-table::
   :header-rows: 1
   :widths: 20 20 20 40

   * - Label
     - Name
     - Type
     - Description
   * - **Polygons**
     - ``POLYGONS``
     - [vector: polygon]
     - Polygon layer whose features are associated with the count of
       points they contain
```

(Fortsetzung auf der nächsten Seite)

(Fortsetzung der vorherigen Seite)

```
   * - **Points**
     - ``POINTS``
     - [vector: point]
     - Point layer with features to count
   * - **Weight field**

       Optional
     - ``WEIGHT``
     - [tablefield: numeric]
     - A field from the point layer.
       The count generated will be the sum of the weight field of the
       points contained by the polygon.
   * - **Class field**

       Optional
     - ``CLASSFIELD``
     - [tablefield: any]
     - Points are classified based on the selected attribute and if
       several points with the same attribute value are within the
       polygon, only one of them is counted.
       The final count of the points in a polygon is, therefore, the
       count of different classes that are found in it.
   * - **Count field name**
     - ``FIELD``
     - [string]

       Default: 'NUMPOINTS'
     - The name of the field to store the count of points
   * - **Count**
     - ``OUTPUT``
     - [vector: polygon]

       Default: [Create temporary layer]
     - Specification of the output layer type (temporary, file,
       GeoPackage or PostGIS table).
       Encoding can also be specified.

Outputs
.......

.. list-table::
   :header-rows: 1
   :widths: 20 20 20 40

   * - Label
     - Name
     - Type
     - Description
   * - **Count**
     - ``OUTPUT``
     - [vector: polygon]
     - Resulting layer with the attribute table containing the
       new column with the points count
```

KAPITEL 3

Code schreiben im PyQGIS-Kochbuch

Wenn Sie planen, einige Kapitel des PyQGIS-Developer-Cookbook hinzuzufügen oder zu aktualisieren, dann sollten Sie einige Regeln befolgen, um das automatische Testen der Code-Schnipsel zu ermöglichen.

Das Testen ist wirklich wichtig, da es die automatische Überprüfung des Codes ermöglicht. Code-Schnipsel mit Fehlern oder Code, der veraltete Methoden verwendet, werden fehlschlagen und die Benachrichtigung wird Ihnen helfen, die Probleme zu beheben.

Zum testen wird die ‚Sphinx doctest extension <https://www.sphinx-doc.org/en/master/usage/extensions/doctest.html>‘ verwendet. Für weitere, detailierte Informationen schauen Sie bitte in die Dokumentation der Erweiterung.

3.1 Wie schreibe ich testbaren Code?

Das Schreiben von testbarem Code unterscheidet sich kaum von der ‚klassischen‘ Methode. Es wird lediglich eine andere Sphinx Direktive verwendet.

3.1.1 Doctest Sphinx Direktiven

Anstatt Code in `.. code-block:: python` Direktiven einzubetten (mit automatischem Code Highlighting), muss es jetzt mit `.. testcode::` markiert werden. Also, statt diesem:

```
.. code-block:: python

   crs = QgsCoordinateReferenceSystem("EPSG:4326")
   assert crs.isValid()
```

Nutze dieses:

```
.. testcode::

   crs = QgsCoordinateReferenceSystem("EPSG:4326")
   assert crs.isValid()
```

Nachdem du Beispielcode geschrieben hast, solltest du eine *Behauptung/assertion* hinzufügen, die den Code evaluiert und automatisch ausgeführt wird.

Im obigen Beispiel wird ein KBS erzeugt und mit `assert crs.isValid()` die Validität **geprüft**. Bei falscher Python-Syntax oder falls `crs.isValid()` `False` zurückliefert, wird dieser Codeteil beim Test scheitern.

To successfully run the tests on snippets, you must import all the classes and declare any variables used in the code snippets. You can include those in the code snippet itself (visible in the HTML pages) or you can add them to a `.. testsetup::` directive (hidden in the HTML pages). The `.. testsetup::` needs to be placed before the `.. testcode::`:

```
.. testsetup::

   from qgis.core import QgsCoordinateReferenceSystem

.. testcode::

   crs = QgsCoordinateReferenceSystem("EPSG:4326")
   assert crs.isValid()
```

If the code snippet doesn't create objects (and therefore you cannot use something like `assert object.isValid()`), you can test the code using the `print()` method, then add the expected results within a `.. testoutput::` directive to compare the expected output:

```
.. testcode::

   print("QGIS CRS ID:", crs.srsid())
   print("PostGIS SRID:", crs.postgisSrid())

.. testoutput::

   QGIS CRS ID: 3452
   PostGIS SRID: 4326
```

By default, the content of `.. testoutput::` is shown in the HTML output. To hide it from the HTML use the *:hide:* option:

```
.. testoutput::
   :hide:

   QGIS CRS ID: 3452
   PostGIS SRID: 4326
```

Bemerkung: If the code snippet contains any print statements, you MUST add a `testoutput` with the expected outputs; otherwise the test will fail.

3.1.2 Grouping tests

For each rst document, the code snippets are tested sequentially, which means you can use one `.. testsetup::` for all the following code snippets and that later snippets will have access to variables declared in earlier ones in the document.

Alternatively, you can use groups to break down the examples on the same page in different tests.

You add the code snippet to groups by adding one or more group names (separated by commas) in the respective directive:

```
.. testcode:: crs_crsfromID [, morenames]

   crs = QgsCoordinateReferenceSystem("EPSG:4326")
   assert crs.isValid()
```

The `doctest` will pick each group snippets and run them independently.

Bemerkung: Use group names that make sense with the related content. Use something similar to <chapter>_<subchapter>, for example: crs_intro, crs_fromwkt. In case of failures, this will help identifying where the failures occur.

If you don't declare any group, the code snippet will be added to a group named `default`. If instead, you use `*` as a group name, the snippet will be used in all testing groups, something normally usefull to use in the test setup:

```
.. testsetup:: *

   from qgis.core import QgsCoordinateReferenceSystem
```

3.2 How to test snippets on your local machine

Bemerkung: Instructions are valid for Linux system.

To test Python code snippets, you need a *QGIS* installation. For this, there are many options. You can:

- Use your system *QGIS* installation with *Sphinx* from a Python virtual environment:

  ```
  make -f venv.mk doctest
  ```

- Use a manually built installation of *QGIS*. You'd need to:

  1. Create a custom `Makefile` extension on top of the `venv.mk` file, for example a `user.mk` file with the following content:

     ```
     # Root installation folder
     QGIS_PREFIX_PATH = /home/user/apps/qgis-master

     include venv.mk
     ```

     Or

     ```
     # build output folder
     QGIS_PREFIX_PATH = /home/user/dev/QGIS-build-master/output

     include venv.mk
     ```

  2. Then, use it to run target `doctest`:

```
make -f user.mk doctest
```

- Run target `doctest` inside the official *QGIS* docker image:

```
make -f docker.mk doctest
```

You have to install Docker first because this uses a docker image with QGIS in it.

KAPITEL 4

Übersetzungsrichtlinien

Dieses Handbuch soll dem Übersetzer helfen. Zuerst wird der allgemeine Prozess, wie eine Übersetzung technisch durchgeführt wird, erklärt. Später wird die Übersetzung von einem tatsächlichen englischen ersten Dokument, das ins Niederländische übersetzt wird, erklärt. Schließlich wird eine Zusammenfassung der *Regeln für die Übersetzung* gegeben.

Bemerkung: Obwohl sich diese Richtlinien auf die QGIS-Dokumentation konzentrieren, gelten die im Folgenden beschriebenen Methoden und Regeln auch für QGIS-Anwendungen und die Übersetzung von Websites.

4.1 Übersetzungsprozess

Die QGIS Dokumentation ist in Englisch mit `.rst` Dateien geschrieben. Um Übersetzungen zu erstellen:

1. Ein vorgefertigtes Skript erstellt Übersetzungsdateien mit dem Namen `.po` Dateien für die englische Sprache im Ordner `/QGIS-Documentation/locale/en`.
2. Die Sätze in den `.po` Dateien werden auf die Transifex Webplattform geschoben und so für Übersetzer zur Verfügung gestellt. Dort können sie im Editor von Englisch in ihre Sprache übersetzt werden.
3. When a file is translated at 100%, the translated strings are automatically pulled back to the documentation repository, under `/QGIS-Documentation/locale/<language>`.
4. At the next build of the documentation (which occurs at least once a day – see time at the bottom of the page), a script reuses the sentences to create translated output.

5. For files not fully translated, a script pulls every two weeks translated strings from Transifex to Github and these are as well published at the next build.
6. Whenever an `.rst` file is updated, the English `.po` file is updated and the changes are pushed to the corresponding file in Transifex. This means that when a new paragraph is added to an `.rst` document that was already translated, only the new/updated sentences are added to the translated `.po` file and needs to be translated.

Bemerkung: Translating QGIS Desktop specificities

The main difference with translating QGIS applications is that instead of `.po` files, all the translatable strings in the `.py`, `.cpp`, `.yaml` files that shape a particular version of the application are pushed to and pulled from Transifex as a single `.ts` file (e.g. `qgis-application/qgis_en.ts (branch release-3_30)`). Translations are pulled to Github in development branch (daily), and at release time (for every released versions).

Zur Zeit werden zwei verschiedene Werkzeuge verwendet, um Übersetzungen in QGIS durchzuführen:

- Die Transifex Web-Plattform, die einfachste und empfohlene Art, QGIS zu übersetzen, führt den oben beschriebenen Prozess transparent durch und zieht alle übersetzbaren Texte für den Übersetzer an einem Ort zusammen. Wählen Sie einfach die gewünschten Dateien aus und übersetzen Sie diese. Die übersetzten Dateien werden auf der Plattform gespeichert, bis eine neue Version herausgegeben wird.
- Qt Linguist, ein Qt-Entwicklungswerkzeug, erfordert, dass der Übersetzer lokal die Dateien `.po` (oder `.ts`) aus dem Quellcode zieht, übersetzt und dann zurückschiebt.

Beachten Sie, dass die Übersetzungsregeln für alle Werkzeuge die Gleichen sind.

4.2 Übersetzung einer Datei

Unsere Beispielübersetzung führen wir am Heatmap-Plugin durch. Dabei werden wir das englische Original in das Niederländische übersetzen, allerdings ist das Vorgehen für alle anderen Dokumente sowie Sprachen identisch

Die Quelle des Dokuments finden Sie hier:

```
QGIS-Documentation/source/docs/user_manual/plugins/plugins_heatmap.rst
```

So, warum wählte ich dieses Dokument?

1. Es enthält Bilder, Beschriftunen, Überschriften, Referenzen und Ersetzungen.
2. Ich schrieb es, um mir das Übersetzen zu erleichtern ;-)

Der Erstellungsprozess hat die englische Datei `.po` erstellt, die hier zu finden ist:

```
QGIS-Documentation/locale/en/LC_MESSAGES/docs/user_manual/plugins/plugins_heatmap.
↪po
```

Die entsprechende niederländische `.po` Datei (im Prinzip eine Kopie) befindet sich hier:

```
QGIS-Documentation/locale/nl/LC_MESSAGES/docs/user_manual/plugins/plugins_heatmap.
↪po
```

Zusammen mit dieser Datei sehen Sie eine kleine `.mo` Datei, die anzeigt, dass sie noch keine Übersetzungen enthält.

4.2.1 Übersetzung in Transifex

Um mit Transifex übersetzen zu können, sind folgende Schritte nötig:

1. Erstellen Sie ein Konto bei Transifex und treten Sie dem QGIS-Projekt bei.
2. Sobald Sie Teil eines Sprachteams sind, klicken Sie auf das entsprechende Projekt (in diesem Fall `QGIS Documentation`). Eine Liste der verfügbaren Sprachen mit ihrem Übersetzungsverhältnis wird angezeigt.

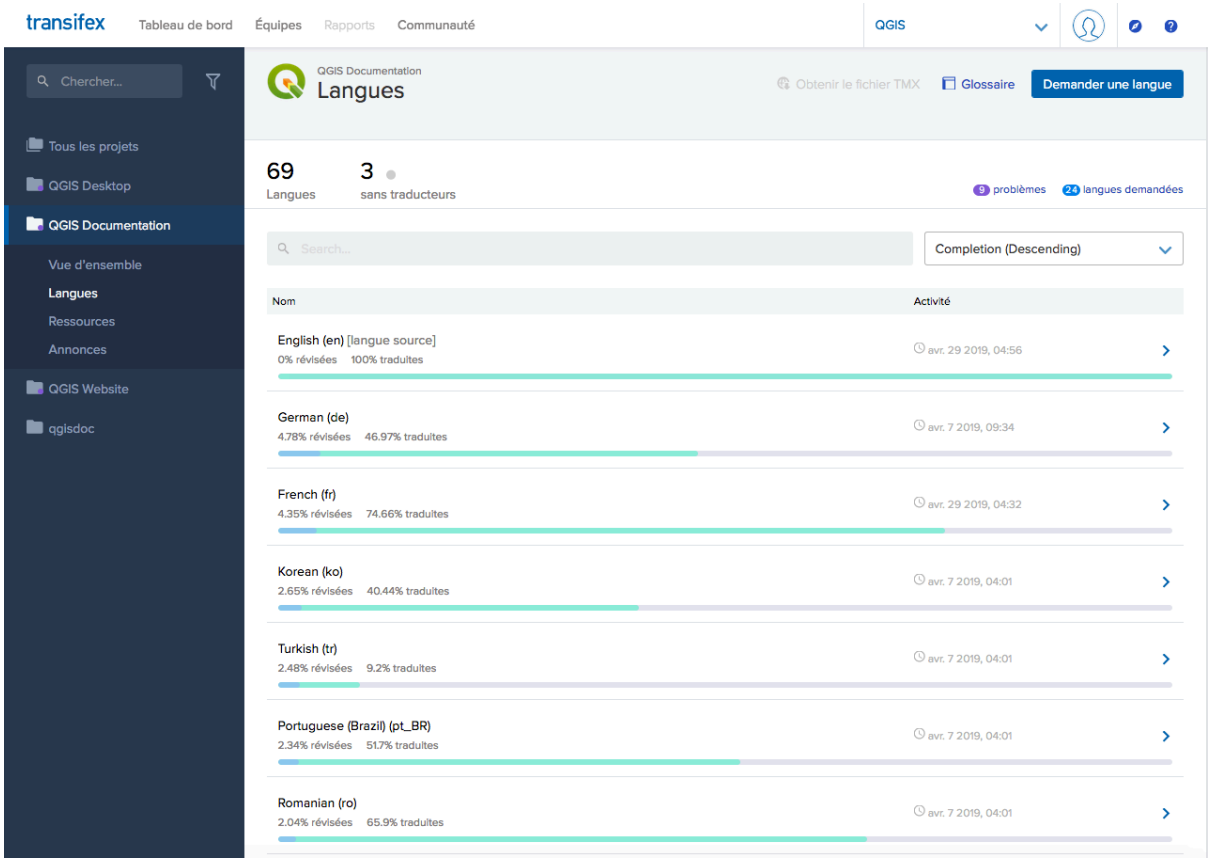


Abb. 4.1: Wählen Sie die Sprache für die Übersetzung im Transifex-Menü.

3. Fahren Sie mit der Maus über Ihre Sprache und klicken Sie auf eine der beiden Auswahlmöglichkeiten:
   - *View resources*: übersetzbare `.po` Dateien mit ihrem Übersetzungsverhältnis, der Anzahl der Strings und einigen weiteren Metadaten werden nun angezeigt.
   - oder *Translate*: öffnet die Schnittstelle der Übersetzung mit allen verfügbaren `.po` Dateien
4. Identifizieren Sie die Datei, die Sie übersetzen möchten (in unserem Fall suchen wir nach der `docs_user-manual_plugins_plugins-heatmap`, der Heatmap-Plugin-Datei) oder eine beliebige unfertige Datei und klicken Sie darauf: Texte aus den Dateien werden geladen und Sie können die Benutzeroberfläche zum Filtern, Übersetzen und Vorschlagen von Übersetzungen verwenden…

   Tipp: Für die Dokumentation oder die Webseite bringt Sie ein Klick auf den `Fix me` Link in der Fußzeile einer Seite direkt auf die entsprechende Übersetzungsseite in Transifex.

5. Alles, was Sie tun müssen, ist jeden Text auszuwählen und gemäß den *guidelines* zu übersetzen.

For further information on the use of Transifex Web Editor, see https://help.transifex.com/en/articles/6318216-translating-with-the-web-editor.

4.2.2 Übersetzen in Qt Linguist

Mit Qt Linguist gehen Sie folgendermaßen vor:

1. nehmen Sie sich manuell die Datei(en) `.po` oder `.ts`. Dies kann durch Herunterladen der Datei(en) entweder von der Transifex-Plattform oder aus dem `locale/$language` Ordner des Quell-Repositoriums (in GitHub) erreicht werden,
2. mit der Übersetzung auf Ihrem lokalen Sytem fortfahren
3. die geänderten Dateien an ihren Quellen (Transifex oder GitHub) hochladen.

Während das Herunterladen und Hochladen von übersetzbaren Dateien mit Transifex durchgeführt werden kann, wird von diesem Prozess abgeraten. Da es kein Versionierungssystem auf Transifex gibt, wird die hochgeladene Datei einfach die bestehende ersetzen und möglicherweise alle Änderungen, die in der Zwischenzeit von anderen auf der Plattform vorgenommen wurden, überschreiben.

Wenn Sie die Datei in Qt Linguist zum ersten Mal öffnen, sehen Sie den folgenden Dialog:

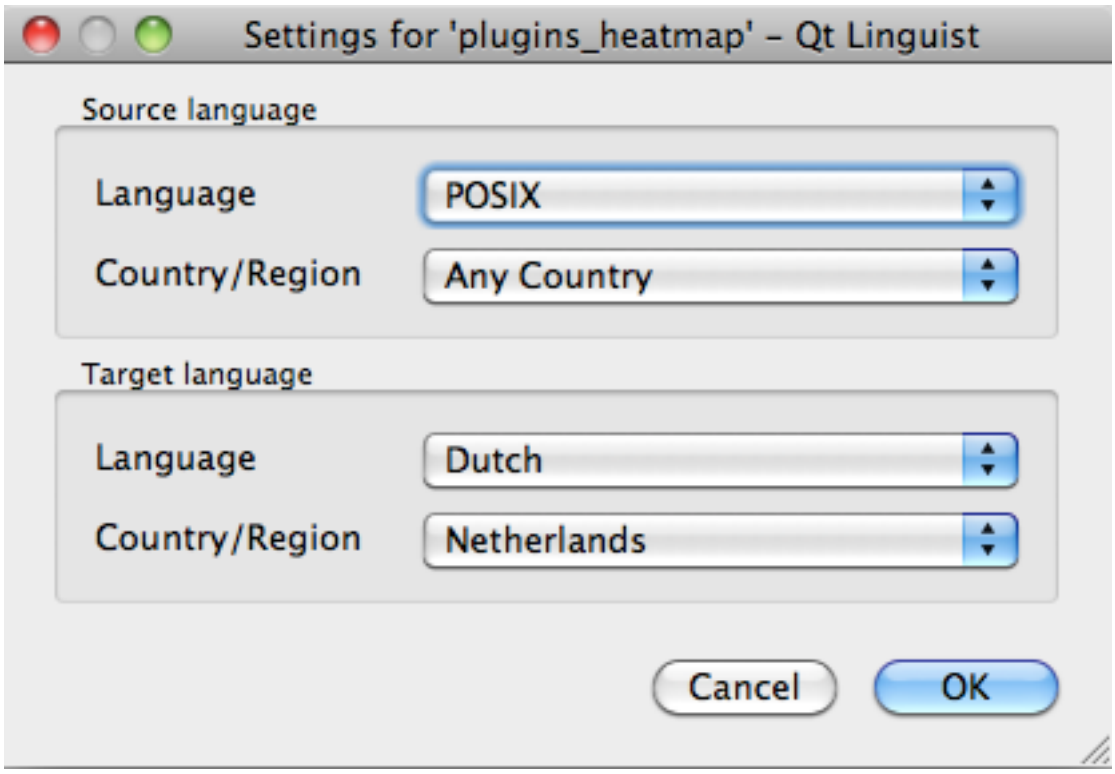


Abb. 4.2: Wählen Sie die Sprache für die Übersetzung im Qt Linguist Menü aus

Die Zielsprache sollte korrekt ausgefüllt werden. Die Ausgangssprache kann bei Sprache POSIX und Land/Region auf ‚Any Country' belassen werden.

Wenn Sie die Schaltfläche *OK* drücken, wird Qt Linguist mit Sätzen gefüllt und Sie können mit der Übersetzung beginnen, siehe Abb. 4.3.

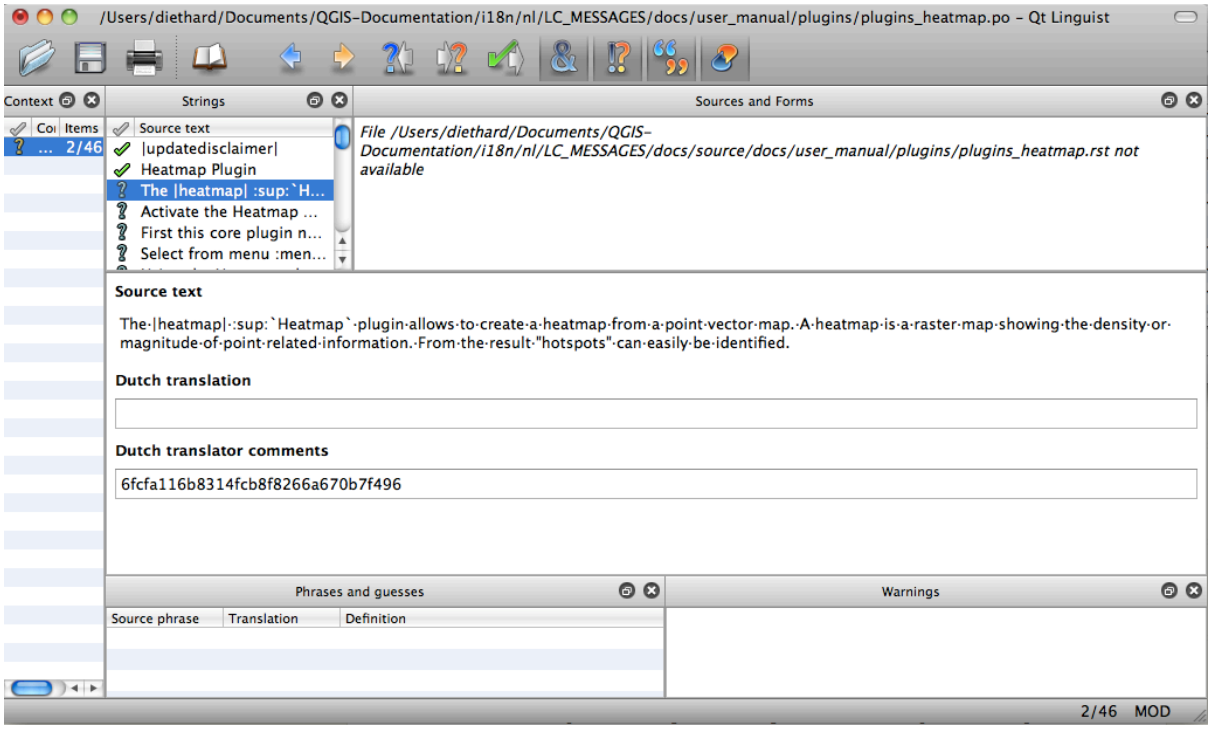


Abb. 4.3: Übersetzen mit Hilfe des Qt Linguist Menüs

Im Menü sehen Sie die folgenden Schaltflächen, die bequem zu bedienen sind.

-  Die Schaltfläche ‚Translation Done Next' ist die wichtigste Schaltfläche. Wenn der Artikel übersetzt werden muss, geben Sie eine Übersetzung in das Textfeld ein und drücken dann diese Taste. Wenn der Artikel nicht übersetzt werden muss, lassen Sie einfach das Textfeld für die Übersetzung leer und drücken Sie ebenfalls diese Taste, die anzeigt, dass der Artikel fertig ist und Sie mit dem nächsten Artikel fortfahren.
-  Mit der Schaltfläche ‚Goto Previous' kann zur vorherigen Übersetzungsabsatz gesprungen werden.
-  Mit der Schaltfläche ‚Goto Next' kann zum nächsten Übersetzungsabsatz gesprungen werden.
-  Die Schaltfläche ‚Next Todo' springt zum ersten noch zu übersetzenden Absatz. Das ist praktisch, wenn sich das Originaldokument geändert hat und nur einige neue/geänderte Sätze übersetzt werden müssen.
-  Die Schaltfläche ‚Previous Todo' sucht rückwärts und springt zum ersten gefundenen Absatz, der noch übersetzt werden muss.

For further information on the use of Qt Linguist, see https://doc.qt.io/qt-5/linguist-translators.html

Warnung: Wenn Sie zu übersetzende Inhalte aus dem Quell-Repositorium herunterladen wollen, tun Sie dies niemals im `Master`-Zweig. Für Übersetzungen stehen immer Übersetzungszweige zur Verfügung, sobald ein Dokument für eine bestimmte Version vollständig auf Englisch aktualisiert wurde. Als Beispiel, um das Handbuch von QGIS 2.8 zu übersetzen, müssen Sie den Zweig manual_en_v2.8 verwenden.

4.2.3 Ein Handbuch übersetzen

Nun starten wir die Übersetzung der plugin_heatmap Anleitung!

Die Übersetzung der meisten Sätze sollte unkompliziert sein. Während dieser Übersetzungseinheit werde ich darauf hinweisen, welche Teile (rst-Anweisungen) einer speziellen Übersetzung bedürfen.

Unten sehen wir einen interessanten Satz zum Übersetzen:

```
The |heatmap| :sup:`Heatmap` plugin allows to create a heatmap from a
point vector map. A heatmap is a raster map showing the density or
magnitude of point related information. From the result "hotspots" can
easily be identified.
```

Dieser Satz enthält zwei rst Ausdrücke:

1. `|heatmap|` Worte zwischen `|` sind Ersetzungen und diese sollten niemals übersetzt werden! Dies wird durch das Heatmap-Plugin-Icon ersetzt!
2. `:sup:`Heatmap``, die `:sup:` Anweisung ist eine Überlagerungsanweisung und gibt den folgenden Text etwas höher aus. Dies wird verwendet, um die Popup-Texte anzuzeigen, die erscheinen, wenn Sie mit der Maus über den Eintrag in der Werkzeugleiste fahren und dieser kann anders lauten, wenn er tatsächlich in der QGIS-Anwendung übersetzt wird. Im niederländischen Fall ist dies nicht der Fall!

Alle anderen einfachen Texte in diesem Satz können übersetzt werden!

Der nächste Übersetzungspunkt enthält die `:ref:` Anweisung, die üblicherweise verwendet wird, um auf einen anderen Abschnitt irgendwo im Handbuch zu verweisen! Der Text, der auf eine `:ref:` Anweisung folgt, sollte niemals geändert werden, da er ein eindeutiger Bezeichner ist!

```
First this core plugin needs to be activated using the Plugin Manager
(see Section :ref:`load_core_plugin`). After activation the heatmap icon
|heatmap| can be found in the Raster Toolbar.
```

In diesem Fall ist `load_core_plugin` ein eindeutiger Referenzbezeichner, der vor einem rst Element mit einer Überschrift platziert wird. Die ref-Anweisung wird durch den Text des Kopfes ersetzt und in einen Hyperlink umgewandelt. Wenn der Kopf, auf den sich diese Referenz bezieht, übersetzt wird, werden alle Referenzen auf diesen Kopf automatisch mit übersetzt.

Der nächste Punkt enthält den rst-Tag `:menuselection:` gefolgt von Text, der tatsächlich in einem Menü in der QGIS-Anwendung angezeigt wird, dies kann in der Anwendung übersetzt werden und sollte daher geändert werden, wenn dies der Fall ist.

```
Select from menu :menuselection:`View --> Toolbars --> Raster` to activate
the Raster Toolbar when it is not yet activated.
```

Im obigen Punkt wird „View –>“ tatsächlich in „Beeld –>“ übersetzt, da dies die Übersetzung ist, die in der niederländisch übersetzten QGIS-Anwendung verwendet wird.

Etwas weiter treffen wir auf den folgenden kniffligen Übersetzungspunkt:

```
The |heatmap| :sup:`Heatmap` tool button starts the Dialog of the Heatmap
plugin (see :numref:`figure_heatmap_settings`).
```

Es enthält einen Verweis auf eine Abbildung `figure_heatmap_settings_`, und wie ein Verweis auf einen Abschnitt sollte dieser Verweis nicht verändert werden! Die Referenzdefinition aus dem rst-Dokument ist nicht in der `.po` Datei enthalten und kann daher nicht geändert werden. Das heißt, der Verweis auf Abbildungen kann nicht übersetzt werden. Wenn HTML erstellt wird, werden Sie `figure_heatmap_settings` sehen. Wenn ein PDF-Dokument erstellt wird, wird `figure_heatmap_settings_` durch eine Abbildungsnummer ersetzt.

Der nächste Übersetzungspunkt mit rst-Attributen ist das folgende Element:

```
**Input Point dialog**: Provides a selection of loaded point vector maps.
```

Die Sternchen in der obigen Zeile dürfen nicht entfernt werden. Der Text wird dadurch fett gedruckt. Der Text selbst ist oft Text, der im Dialogfenster enthalten ist und kann durchaus in der Anwendung übersetzt werden.

Der folgende Übersetzungseintrag enthält den `:guilabel:` rst-Tag.

```
When the |checkbox| :guilabel:`Advanced` checkbox is checked it will
give access to additional advanced options.
```

Der Text `Advanced` des Guilabel-Tags kann durchaus in der QGIS-Anwendung übersetzt werden und muss wahrscheinlich geändert werden!

Der folgende Übersetzungspunkt enthält ``airports``. Die Anführungszeichen werden verwendet, um dem Text eine andere Schriftart zu geben. In diesem Fall ist es ein wörtlicher Wert und muss nicht übersetzt werden.

```
For the following example, we will use the ``airports`` vector point
layer from the QGIS sample dataset (see :ref:`label_sampledata`).
Another excellent QGIS tutorial on making heatmaps can be found on
`https://www.qgistutorials.com
<https://www.qgistutorials.com/en/docs/creating_heatmaps.html>`_.
```

Dieser Punkt enthält auch einen Hyperlink mit einer Url und einer externen Präsentation. Die Url sollte natürlich intakt bleiben, der beschreibende Text `https://www.qgistutorials.com`, der für den Leser sichtbar ist, darf geändert werden. Entfernen Sie niemals den Unterstrich am Ende des Hyperlinks, der einen wesentlichen Bestandteil des Links bildet!

4.2.4 Zusammenfassende Regeln für die Übersetzung

1. Ändern Sie nicht den Text zwischen zwei `|` Zeichen wie `|bronze|`, `|checkbox|`, `|labels|`, `|selectString|`, `|addLayer|` … Dies sind spezielle Tags, die verwendet werden, um Bilder zu ersetzen
2. Ändern Sie keine Verweise, die mit Rollen wie `:ref:`, `:file:`, `:numref:` beginnen, es sei denn, sie enthalten einen Titel. In diesem Fall können Sie den Titel übersetzen, aber den Verweis unverändert lassen. (z. B. den Text zwischen < und >)

   Tipp: Wenn ein Titel für einen Verweis angegeben wird, kann Transifex im englischen Quelltext eine Zahl anstelle des Linkteils anzeigen. Klicken Sie auf die Zahl im Quelltext, um den Referenzlink neben dem zu übersetzenden Titel hinzuzufügen.

   ---

3. Ändern Sie keine Verweise, die mit einem Unterstrich enden wie z. B. `figure_labels_1_`
4. Ändern Sie nicht die Url in den Hyperlinks, aber Sie können die externe Beschreibung ändern. Belassen Sie den Unterstrich am Ende des Hyperlinks, ohne zusätzliche Abstände (>`_)
5. Ändern Sie den Text in Anführungszeichen nach den Tags `:index:`, `:sup:`, `:guilabel:` und `:menuselection:`. Überprüfen Sie, ob/wie es in der QGIS Anwendung übersetzt wurde. Ändern Sie nicht den Tag selbst.
6. Text zwischen doppelten Sternen und doppelten Anführungszeichen zeigt oft Werte oder Feldnamen an, manchmal müssen sie übersetzt werden, manchmal nicht.
7. Achten Sie darauf, dass Sie genau die gleiche (Anzahl von) Sonderzeichen des Ausgangstextes verwenden, wie z. B. `, ``, *, **, ::. Diese tragen zur kosmetischen Gestaltung der bereitgestellten Informationen bei.
8. Beginnen oder beenden Sie Text, der durch Sonderzeichen oder Tags geformt wird, nicht mit einem Leerzeichen.
9. Beenden Sie die übersetzten Sätze nicht mit einem neuen Absatz, sonst wird der Text bei der HTML-Generierung nicht übersetzt.

Halten Sie sich an die oben vorgestellten Regeln und das übersetzte Dokument wird gut aussehen!

Bei Fragen wenden Sie sich bitte an das QGIS Community Team oder das QGIS Translation Team.

KAPITEL 5

Ersetzungen

5.1 Anwendung

Um die Verwendung von Icons in QGIS-Handbüchern zu erleichtern, wurden für jedes Icon in der Datei `/source/substitutions.txt` im QGIS-Dokumentations-Repository ein Platzhalter definiert und einige dieser Platzhalter sind unten aufgelistet. Wenn Sie also ein Icon aus der QGIS-Anwendung in der Dokumentation verwenden wollen, besteht eine große Wahrscheinlichkeit, dass es bereits eine Ersetzung gibt, die verwendet werden kann/sollte.

Wenn keine Ersatz vorhanden ist:

1. check the documentation repository whether the icon is available in `/static/common` folder. If no image, then you need to find and copy the icon image file from QGIS repository (often under default themes folder) and paste (in `.png` format) under `/static/common` folder. For convenience and update, it's advised to keep filename when possible.
2. create the reference to the substitution in the `/substitutions.txt` file following the example below. The replacement text should be derived from file name and in camelCase:

```
.. |dataSourceManager| image:: /static/common/mActionDataSourceManager.png
   :width: 1.5em
.. |splitLayer| image:: /static/common/split_layer.png
   :width: 1.5em
```

3. Update the target section(s) of the docs, using your new substitution.
4. (optional but highly desirable) add the substitution to the list below.
5. Add the new substitution reference in the substitutions list at the end of the file(s) it is used in, or run the convenient `scripts/find_set_subst.py` script.

```
# from the repository main folder
python3 scripts/find_set_subst.py
```

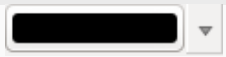
5.2 Geläufige Ersetzungen

Nachstehend sind einige Symbole und deren Ersatz gegeben, die beim Schreiben der Dokumentation genutzt werden sollen. Sie können genutzt/gefunden werden an mehreren Stellen in Leitfäden.

5.2.1 Plattform Symbol

Symbol	Ersetzung	Symbol	Ersetzung
	`|logo|`		
	`|kde|`		`|nix|`
	`|osx|`		`|win|`

5.2.2 Menüpunkte

Symbol	Ersetzung	Symbol	Ersetzung
	|checkbox|		|unchecked|
	|radioButtonOn		|radioButtonOff|
	|selectNumber|		|selectString|
	|selectColor|		|selectColorRamp|
	|tab|	°	|degrees|
	|inputText|		|slider|
	|hamburgerMenu		

5.3 Icons der Symbolleiste

5.3.1 Layerverwaltung und Übersicht

Symbol	Ersetzung	Symbol	Ersetzung
	|dataSourceManager|		
	|addOgrLayer|		
	|addRasterLayer|		|addMssqlLayer|
	|addDelimitedTextLayer|		|addSpatiaLiteLayer|
	|addPostgisLayer|		|addOracleLayer|
	|addAfsLayer|		|addMeshLayer|
	|addVectorTileLayer|		|addXyzLayer|
	|addVirtualLayer|		|addWmsLayer|
	|addWcsLayer|		|addWfsLayer|
	|addPointCloudLayer|		|addGpsLayer|
	|addTiledSceneLayer|		|addHanaLayer|
	|newVectorLayer|		|newSpatiaLiteLayer|
	|newGeoPackageLayer|		|createMemory|
	|newVirtualLayer|		|newMeshLayer|
	|newGpx|		
	|dbManager|		|gdal|
	|geoPackage|		|spatialite|
	|virtualLayer|		|wms|
	|wcs|		|wfs|
	|pointCloudLayer|		|gps|
	|tiledSceneLayer|		|hana|

Fortsetzung auf der nächsten Seite

Tab. 5.1 – Fortsetzung der vorherigen Seite

Symbol	Ersetzung	Symbol	Ersetzung
	|dbSchema|		
	|inOverview|		|addAllToOverview|
	|removeAllFromOverview|		|removeLayer|
	|showAllLayers|		|hideAllLayers|
	|showPresets|		|showSelectedLayers|
	|hideSelectedLayers|		|hideDeselectedLayers|
	|toggleAllLayers|		|toggleSelectedLayers|
	|addLayer|		
	|indicatorTemporal|		|indicatorNonRemovable|
	|indicatorEmbedded|		|indicatorFilter|
	|indicatorMemory|		|indicatorNoCRS|
	|indicatorBadLayer|		|favourites|
	|indicatorLayerError|		|indicatorNotes|
	|indicatorLowAccuracy|		|indicatorOffline|

5.3.2 Projekt

Symbol	Ersetzung	Symbol	Ersetzung
	|fileNew|		|fileOpen|
	|fileSave|		|fileSaveAs|
	|fileExit|		|user|

5.3.3 Editieren

Symbol	Ersetzung	Symbol	Ersetzung
	|undo|		|redo|
	|editCopy|		|editPaste|
	|editCut|		|saveEdits|
	|editableEdits|		
	|circle2Points|		|circle2TangentsPoint|
	|circle3Points|		|circle3Tangents|
	|circleCenterPoint|		|ellipseCenter2Points|
	|ellipseCenterPoint|		|ellipseExtent|
	|ellipseFoci|		|rectangle3PointsDistance|
	|rectangle3PointsProjected|		|rectangleCenter|
	|rectangleExtent|		|regularPolygon2Points|
	|regularPolygonCenterCorner|		|regularPolygonCenterPoint|

5.3.4 Elemente abfragen

Symbol	Ersetzung	Symbol	Ersetzung
	|expandTree|		|collapseTree|
	|expandNewTree|		|formView|
	|deselectAll|		|editCopy|
	|filePrint|		
	|identifyByRectangle|		|identifyByPolygon|
	|identifyByFreehand|		|identifyByRadius|

5.3.5 Digitalisierung und fortgeschrittene Digitalisierung

Symbol	Ersetzung	Symbol	Ersetzung
	|cad|		|cadConstruction|
	|cadParallel|		|cadPerpendicular|
	|floater|		
	|toggleEditing|		|allEdits|
	|tracing|		|snapping|
	|snappingVertex|		|snappingSegment|
	|snappingArea|		|snappingCentroid|

Fortsetzung auf der nächsten Seite

Tab. 5.2 – Fortsetzung der vorherigen Seite

Symbol	Ersetzung	Symbol	Ersetzung
	|snappingMiddle|		|snappingEndpoint|
	|capturePoint|		|capturePolygon|
	|captureLine|		|captureCurveFromFeature|
	|deleteSelectedFeatures|		
	|circularStringCurvePoint|		|circularStringRadius|
	|vertexTool|		|vertexToolActiveLayer|
	|digitizeWithSegment|		|digitizeShape|
	|streamingDigitize|		|digitizeWithCurve|
	|moveFeature|		|moveFeatureCopy|
	|moveFeatureLine|		|moveFeatureCopyLine|
	|moveFeaturePoint|		|moveFeatureCopyPoint|
	|rotateFeature|		|rotatePointSymbols|
	|scaleFeature|		
	|offsetCurve|		|offsetPointSymbols|
	|simplify|		|reshape|
	|addRing|		|addPart|
	|fillRing|		
	|deleteRing|		|deletePart|
	|mergeFeatures|		|mergeFeatureAttributes|
	|splitFeatures|		|splitParts|
	|reverseLine|		
	|allowIntersections|		|avoidIntersectionsCurrentLayer|
	|avoidIntersectionsLayers|		|snappingSelf|

5.3.6 Netz

Symbol	Ersetzung	Symbol	Ersetzung
	|meshDigitizing|		|meshReindex|
	|meshSelectExpression|		|meshSelectPolygon|
	|meshTransformByExpression|		|meshEditForceByVectorLines|
	|vertexCoordinates|		

5.3.7 Kartennavigation und Attribute

Symbol	Ersetzung	Symbol	Ersetzung
	|pan|		|panToSelected|
	|zoomIn|		|zoomOut|
	|zoomActual|		|zoomFullExtent|
	|zoomToLayer|		|zoomToSelected|
	|zoomLast|		|zoomNext|
	|zoomInXAxis|		|refresh|
	|identify|		|mapTips|
	|showBookmarks|		|newBookmark|
	|measure|		|measureArea|
	|measureBearing|		|measureAngle|
	|newMap|		|new3DMap|
	|tiltUp|		|tiltDown|
	|3dNavigation|		|play|
	|temporal		|temporalNavigationOff|
	|temporalNavigationFixedRange|		|temporalNavigationAnimated|
	|newElevationProfile|		

5.3.8 Auswahl und Ausdrücke

Symbol	Ersetzung	Symbol	Ersetzung
	|selectRectangle|		|selectPolygon|
	|selectFreehand|		|selectRadius|
	|selectAll|		|deselectAll|
	|invertSelection|		|expressionSelect|
	|deselectActiveLayer|		
	|selectDistance|		|selectLocation|
	|selectAllTree|		|select|
	|selectAdd|		|selectRemove|
	|formSelect|		|dataDefine|
	|expression|		|dataDefineOn|
	|dataDefineExpressionOn|		|dataDefineError|
	|dataDefineExpressionError|		
	|addExpression|		
	|expressionFilter|		|filterMap|

5.3.9 Beschriftungen und Diagramme

Symbol	Ersetzung	Symbol	Ersetzung
	|labelingSingle|		|labelingNone|
	|labelingRuleBased|		|labelingObstacle|
	|piechart|		|diagramNone|
	|text|		|histogram|
	|stackedBar|		
	|createAnnotationLayer|		|annotationLayer|
	|textAnnotation|		|svgAnnotation|
	|formAnnotation|		|htmlAnnotation|
	|actionText|		|textAlongLine|
	|labelbackground|		|labelbuffer|
	|labelformatting|		|labelplacement|
	|labelshadow|		|render|
	|labelcallout|		
	|labelAnchorCenter|		|labelAnchorCustom|
	|labelAnchorEnd|		|labelAnchorStart|
	|pinLabels|		|showHideLabels|
	|moveLabel|		|rotateLabel|
	|showPinnedLabels|		|showUnplacedLabel|
	|changeLabelProperties|		|autoPlacementSettings|

5.3.10 Dekorationen

Symbol	Ersetzung	Symbol	Ersetzung
	|copyrightLabel|		|addGrid|
	|titleLabel|		|northArrow|
	|scaleBar|		|addMap|
	|addImage|		

5.3.11 Hilfe

Symbol	Ersetzung	Symbol	Ersetzung
	|helpContents|		|qgisHomePage|
	|success|		
	|helpSponsors|		|contextHelp|

5.3.12 Farben

Symbol	Ersetzung	Symbol	Ersetzung
	|colorBox|		|colorPicker|
	|colorSwatches|		|colorWheel|

5.4 Andere grundlegende Symbole

Symbol	Ersetzung	Symbol	Ersetzung
	|arrowLeft|		|arrowRight|
	|arrowDown|		|arrowUp|
	|symbologyAdd|		|symbologyRemove|
	|projectProperties|		|options|
	|interfaceCustomization|		|keyboardShortcuts|
	|copyrightLabel|		|northArrow|
	|scaleBar|		|tracking|
	|gpsTrackBarChart|		
	|gpsConnect|		|gpsDisconnect|
	|gpsDestinationLayer|		|addTrackPoint|
	|recenter|		|reset|
	|folder|		|extents|
	|settings|		|start|
	|properties|		|deleteSelected|
	|browserExpand|		|browserCollapse|
	|codeEditor|		|add|
	|relations|		|layoutItem3DMap|
	|stopwatch|		|sensor|
	|clearItem|		

5.5 Attributtabelle

Symbol	Ersetzung	Symbol	Ersetzung
	|openTable|		|openTableSelected|
	|openTableVisible|		|openTableEdited|
	|selectedToTop|		
	|selectAll|		|invertSelection|
	|panToSelected|		|zoomToSelected|
	|copySelected|		|editPaste|
	|expressionSelect|		|deleteSelectedFeatures|
	|newAttribute|		|deleteAttribute|
	|editTable|		
	|newTableRow|		|calculateField|
	|refresh|		|formView|
	|conditionalFormatting|		|multiEdit|
	|dock|		|actionRun|
	|duplicateFeature|		|zoomTo|
	|panTo|		|highlightFeature|
	|handleStoreFilterExpressionChecked|		
	|handleStoreFilterExpressionUnchecke		

5.6 Projektionen und Georeferenzierer

Symbol	Ersetzung	Symbol	Ersetzung
	|geographic|		|crs|
	|customProjection|		|setProjection|
	|projectionDisabled|		|projectionEnabled|
	|transformation|		|gdalScript|
	|georefRun|		|pencil|
	|linkQGisToGeoref|		|linkGeorefToQGis|
	|fullHistogramStretch|		

5.7 Drucklayout

Symbol	Ersetzung	Symbol	Ersetzung
	|newLayout|		|layoutManager|
	|duplicateLayout|		
	|newReport|		|newPage|
	|atlasSettings|		|atlas|
	|filePrint|		|saveMapAsImage|
	|saveAsSVG|		|saveAsPDF|
	|addBasicShape|		|addBasicCircle|
	|addBasicTriangle|		|addBasicRectangle|
	|addNodesShape|		|editNodesShape|
	|addPolygon|		|addPolyline|
	|addArrow|		|northArrow|
	|add3DMap|		|addMap|
	|elevationProfile|		|copyProfileSettings|
	|addLegend|		|addHtml|
	|addManualTable|		|addTable|
	|addImage|		|addMarker|
	|label|		|scaleBar|
	|select|		|moveItemContent|
	|setToCanvasScale|		|setToCanvasExtent|
	|viewScaleInCanvas|		|viewExtentInCanvas|
	|raiseItems|		|lowerItems|
	|moveItemsToTop|		|moveItemsToBottom|
	|alignLeft|		|alignRight|
	|alignHCenter|		|alignVCenter|
	|alignTop|		|alignBottom|
	|distributeLeft|		|distributeRight|
	|distributeTop|		|distributeBottom|
	|distributeHCenter|		|distributeVCenter|
	|distributeHSpace|		|distributeVSpace|
	|resizeShortest|		|resizeTallest|
	|resizeNarrowest|		|resizeWidest|
	|resizeSquare|		|groupItems|
	|lockItems|		|unlockAll|

Fortsetzung auf der nächsten Seite

Tab. 5.3 – Fortsetzung der vorherigen Seite

Symbol	Ersetzung	Symbol	Ersetzung
	|locked|		|unlocked|
	|lockRepeating|		|lockedGray|

5.8 Layer-Eigenschaften

Symbol	Ersetzung	Symbol	Ersetzung
	|symbology|		|labelingSingle|
	|sourceFields|		|general|
	|metadata|		|action|
	|display|		|rendering|
	|join|		|diagram|
	|labelmask|		|temporal|
	|legend|		|dependencies|
	|3d|		|system|
	|elevationscale|		|layerTree|
	|editMetadata|		|overlay|
	|digitizing|		|auxiliaryStorage|
	|history|		|stylePreset|
	|search|		|pyramids|
	|transparency|		|rasterHistogram|
	|singleSymbol|		|nullSymbol|
	|graduatedSymbol|		|categorizedSymbol|
	|25dSymbol|		|ruleBasedSymbol|
	|invertedSymbol|		|heatmapSymbol|
	|pointDisplacementSymbol|		|pointClusterSymbol|
	|mergedFeatures|		
	|meshcontours|		|meshcontoursoff|
	|meshvectors|		|meshvectorsoff|
	|meshframe|		|meshaveraging|
	|singleColor|		|paletted|
	|singlebandPseudocolor|		|multibandColor|
	|pointCloudExtent|		
	|sum|		|sort|

Fortsetzung auf der nächsten Seite

Tab. 5.4 – Fortsetzung der vorherigen Seite

Symbol	Ersetzung	Symbol	Ersetzung
	|paintEffects|		|mapIdentification|
	|styleManager|		|iconView|
	|joinNotEditable|		|joinedLayerNotEditable|
	|joinHasNotUpsertOnEdit|		|filterTableFields|
	|symbologyEdit|		
	|sharingImport|		|sharingExport|

5.9 Plugins

5.9.1 Verarbeitung

Symbol	Ersetzung	Symbol	Ersetzung
	|processingAlgorithm|		|processingModel|
	|processingHistory|		|processingResult|
	|menu|		
	|processSelected|		|editHelpContent|
	|saveAsPython|		|modelOutput|
	|qgsProjectFile|		|addToProject|
	|fieldInteger|		
	|meanCoordinates|		|extractLayerExtent|
	|selectRandom|		|vectorGrid|
	|convexHull|		|buffer|
	|intersect|		|union|
	|symmetricalDifference|		|clip|
	|difference|		|dissolve|
	|checkGeometry|		|exportGeometry|
	|delaunay|		|centroids|
	|polygonToLine|		|extractVertices|
	|lineToPolygon|		|nearestNeighbour|
	|splitLayer|		|heatmap|
	|showRasterCalculator|		|showMeshCalculator|
	|regularPoints|		|addGeometryAttributes|
	|basicStatistics|		|uniqueValues|
	|collect|		|simplify_2|
	|createGrid|		|distanceMatrix|

Fortsetzung auf der nächsten Seite

Tab. 5.5 – Fortsetzung der vorherigen Seite

Symbol	Ersetzung	Symbol	Ersetzung
	|lineIntersections|		|mergeLayers|
	|sumPoints|		|sumLengthLines|
	|randomPointsInPolygons|		|randomPointsWithinPolygon|
	|randomPointsOnLines|		|randomPointsWithinExtent|
	|multiToSingle|		
	|grid|		|tiles|
	|merge|		|rasterClip|
	|contour|		|proximity|
	|polygonize|		|rasterize|
	|sieve|		|nearblack|
	|projectionAdd|		|projectionExport
	|8To24Bits|		|24To8Bits|
	|rasterInfo|		|rasterOverview|
	|vrt|		|voronoi|
	|translate|		|warp|
	|iterate|		|terminal|

5.9.2 Verschiedene Kern-Plugins

Standardmäßig mit der Basisinstallation geliefert, aber bei der Erstinstallation nicht geladen

Symbol	Ersetzung	Symbol	Ersetzung
	|showPluginManager|		|installPluginFromZip|
	|pythonFile|		|runConsole|
	|showEditorConsole|		|clearConsole|
	|offlineEditingCopy|		|offlineEditingSync|
	|plugin|		|metasearch|
	|geometryChecker|		|topologyChecker|
	|fromSelectedFeature|		|sqlQueryBuilder|

5.9.3 Grass Einbindung

Symbol	Ersetzung	Symbol	Ersetzung
	`|grassLogo|`		`|grassRegion|`
	`|grassTools|`		`|grassNewMapset|`
	`|grassOpenMapset|`		`|grassCloseMapset|`