



About QGIS 3.40

QGIS Project

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Welcome to the documentation of the geographical information system (GIS) software QGIS. QGIS is subject to the GNU General Public License version 2, or any later version. More information is available on the [QGIS website](#).

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This document has been typeset with reStructuredText. It is available as reST source code on [github](#), and online as HTML and PDF via <https://www.qgis.org/resources/hub/#documentation>. Translated versions of this document can be browsed and downloaded via the documentation area of the QGIS project as well.

For more information about contributing to this document and about translation, please read QGIS-documentation-guidelines.

Odkazy v tomto dokumentu

This document contains internal and external links. Clicking on an internal link moves within the document, while clicking on an external link opens an internet address.

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The list of the persons who have contributed with writing, reviewing and translating the following documentation is available at [Contributors](#).

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1.1 What is new in QGIS 3.40

This release of QGIS includes hundreds of bug fixes and many new features and enhancements, compared to QGIS 3.34. For a list of new features, visit the [visual changelogs](#).

We recommend that you use this version over previous releases.

Vítejte v báječném světě geografických informačních systémů (GIS)!

QGIS is an Open Source Geographic Information System. The project was born in May 2002 and was established as a project on SourceForge in June the same year. We have worked hard to make GIS software (which is traditionally expensive proprietary software) available to anyone with access to a personal computer.

QGIS currently runs on most Unix platforms, Windows, and macOS. QGIS is developed using the Qt toolkit (<https://www.qt.io>) and C++. This means that QGIS feels snappy and has a pleasing, easy-to-use graphical user interface (GUI). There are also independently created applications that allow you to take QGIS into the field. These applications can run on Android and iOS.

QGIS aims to be a user-friendly GIS, providing common functions and features. The initial goal of the project was to provide a GIS data viewer. QGIS has reached the point in its evolution where it is being used for daily GIS data-viewing needs, for data capture, for advanced GIS analysis, and for presentations in the form of sophisticated maps, atlases and reports. QGIS supports a wealth of raster and vector data formats, with new format support easily added using the plugin architecture.

QGIS is released under the GNU General Public License (GPL). Developing QGIS under this license means that you can inspect and modify the source code, and guarantees that you, our happy user, will always have access to a GIS program that is free of cost and can be freely modified. You should have received a full copy of the license with your copy of QGIS, and you can also find it in Appendix *Appendix A: GNU General Public License*.

Tip: Aktuální dokumentace

The latest version of this document can always be found in the documentation area of the QGIS website at <https://www.qgis.org/resources/hub/#documentation>.

Tato část popisuje jednotné styly, které budou použity v této příručce.

3.1 GUI konvence

GUI konvenční styly jsou určeny k napodobení vzhledu grafického uživatelského rozhraní. Obecně platí, že styl bude odrážet non-hover vzhled, takže uživateli stačí zběžně prohlédnout uživatelské rozhraní, aby našel něco, co vypadá jako instruktaž v návodu.

- Menu Možnosti: *Vrstva ► Přidat vektorovou vrstvu or Nastavení ► Nástrojové lišty ► Digitalizace*
- Nástroj:  Přidat rastrovou vrstvu
- Button : *Save as Default*
- Dialogové okno Název: *Vlastnosti vrstvy*
- Záložka: *Obecné*
- Zaškrtnutí pole:  *Render*
- Přepínač:  *Postgis SRID*  *EPSG ID*
- Zvolit číslo: 
- Zvolit řetězec: 
- Browse for a file: ...
- Zvolit barvu: 
- Posuvník: 
- Vložit text: Display name 

Stín označuje klikací GUI komponenty.

3.2 Textové nebo klávesové konvence

Příručka též obsahuje styly vztahující se k textu, klávesovým zkratkám a kódování k označení různých subjektů, jako jsou třídy nebo metody. Tyto styly neodpovídají skutečnému vzhledu jakéhokoli textu či kódování v QGIS.

- Hyperlinks: <https://qgis.org>
- Kombinace kláves: Stisknout `Ctrl+B`, myšleno stisknout a držet klávesu `Ctrl` a poté stisknout klávesu `B`
- Název souboru: `jezera.shp`
- Název třídy: **Nová Vrstva**
- Metoda: `classFactory`
- Server: `myhost.de`
- Návod: `qgis --Nápověda`

Řádky kódu jsou označeny pevnou šířkou písma:

```
PROJCS["NAD_1927_Albers",
  GEOGCS["GCS_North_American_1927",
```

3.3 Platformy – pokyny

GUI sekvence a malá množství textu mohou být formátovány v řadě za sebou: klikněte na   **File**  **X** **QGIS** ► *Quit to close QGIS*. To znamená, že v operačních systémech Linux, Unix a Windows, byste měli nejprve kliknout na nabídku Soubor a poté Zavřít, zatímco u macOS systému, byste měli nejprve kliknout na nabídku QGIS, pak Zavřít.

Větší množství textu může být formátováno jako seznam:

-  Udělej tohle
-  Udělej tamto
- Iosxl Nebo udělej tamto

nebo jako odstavce:

  **X** Udělej tohle a tohle a tohle. Pak udělej tohle a tohle a tohle, a tohle a tohle a tohle, a tohle a tohle a tohle.

 Udělej tamto. Pak udělej tamto a tamto a tamto, a tamto a tamto a tamto, tamto a tamto a tamto, a tamto a tamto.

Screenshots that appear throughout the user guide have been created on different platforms.

QGIS offers a wealth of GIS functions, provided by core features and plugins. The locator bar makes it easy to search for functions, datasets and more.

A short summary of six general categories of features and plugins is presented below, followed by first insights into the integrated Python console.

4.1 Prohlížení dat

You can view combinations of vector and raster data (in 2D or 3D) in different formats and projections without conversion to an internal or common format. Supported formats include:

- Spatially-enabled tables and views using PostGIS, SpatiaLite and MS SQL Spatial, Oracle Spatial, vector formats supported by the installed OGR library, including GeoPackage, ESRI Shapefile, MapInfo, SDTS, GML and many more. See section [label_workingvector](#).
- Rastrové a obrazové formáty podporované nainstalovanou knihovnou GDAL (Geospatial Data Abstraction Library), jako je GeoTIFF, Erdas IMG, ArcInfo ASCII GRID, JPEG, PNG a mnoho dalších. Viz část [working_with_raster](#).
- Mesh data (TINs and regular grids are supported). See [label_meshdata](#).
- Vector tiles
- GRASS rastrová a vektorová data z GRASS databází (location/mapset). Viz část [sec_grass](#).
- Online spatial data served as OGC Web Services, including WMS, WMTS, WCS, WFS, and WFS-T. See section [working_with_ogc](#).

The QGIS authentication infrastructure helps you manage user/password, certificates and keys for web services and other resources.

- Spreadsheets (ODS / XLSX)

Temporal data are supported.

4.2 Prozkoumávání dat a vytváření map

Můžete vytvářet mapy a interaktivně prozkoumávat prostorová data s přátelským grafickým uživatelským rozhraním. Mezi mnohé užitečné nástroje, které jsou k dispozici v GUI, patří:

- QGIS prohlížeč
- Reprojekce
- 2D and 3D map rendering
- Správce databází
- Print layout
- Report
- Přehled panelů
- Prostorové záložky
- Vysvětlivky k nástrojům
- Identifikace/výběr prvků
- Editace/zobrazení/vyhledávání vlastností
- Data-defined feature labeling
- Symbolika vektorových a rastrových nástrojů
- Mapové kompozice s vrstvami souřadnicových sítí
- North arrow, scale bar and copyright label for maps
- Podpora pro ukládání a obnovování projektů

4.3 Tvorba, editace, správa a export dat

Můžete vytvářet, upravovat, spravovat a exportovat vektorové a rastrové vrstvy v několika formátech. QGIS nabízí následující:

- Vector digitizing tools
- Ability to create and edit multiple file formats and GRASS vector layers
- Georeferencer tool to geocode vectors and images
- GPS tools to import and export GPX format, and convert other GPS formats to GPX or down/upload directly to a GPS unit (on Linux, usb: has been added to list of GPS devices)
- Podpora pro vizualizaci a editaci dat OpenStreetMap
- Ability to create spatial database tables from files with the DB Manager plugin
- Vylepšená manipulace s tabulkami geodatabáze
- Nástroje pro správu vektorových atributových tabulek
- Možnost uložení screenshotů jako georeferencované obrázky
- Nástroj DXF-Export s rozšířenými možnostmi pro export stylů a zásuvných modulů pro provádění CADovských funkcí

4.4 Analýza dat

You can perform spatial data analysis on spatial databases and other OGR-supported formats. QGIS currently offers vector analysis, raster analysis, sampling, geoprocessing, geometry and database management tools. You can also use the integrated GRASS tools, which include the complete GRASS functionality of more than 400 modules (see section `sec_grass`). Or, you can work with the Processing plugin, which provides a powerful geospatial analysis framework to call native and third-party algorithms from QGIS, such as GDAL, SAGA, GRASS, OTB, R, and more (see section `sec_processing_intro`). All analysis functions are run in the background, allowing you to continue your work before the processing has finished.

The graphical modeller allows you to combine / chain functions into a complete workflow in an intuitive graphical environment.

4.5 Publikování map na internetu

QGIS can be used as a WMS, WMTS, WMS-C, WFS, OAPIF and WFS-T client (see section `working_with_ogc`), and QGIS Server (see `QGIS-Server-manual`) allows you to publish your data through the WMS, WCS, WFS and OAPIF protocols on the Internet using a webserver.

4.6 Rozšíření QGIS funkcí prostřednictvím pluginů (zásuvných modulů)

QGIS lze přizpůsobit vašim speciálním potřebám díky rozšiřitelné plugin struktuře a knihovnám, které mohou být použity k vytvoření pluginů. Můžete dokonce vytvářet nové aplikace pomocí C++ nebo Python!

4.6.1 Základní Pluginy

Základní pluginy zahrnují:

1. DB Manager (exchange, edit and view layers and tables from/to databases; execute SQL queries)
2. Geometry Checker (check geometries for errors)
3. Georeferencer GDAL (add projection information to rasters using GDAL)
4. GPS Tools (load and import GPS data)
5. GRASS (integrate GRASS GIS)
6. MetaSearch Catalogue Client (interacting with metadata catalog services supporting the OGC Catalog Service for the Web (CSW) standard)
7. Offline Editing (allow offline editing and synchronizing with databases)
8. Processing (the spatial data processing framework for QGIS)
9. Topology Checker (find topological errors in vector layers)

4.6.2 Externí Python zásuvné moduly

QGIS nabízí rostoucí počet externích Pythonu pluginů, které jsou poskytovány komunitou. Tyto zásuvné moduly jsou umístěny v oficiálním archivu zásuvných modulů a mohou být snadno nainstalovány pomocí Python Plugin Installeru. Viz oddíl `managing_plugins`.

4.7 Konzole Python

For scripting, it is possible to take advantage of an integrated Python console, which can be opened with: *Plugins ► Python Console*. The console opens as a non-modal utility window. For interaction with the QGIS environment, there is the `qgis.utils iface` variable, which is an instance of `QgisInterface`. This interface provides access to the map canvas, menus, toolbars and other parts of the QGIS application. You can create a script, then drag and drop it into the QGIS window and it will be executed automatically.

For further information about working with the Python console and programming QGIS plugins and applications, please refer to console and PyQGIS-Developer-Cookbook.

4.8 Znamé problémy

4.8.1 Omezení počtu otevřených souborů

Pokud otevíráte rozsáhlý QGIS projekt, a jste si jisti, že všechny vrstvy jsou validní, ale některé vrstvy jsou označeny jako špatné, pravděpodobně se potýkáte s tímto problémem. Linux (a jiné OS rovněž) má limit otevřených souborů během procesu. Zdrojové limity jsou od výrobce a dědičné. Příkaz `ulimit`, který je vestavěný, mění limity pouze pro aktuální proces. Nový limit bude zděděn každým odvozeným procesem.

Můžete vidět všechny aktuální informace o `ulimit` zadáním :

```
$ ulimit -a
```

Můžete vidět aktuální povolený počet otevřených souborů od výrobce pomocí následujícího příkazu v konzoli :

```
$ ulimit -Sn
```

Chcete-li změnit limity pro **existující relaci**, budete moci použít něco jako :

```
$ ulimit -Sn #number_of_allowed_open_files
$ ulimit -Sn
$ qgis
```

Alternatively, you can use the newer `prlimit` utility. More info: <https://manpages.ubuntu.com/manpages/latest/man1/prlimit.1.html>

Chcete-li je zafixovat navždy

Ve většině linuxových systémů, jsou zdrojové limity nastaveny na přihlášení modulem `pam_limits` podle nastavení obsažených v `/etc/security/limits.conf` nebo `/etc/security/limits.d/*.conf`. Pokud máte kořenové oprávnění (root privilege, též via `sudo`), měli byste být schopni upravit tyto soubory, ale, aby změny vstoupily v platnost, budete se muset znovu přihlásit.

Více informací:

<https://www.cyberciti.biz/faq/linux-increase-the-maximum-number-of-open-files/> <https://linuxaria.com/article/open-files-in-linux>

5.1 Mailing list

QGIS je v aktivním vývoji a jako takový nebude vždy fungovat tak, jak jste očekávali. Preferovaný způsob, jak získat pomoc, je připojení se k mailing listu uživatelů qgis. Vaše dotazy se dostanou k širšímu publiku a odpovědi budou prospěšné ostatním.

5.1.1 Uživatelé QGIS

This mailing list is used for discussion about QGIS in general, as well as specific questions regarding its installation and use. You can subscribe to the qgis-users mailing list by visiting the following URL: <https://lists.osgeo.org/mailman/listinfo/qgis-user>

5.1.2 Vývojáři QGIS

If you are a developer facing problems of a more technical nature, you may want to join the qgis-developer mailing list. This list is also a place where people can chime in and collect and discuss QGIS related UX (User Experience) / usability issues. It's here: <https://lists.osgeo.org/mailman/listinfo/qgis-developer>

5.1.3 Komunitní tým QGIS

This list deals with topics like documentation, context help, user guide, web sites, blog, mailing lists, forums, and translation efforts. If you would like to work on the user guide as well, this list is a good starting point to ask your questions. You can subscribe to this list at: <https://lists.osgeo.org/mailman/listinfo/qgis-community-team>

5.1.4 Překlady QGIS

This list deals with the translation efforts. If you like to work on the translation of the website, manuals or the graphical user interface (GUI), this list is a good starting point to ask your questions. You can subscribe to this list at: <https://lists.osgeo.org/mailman/listinfo/qgis-tr>

5.1.5 Řídící výbor projektu QGIS (PSC)

This list is used to discuss Steering Committee issues related to overall management and direction of QGIS. You can subscribe to this list at: <https://lists.osgeo.org/mailman/listinfo/qgis-psc>

5.1.6 Uživatelské skupiny QGIS

In order to locally promote QGIS and contribute to its development, some QGIS communities are organized into QGIS User Groups. These groups are places to discuss local topics, organize regional or national user meetings, organize sponsoring of features... The list of current user groups is available at <https://qgis.org/community/groups/>

Jste vítáni k zapsání se k jakémukoliv z těchto seznamů. Prosíme nezapomeňte přispět do seznamů zodpovězením otázek a sdílením Vašich zkušeností.

5.2 Matrix / IRC

Matrix (<https://matrix.org>) is a project for decentralised chat. QGIS has a room accessible by the #qgis:osgeo.org alias (among others) which bridges to the libera.chat #qgis IRC channel.

To use Matrix:

1. Create an account (at matrix.org is easiest, but if you have an OSGeo account you can also use your OSGeo id as matrix id)
2. Install a client (Elements is easiest, but see [Matrix clients](#) for more), OR point your browser to <https://matrix.to/#/#qgis:osgeo.org>

To use IRC:

1. Install an IRC client
2. Connect to <irc://irc.libera.chat/#qgis> or point your browser to <https://web.libera.chat/?channels=#qgis>

5.3 Komerční podpora

Commercial support for QGIS is also available. Check the website <https://qgis.org/resources/support/commercial-support/> for more information.

5.4 BugTracker

While the qgis-users mailing list is useful for general 'How do I do XYZ in QGIS?'-type questions, you may wish to notify us about bugs in QGIS. You can submit bug reports using the [QGIS bug tracker](#).

Mějte na paměti, že vaše chyba nemusí mít vždy přednost, ve kterou můžete doufat (v závislosti na její závažnosti). Některé chyby mohou vyžadovat větší úsilí vývojářů k nápravě a pracovní síla nemusí být vždy k dispozici.

Feature requests can be submitted as well using the same ticket system as for bugs. Please make sure to select the type `Feature request`.

If you have found a bug and fixed it yourself, you can submit a Pull Request on the [Github QGIS Project](#).

Read [Bugs](#), [Features and Issues](#) and `submit_patch` for more details.

5.5 Blog

The QGIS community also runs a weblog at <https://planet.qgis.org/>, which has some interesting articles for users and developers. Many other QGIS blogs exist, and you are invited to contribute with your own QGIS blog!

5.6 Zásuvné moduly

The website <https://plugins.qgis.org> is the official QGIS plugins web portal. Here, you find a list of all stable and experimental QGIS plugins available via the 'Official QGIS Plugin Repository'.

5.7 Wiki

Lastly, we maintain a WIKI web site at <https://github.com/qgis/QGIS/wiki> where you can find a variety of useful information relating to QGIS development, release plans, links to download sites, message-translation hints and more. Check it out, there are some goodies inside!

Contributors

QGIS is an open source project developed by a team of dedicated volunteers and organisations. We strive to be a welcoming community for people of all race, creed, gender and walks of life. At any moment, you can [get involved](#).

6.1 Authors

Below are listed people who dedicate their time and energy to write, review, and update the whole QGIS documentation.

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6.2 Translators

QGIS is a multi-language application and as is, also publishes a documentation translated into several languages. Many other languages are being translated and would be released as soon as they reach a reasonable percentage of translation. If you wish to help improving a language or request a new one, please see [translation_guidelines](#).

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French	Arnaud Morvan, Augustin Roche, Didier Vanden Berghe, Dofabien, Etienne Trimaille, Francis Gasc, Harrissou Sant-anna, Jean-Roc Morreale, Jérémy Garniaux, Loïc Buscoz, Lsam, Marc-André Saia, Marie Silvestre, Mathieu Bossaert, Mathieu Lattes, Mayeul Kauffmann, Médéric Ribreux, Mehdi Semchaoui, Michael Douchin, Nicolas Boisteault, Nicolas Rochard, Pascal Obstetar, Robin Prest, Rod Bera, Stéphane Henriod, Stéphane Possamai, sylther, Sylvain Badey, Sylvain Maillard, Vincent Picavet, Xavier Tardieu, Yann Leveille-Menez, yoda89
Galician	Xan Vieiro
German	Jürgen E. Fischer, Otto Dassau, Stephan Holl, Werner Macho
Hindi	Harish Kumar Solanki
Italian	Alessandro Fanna, Anne Ghisla, Flavio Rigolon, Giuliano Curti, Luca Casagrande, Luca Delucchi, Marco Braidà, Matteo Ghetta, Maurizio Napolitano, Michele Beneventi, Michele Ferretti, Roberto Angeletti, Paolo Cavallini, Stefano Campus
Japanese	Baba Yoshihiko, Minoru Akagi, Norihiro Yamate, Takayuki Mizutani, Takayuki Nuimura, Yoichi Kayama
Korean	OSGeo Korean Chapter
Polish	Andrzej Świąder, Borys Jurgiel, Ewelina Krawczak, Jakub Bobrowski, Mateusz Łoskot, Michał Kułach, Michał Smoczyk, Milena Nowotarska, Radosław Pasiok, Robert Szczepanek, Tomasz Paul
Portuguese	Alexandre Neto, Duarte Carreira, Giovanni Manghi, João Gaspar, Joana Simões, Leandro Infantini, Nelson Silva, Pedro Palheiro, Pedro Pereira, Ricardo Sena
Portuguese (Brasil)	Arthur Nanni, Felipe Sodrê Barros, Leônidas Descovi Filho, Marcelo Soares Souza, Narcélio de Sá Pereira Filho, Sidney Schaberle Goveia
Romanian	Alex Bădescu, Bogdan Pacurar, Georgiana Ioanovici, Lonut Losifescu-Enescu, Sorin Călinică, Tudor Băraşcu
Russian	Alexander Bruy, Artem Popov
Spanish	Carlos Dávila, Diana Galindo, Edwin Amado, Gabriela Awad, Javier César Aldariz, Mayeul Kauffmann, Fran Raga
Ukrainian	Alexander Bruy

6.3 Statistics of translation

Efforts of translation for QGIS 3.40 Long Term Release are provided below. Only languages that reached 5% by the version release time are published here.

Last update: 2025-05-20

Number of strings	Number of target languages	Overall Translation ratio
31238	58	15.12%

Language	Translation ratio (%)	Language	Translation ratio (%)	Language	Translation ratio (%)
Albanian	0.56	Arabic	3.43	Azerbaijani	0.04
Basque	1.11	Bengali	0.3	Bulgarian	2.52
Burmese	0.23	Catalan	1.16	Chinese Simplified	25.43
Chinese Traditional	1.39	Croatian	0.23	Czech	5.02
Danish	0.71	Dutch	100.0	Estonian	2.53
Finnish	1.29	French	82.74	Galician	0.53
Georgian	0.23	German	55.39	Greek	0.39
Hebrew	0.82	Hindi	0.39	Hungarian	17.48
Igbo	0.11	Indonesian	3.78	Italian	95.64
Japanese	93.73	Kabyle	0.23	Korean	95.17
Kurdish	0.29	Lithuanian	24.26	Macedonian	0.26
Malay	0.15	Malayalam	0.23	Marathi	0.2
Mongolian	0.23	N'ko	1.6	Norwegian Bokmål	2.66
Persian	0.72	Polish	13.02	Portuguese (Brazil)	62.71
Portuguese (Portugal)	8.16	Romanian	31.3	Russian	25.39
Serbian	0.23	Slovak	1.36	Slovenian	2.48
Spanish	98.39	Swedish	1.15	Tagalog	1.34
Tamil	0.6	Telugu	0.04	Thai	0.23
Turkish	3.34	Ukrainian	2.69	Urdu	0.1
Vietnamese	1.5				

Complying with Licenses

7.1 Appendix A: GNU General Public License

Version 2, June 1991

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