



QGIS Documentation Guidelines

QGIS Project

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Dokumentacija za QGIS je dostupna na <https://www.qgis.org/resources/hub/#documentation>. Kako proces pisanja traje, izrada se automatski pokreće svakog dana (pogledajte dno stranice za tačno vreme) za sve [podržane verzije](#) (testiranje, dugoročno izdanje (LTR) i buduće LTR).

Izvorni fajlovi QGIS dokumentacije dostupni su na <https://github.com/qgis/QGIS-Documentation>. Uglavnom su napisani korišćenjem sintakse formata [reStructuredText \(reST\)](#), zajedno sa nekim skriptama iz [Sphinx toolset](#) za naknadnu obradu HTML izlaza.

Sledeća poglavlja će vas voditi kroz učenje:

- kako upravljati izvornim datotekama dokumentacije koristeći [git](#) sistem i [GitHub](#) platformu na kojoj su smeštene
- kako izmeniti tekstove, obezbediti snimke ekrana... na način koji je u skladu sa propisima
- kako deliti i osigurati da se vaše izmene objave u zvaničnoj dokumentaciji.

Ako tražite opšte informacije o tome kako da doprinesete QGIS projektu, pomoć možete pronaći na stranici [Uključite se u QGIS zajednicu](#).

A Step By Step Contribution

Белешка

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](#). Read general information on [QGIS community support](#).

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>.

Совет

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.

Белешка

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:

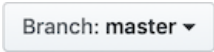
- at the top right of each page,
- or in the drop-down menu at the bottom of the left sidebar.

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.

Белешка

If you do have write access to the QGIS repository, no message is displayed and your changes will likely be saved directly in the main repository instead of your fork. However, to keep the repository clean, it is recommended that even contributors with write access work from their forks when editing documentation.

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. Once you have finished modifying the file, press *Commit changes...* and add a short title explaining your changes. You can also provide a more detailed explanation, if necessary.
4. Press *Propose changes*, saving the modifications to your repository. This will generate a dedicated [branch](#) (`patch-xxx`) in your repository and the web browser will open the [Comparing changes](#) page.
 - If the issue you are addressing does not need any further changes, jump to 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 new `patch-xxx` branch.
3. Select it. The  button will now display *Branch: patch-xxx*.
4. Jump down to the *Modify files* section below.

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

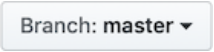
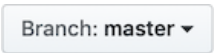
You can edit files directly from your fork of the QGIS Documentation.

First, make sure that your `master` branch is up to date with upstream, i.e. `qgis/QGIS-Documentation: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 *Sync fork* drop-down menu on the right. You can:
 - *Compare* the branches and see new changes in the upstream branch you do not yet have in yours
 - *Fetch and merge*: brings changes from the upstream branch into yours.
2. Click *Fetch and merge*: after the process, your branch is mentioned as up to date with `qgis/QGIS-Documentation:master`.
2. Click on  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*. It is advised that the name of the new branch relates to the problem you intend to fix. Convenient for identifying the branch later.
3. Press *Create branch <branch_name> from master*. The  button should now display *branch_name*.
4. You are ready to start new changes on top of your new branch.

Пажня

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. Make sure the branch you want to modify is active: its name is displayed in the top left menu or in the page URL.
2. Browse the source files to the file that needs modifications.
3. Press the  *Edit this file* button.
4. Update the text following the *writing guidelines*

5. Once you have finished modifying the file, press *Commit changes...* and add a short title explaining your changes. You can also provide a more detailed explanation, if necessary.
6. Make sure *Commit directly to the <branch_name> branch* is selected.
7. Press *Commit changes* to save your modifications in the branch.
8. To update or add a new image file:
 1. Browse your branch to the folder of the file to update or add.
 2. Top right, use the *Add files ► Upload files* menu to select and load files from your drive. You can find hints for formatting an image for the docs at *Upravljanje snimcima ekrana*.
 3. If a file of the same name already exists, it gets overwritten.
 4. Commit once again your changes to the target branch.
9. Repeat the previous steps for any other files that need to be updated to fix the issue.

1.1.4 Share your changes via Pull Request

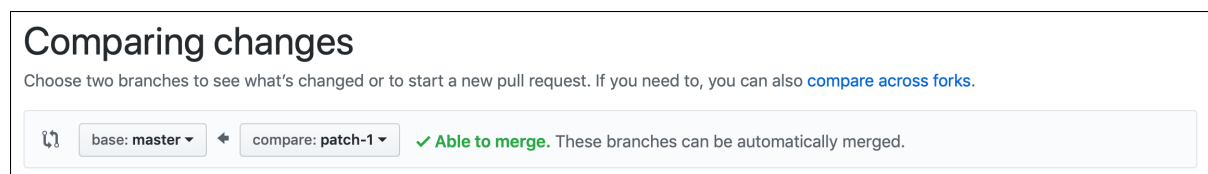
You need to make a [pull request](#) to integrate your changes into the official documentation.

Start a new pull request

1. If you used the *Edit on GitHub* link, after you commit your changes, GitHub automatically opens a new page comparing the changes you made in your `patch-xxx` branch to the `qgis/QGIS-Documentation:master` branch.
2. In all the cases, the comparing changes page can be reached by going to the „Pull requests” page of your 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.

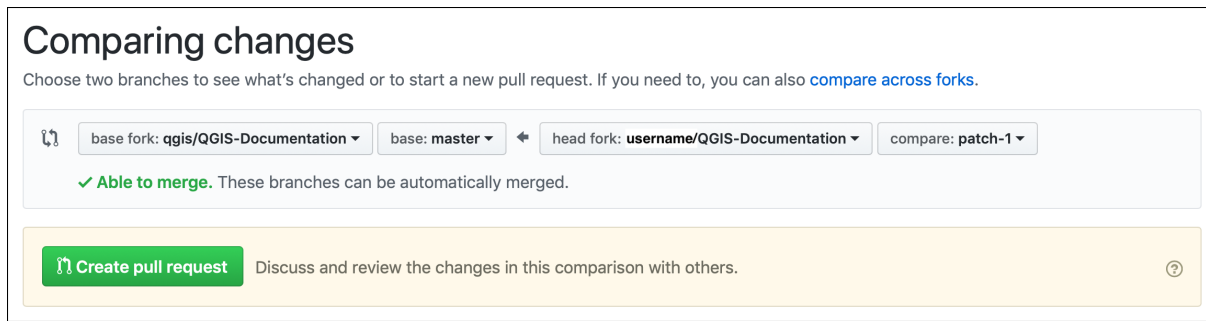


Слика 1.1: If your *Comparing changes* page looks like this, click on the *compare across forks* link.

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.



Слика1.2: 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.

Упозорење

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.

Савет

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 a title and any relevant description of the changes you are proposing.

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](#).



Слика1.3: 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.

Совет

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  **Files changed** 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:

1. Click on the  **Files changed** tab in your pull request page
2. Press ... menu on the right of the filename that you want to modify, and select *Edit file*.
3. The file opens in edit mode; add your modifications and commit.

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  **Delete this branch** icon to delete any unwanted branches.

1.2 Using Git command line tools

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 Local repository

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
```

Caber

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)
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)
```

(наставак на следећој страни)

(настављено са претходне стране)

```
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.

Белешка

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.

Белешка

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 targeting 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 useless 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 Further reading

- 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](#)

Smernice za pisanje

Uopšteno, pri pravljenju reST dokumentacije za QGIS projekat, pratite [smernice za stil Python dokumentacije](#). Radi praktičnosti, ispod pružamo skup opštih pravila na koja se oslanjamo pri pisanju QGIS dokumentacije.

2.1 Pisanje dokumentacije

2.1.1 Naslovi

Svakoј veb stranici dokumentacije odgovara `.rst` datoteka.

Odeljci koji se koriste za strukturiranje teksta prepoznaju se po svom naslovu koji je podvučen (a za prvi nivo i nadvučen). Naslovi istog nivoa moraju koristiti isti znak za ukras podvlačenja. Naslovima odeljaka prethodi prazan red. U QGIS dokumentaciji treba da koristite sledeće stilove za poglavlje, odeljak, pododeljak i minisec.

```
*****  
Chapter  
*****  
  
Section  
=====  
  
Subsection  
-----  
  
Minisec  
.....  
  
Subminisec  
^^^^^^^^^^
```

2.1.2 Liste

Liste su korisne za strukturiranje teksta. Evo nekih jednostavnih pravila zajedničkih svim listama:

- Sve stavke liste počinjite velikim slovom
- Ne koristite interpunkciju posle stavki liste koje sadrže samo jednu jednostavnu rečenicu
- Koristite tačku (.) kao interpunkciju za stavke liste koje se sastoje od više rečenica ili jedne složene rečenice

2.1.3 Uvlačenje

Uvlačenje u reStructuredText-u treba poravnati sa *oznakom* liste ili markupa. Takođe je moguće praviti blok citate uvlačenjem. Pogledajte [Specifikaciju](#)

```
#. 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 Ugrađene oznake

Oznake možete koristiti za isticanje stavki.

- **GUI menija:** za označavanje potpune sekvence izbora u meniju, uključujući izbor podmenija i konkretne operacije, ili bilo koje podsekvence takve sekvence.

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

- **Naslovi dijaloga i kartica:** Natpisi predstavljeni kao deo interaktivnog korisničkog interfejsa, uključujući naslove prozora, naslove kartica, natpise dugmadi i opcija.

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

- **Nazivi datoteka i direktorijuma**

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

- **Ikone sa iskačućim tekstom**

```
|iconView| :sup:`popup_text`
```

(pogledajte *image* ispod).

- **Prečice na tastaturi**

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

prikazaće Ctrl+B

Pri opisivanju prečica na tastaturi treba koristiti sledeće konvencije:

- Slovni tasteri se prikazuju velikim slovima: S
- Specijalni tasteri se prikazuju sa velikim prvim slovom: Esc
- Kombinacije tastera se prikazuju sa znakom + između tastera, bez razmaka: Shift+R

- **Korisnički tekst**

```
`label`
```

- Nazivi slojeva, baza podataka, tabela ili kolona

Pri upućivanju na slojeve, baze podataka, tabele ili kolone, formatirajte kao ugrađeni kôd:

```
``layer name``
``database_name``
``table_name``
``column_name``
```

2.1.5 Natpisi/reference

Sidra unutar teksta mogu se koristiti za pravljenje hiperlinkova ka odeljcima ili stranicama.

Primer ispod pravi sidro odeljka (npr. Naslov natpisa/reference)

```
.. _my_anchor:

Label/reference
-----
```

Da biste pozvali referencu na **istoj stranici**, koristite

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

što će vratiti:

pogledajte *my_anchor* za više informacija.

Imajte u vidu da će skočiti na liniju/stvar koja sledi posle „sidra“. Ne morate koristiti apostrofe, ali morate imati prazne redove posle sidra.

Još jedan način za skok na isto mesto **sa bilo kog mesta u dokumentaciji** jeste korišćenje uloge `:ref:`.

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

što će umesto toga napraviti link sa natpisom (u ovom slučaju naslovom ovog odeljka!):

pogledajte *Natpisi/reference* za više informacija.

Dakle, referenca 1 (*my_anchor*) i referenca 2 (*Natpisi/reference*). Pošto referenca često prikazuje pun natpis, nije zaista neophodno koristiti reč *odeljak*. Imajte u vidu da možete koristiti i prilagođen natpis za opis reference:

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

što vraća:

pogledajte *Natpis i referenca* za više informacija.

2.1.6 Slike i ilustracije

Slike

Da biste umetnuli sliku, koristite

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

što vraća



Zamena ikonom

Sliku možete dodati unutar tekstualnog pasusa (npr. kao ikonu alatke). Da biste to uradili, prvo morate napraviti alijas (nazvan i zamena), što je referentni naziv koji se koristi za prikaz ikone. Radi obezbeđivanja doslednosti u dokumentima i pomoći pri korišćenju ikona, održavamo listu u datoteci `substitutions.txt` u korenu ovog repozitorijuma. Više detalja pronađite u poglavlju [Zamene](#).

Korišćenje zamene ikonom obično se postiže kroz ove korake:

1. Dodajte zamenu ikonom u datoteku `substitutions.txt` kao ispod. Ako zamena za ikonu koju želite da koristite već postoji, preskočite ovaj korak.

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

2. Pozovite je u svom pasusu:

```
My paragraph begins here with |logo|.
```

3. Dodajte (ponovo) zamenu ikonom na kraju datoteke koju menjate. Ovo pomaže u povezivanju teksta zamene sa stvarnom slikom, a može se uraditi kopiranjem iz `substitutions.txt` ili izvršavanjem skripte `scripts/find_set_subst.py`.

Ovako će primer biti prikazan:

Moj pasus počinje ovde sa .

Slika

```
.. _figure_logo:

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

   A caption: A logo I like
```

Rezultat izgleda ovako:



Слика2.1: Natpis: Logo koji volim

Da biste izbegli sukobe sa drugim referencama, sidra slika uvek počinjite sa `_figure_` i koristite termine koji se lako povezuju sa natpisom slike. Iako je za sliku obavezno samo centrirano poravnanje, slobodno koristite bilo koje druge opcije za slike (kao što su `width`, `height`, `scale`...) ako je potrebno.

Skripte će umetnuti automatski generisan broj pre natpisa slike u generisanim HTML i PDF verzijama dokumentacije.

Da biste koristili natpis (*pogledajte Moj natpis*), samo umetnite uvučen tekst posle praznog reda u bloku slike.

Na sliku se može uputiti pomoću oznake reference ovako:

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

iscrtava se ovako:

pogledajte [Сл.2.1](#)

Ovo je preferirani način upućivanja na slike.

Белешка

Da bi `:numref:` radilo, slika **mora imati natpis**.

Umesto `:numref:` moguće je koristiti `:ref:` za referencu, ali to vraća pun natpis slike.

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

iscrtava se ovako:

pogledajte *Natpis: Logo koji volim*

2.1.7 Tabele

Jednostavnu tabelu možete napraviti ovako:

=====	=====	=====
x	y	z
=====	=====	=====
1	2	3

(наставак на следећој страни)

(настављено са претходне стране)

```
4          5
=====
```

Iscrtaće se ovako:

x	y	z
1	2	3
4		5

Tabele treba da imaju natpis. Možete koristiti eksplicitnu reST direktivu „`table`“ da biste dodali natpis `jednostavnim tabelama` ili `tabelama sa mrežom`. Dodajte natpis u istom redu kao direktivu i uvucite tabelu bar jedan razmak.

Takođe možete dodati `cilj hiperlinka` pre tabele da biste je negde drugde referencirali. Da biste izbegli sukobe sa drugim referencama, ciljeve hiperlinka uvek počinjite sa `_table_` i koristite termine relevantne za natpis tabele.

Evo primera složenije tabele sa mrežom, sa natpisom i ciljem hiperlinka:

```
.. _table-grid-caption:

.. table:: Grid table with caption

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

Rezultat:

Табела2.1: Tabela sa mrežom, sa natpisom

Windows	macOS
	
i naravno da ne zaboravimo 	

Možda će vam biti lakše da koristite `list table` ili `CSV table` za pravljenje složenih tabela. Dodajte natpis posle direktive `list-table` ili `csv-table`.

Evo primera list tabele sa natpisom i ciljem hiperlinka:

```
.. _table-list-caption:

.. list-table:: List table with caption
   :header-rows: 1
   :widths: 20 20 20 40

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

(наставак на следећој страни)

(настављено са претходне стране)

```
* Point
* Line
```

Rezultat:

Табела2.2: List tabela sa natpisom

Šta	Svrha	Ključna reč	Opis
Test	Koristan test	složenost	Geometrija. Jedno od: • Tačka • Linija

Koristite uloge `:numref:` za upućivanje na tabele ovako:

```
see :numref:`table-grid-caption` or :numref:`table-list-caption`
```

Rezultat:

pogledajte Табела 2.1 ili Табела 2.2

БелешкаMorate dodati natpis svojoj tabeli da biste napravili unakrsnu referencu pomoću uloge `:numref:`.

2.1.8 Index

Indeks je zgodan način da se čitaocu pomogne da pronađe informacije u dokumentu. QGIS dokumentacija pruža neke suštinske indekse. Postoji nekoliko pravila koja nam pomažu da pružimo skup indeksa koji su zaista korisni (koherentni, dosledni i zaista međusobno povezani):

- Indeks treba da bude čitljiv, razumljiv i prevodiv; indeks se može sastojati od više reči, ali treba da izbegavate sve nepotrebne znakove `_`, `-`... za njihovo povezivanje, tj. `Loading layers` umesto `loading_layers` ili `loadingLayers`.
- Velikim slovom pišite samo prvo slovo indeksa, osim ako reč ima poseban način pisanja. Npr. `Loading layers`, `Atlas generation`, `WMS`, `pgsql2shp`.
- Obratite pažnju na postojeću [listu indeksa](#) da biste ponovo iskoristili najpogodniji izraz sa ispravnim pisanjem i izbegli nepotrebne duplikate.

U reST-u postoji nekoliko oznaka indeksa. Možete koristiti ugrađenu oznaku `:index:` unutar običnog teksta:

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

Ili možete koristiti markup na nivou bloka `.. index:` koji vodi ka početku sledećeg pasusa. Zbog gore pomenutih pravila, preporučuje se korišćenje oznake na nivou bloka:

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

Takođe se preporučuje korišćenje parametara indeksa kao što su `single`, `pair` i `see`, radi izgradnje strukturiranih i međusobno povezane tabele indeksa. Za više informacija o pravljenju indeksa pogledajte [Generisanje indeksa](#).

2.1.9 Specijalni komentari

Ponekad ćete možda želeći da istaknete neke tačke opisa, bilo da upozorite, podsetite ili date neke savete korisniku. U QGIS dokumentaciji koristimo reST specijalne direktive kao što su `.. warning::`, `.. seealso::`, `.. note::` i `.. tip::`. Ove direktive generišu okvire koji ističu vaše komentare. Za više informacija pogledajte [Markup na nivou pasusa](#). Jasan i odgovarajući naslov je obavezan i za upozorenja i za savete.

```
.. 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.

2.1.10 Isećci koda

Možda ćete takođe želeći da date primere i umetnete isečke koda. U tom slučaju napišite komentar ispod reda sa umetnutom direktivom : : . Za bolje iscrtavanje, naročito za primenu isticanja boja na kôd prema njegovom jeziku, koristite direktivu code-block, npr. `.. code-block:: xml`. Više detalja na [Prikaz koda](#).

Белешка

Tekst u specijalnim komentarima biće preveden, ali tekst u okvirima code-block neće biti preveden. Zato držite komentare u blokovima koda što je kraće moguće i izbegavajte komentare nepovezane sa kodom.

2.1.11 Fusnote

Ovo je za pravljenje fusnote (prikazuje se kao primer¹)

```
blabla [1]_
```

Što će voditi ka:

2.2 Upravljanje snimcima ekrana

2.2.1 Dodavanje novih snimaka ekrana

Evo nekih saveta za pravljenje novih, lepih snimaka ekrana. Slike treba postaviti u folder slika (`img/`) koji se nalazi u istom folderu kao `.rst` datoteka koja ih referencira.

- Neke pripremljene QGIS projekte koji se koriste za pravljenje snimaka ekrana možete pronaći u folderu `./qgis-projects` ovog repozitorijuma. Time se olakšava reprodukcija snimaka ekrana za sledeću verziju QGIS-a. Ovi projekti koriste QGIS [uzorne podatke](#) (poznate i kao Alaska skup podataka), koje treba raspakovati i postaviti u isti folder kao repozitorijum QGIS-Dokumentation.
- Smanjite prozor na minimalni prostor potreban za prikaz mogućnosti (uzimanje celog ekrana za mali modalni prozor > preterivanje)
- Što manje zbrke, to bolje (nema potrebe za aktiviranjem svih paleta alatki)
- Nemojte im menjati veličinu u uređivaču slika; veličina će biti postavljena u `.rst` datotekama ako je potrebno (smanjivanje dimenzija bez propisnog povećanja rezolucije > ružno)
- Isecite pozadinu
- Učinite gornje uglove prozirnim ako pozadina nije bela
- Postavite rezoluciju veličine štampe na 135 dpi (npr. u GIMP-u smanjite sliku pomoću *Image ► Scale Image* i postavljajući „X/Y“ na 135 pixels/in, i izvezite je kroz *File ► Export...*). Na ovaj način, slike će biti u originalnoj veličini u HTML-u i u dobroj rezoluciji štampe u PDF-u.

Za paket slika možete koristiti i ImageMagick convert komandu:

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

- Sačuvajte ih kao `.png` (da biste izbegli `.jpeg` artefakte)

¹ Ažuriranja osnovnih dodataka

- Snimak ekrana treba da prikazuje sadržaj u skladu sa onim što je opisano u tekstu

Caber

Ako ste na Ubuntu-u, možete koristiti sledeću komandu da uklonite funkciju globalnog menija i napravite manje ekrane aplikacije sa menijima:

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

2.2.2 Prevedeni snimci ekrana

Evo nekih dodatnih saveta za one koji žele da naprave snimke ekrana za prevedeni korisnički vodič:

Prevedene slike treba postaviti u folder `img/<your_language>/`. Koristite isti naziv datoteke kao „originalni“ engleski snimak ekrana.

2.3 Dokumentovanje algoritama obrade

Ako želite da pišete dokumentaciju za algoritme obrade, razmotrite ove smernice:

- Datoteke pomoći algoritama obrade su deo QGIS korisničkog vodiča, pa koristite isto formatiranje kao korisnički vodič i druga dokumentacija.
- Dokumentacija svakog algoritma treba da bude postavljena u odgovarajući folder **provajdera** i datoteku **grupe**, npr. algoritam *Voronoi polygon* pripada *QGIS* provajderu i grupi *vectorgeometry*. Dakle, ispravna datoteka za dodavanje opisa je: `source/docs/user_manual/processing_algs/qgis/vectorgeometry.rst`.

Белешка

Pre nego što počnete da pišete vodič, proverite da li je algoritam već opisan. U tom slučaju možete poboljšati postojeći opis.

- **Izuzetno** je važno da svaki algoritam ima *sidro* koje odgovara nazivu provajdera + jedinstvenom nazivu samog algoritma. Time se dugmetu Pomoć omogućava da otvori stranicu Pomoć ispravnog odeljka. Sidro treba postaviti **iznad** naslova, npr. (pogledajte i odeljak [Natpisi/reference](#)):

```
.. _qgisvoronoipolygons:
```

```
Voronoi polygons
```

```
-----
```

Da biste saznali naziv algoritma, samo zadržite pokazivač miša iznad algoritma u kutiji sa alatima za obradu.

- Pomenite QGIS verziju u kojoj je algoritam uveden:

```
`Added in 3.44`
```

Isto tako, pomenite ako algoritam zahteva određenu opcionu zavisnost (i verziju).

```
.. attention:: Running this algorithm requires QGIS installed with <library> >
   ↳ min_value
   (see :menuselection:`Help --> About` menu).
```

- Izbegavajte korišćenje „Ovaj algoritam radi to i to...” kao prve rečenice u opisu algoritma. Pokušajte da koristite opštije izraze kao što su:

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

- Izbegavajte opisivanje onoga što algoritam radi ponavljanjem njegovog naziva i nemojte ponavljati naziv parametra u opisu samog parametra. Na primer, ako je algoritam `Voronoi polygon`, razmotrite da opišete `Input layer` kao `Sloj iz kojeg se računa poligon`.
- U opisu navedite da li algoritam ima podrazumevanu prečicu u QGIS-u ili podržava izmenu na licu mesta.
- Dodajte slike! Slika vredi hiljadu reči! Koristite `.png` format i pratite opšte smernice za dokumentaciju (za više informacija pogledajte odeljak *Slike i ilustracije*). Stavite datoteku slike u ispravan folder, tj. folder `img` pored `.rst` datoteke koju menjate.
- Ako je potrebno, dodajte linkove u odeljak „Pogledajte i“ koji pružaju dodatne informacije o algoritmu (npr. publikacije ili veb stranice). Dodajte odeljak „Pogledajte i“ samo ako zaista ima šta da se vidi. Kao dobra praksa, odeljak „Pogledajte i“ može se popuniti linkovima ka sličnim algoritmima.
- Dajte jasno objašnjenje za parametre i izlaze algoritma: inspirišite se postojećim algoritmima.
- Izbegavajte dupliranje detaljnog opisa opcija algoritma. Dodajte ovu informaciju u opis parametra.
- Izbegavajte dodavanje informacija o tipu vektorske geometrije u opis algoritma ili parametra, pošto je ova informacija već dostupna u opisima parametara.
- Dodajte podrazumevanu vrednost parametra, npr.:

```
* - **Number of points**
- ``NUMBER_OF_POINTS``
- [numeric: integer]

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

- Kada se parametar ili vrednost parametra doda već postojećem algoritmu, navedite QGIS verziju u kojoj je uveden. Ako zahteva određenu biblioteku, navedite i njene minimalne zahteve.
- Opišite *tip* ulaza koji parametri podržavaju. Dostupno je nekoliko tipova, možete izabrati jedan od:

Tip parametra/izlaza	Opis	Vizuelni pokazatelj
Tačkasti vektorski sloj	<code>vector: point</code>	
Linijski vektorski sloj	<code>vector: line</code>	
Poligonski vektorski sloj	<code>vector: polygon</code>	
Svi prostorni vektorski slojevi	<code>vector: geometry</code>	
Vektorski sloj bez geometrije	<code>vector: table</code>	
Generički vektorski sloj	<code>vector: any</code>	
Numeričko vektorsko polje	<code>tablefield: numeric</code>	1.2
Niskovno vektorsko polje	<code>tablefield: string</code>	abc
Generičko vektorsko polje	<code>tablefield: any</code>	
Rasterski sloj	<code>raster</code>	
Rasterski kanal	<code>raster band</code>	
HTML datoteka	<code>html</code>	
Expression	<code>expression</code>	ε
Linijska geometrija	<code>geometry: line</code>	
Tačkasta geometrija	<code>coordinates</code>	
Obuhvat	<code>extent</code>	
CRS	<code>crs</code>	
Nabrajanje	<code>enumeration</code>	

наставак на следећој страни

Табела 2.3 – настављено са претходне стране

Tip parametra/izlaza	Opis	Vizuelni pokazatelj
Lista	list	
Celobrojna vrednost	numeric: integer	1,00 ▾
Decimalna vrednost	numeric: double	1,00 ▾
Niska	string	Display name [lakes.shp]
Logička vrednost	boolean	☒
Putanja foldera	folder	
Datoteka	file	
Matrica	matrix	
Sloj	layer	
Isti tip izlaza kao tip ulaza	same as input	
Definition	definition	
Slojevi karte	layer list	
Opseg	range	
AuthConfig	authconfig	
Mesh	mesh	
Raspored	layout	
LayoutItem	layoutitem	
Boja	color	
Razmera	scale	
Tema karte	map theme	

- Proučite postojeći i dobro dokumentovan algoritam i kopirajte sve korisne rasporede.
- Kada završite, samo pratite smernice opisane u *A Step By Step Contribution* da biste komitovali svoje izmene i napravili Pull Request

Evo primera postojećeg algoritma koji će vam pomoći sa rasporedom i opisom:

```
.. _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
```

(наставак на следећој страни)

(настављено са претходне стране)

```
:widths: 20 20 20 40
:class: longtable

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

(наставка на следећој страни)

(настављено са претходне стране)

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

Pisanje koda u PyQGIS knjizi

Ako planirate da dodate ili ažurirate neka poglavlja u PyQGIS-Developer-Cookbook, onda bi trebalo da sledite neka pravila kako biste omogućili automatsko testiranje isečaka koda.

Testiranje je zaista važno jer omogućava automatsku proveru koda. Isecci koda sa greškama ili kod koji koristi zastarele metode neće uspeti, a obaveštenje će vam pomoći da rešite probleme.

Za testiranje koristimo [Sphinx doctest ekstenziju](#). Za detaljnije informacije pogledajte dokumentaciju o ekstenziji.

3.1 Kako napisati testirane fragmente koda

Pisanje testabilnih fragmenata koda se ne razlikuje toliko od *stare* metode. U osnovi, potrebno je da koristite drugačiju Sphinx *direktivu*.

3.1.1 Direktive Doctest sphinx-a

Umesto ugrađivanja koda u direktivu „`code-block::python`“ (što bi automatski istaklo sintaksu koda), sada ga treba ugraditi u „`testcode::`“¹. To jest, umesto ovoga:

```
.. code-block:: python

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

Sada koristite ovo:

```
.. testcode::

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

Nakon što ste napisali primer koda, trebalo bi da dodate *tvrdnju* koja će proceniti kod i koja će se automatski pokrenuti.

U gornjem primeru, kreirate `crs` i pomoću `assert crs.isValid()` **testirate** da li je validan. Ako kod ima pogrešnu sintaksu Pajtona ili `crs.isValid()` vrati `False`, ovaj isečak koda će biti neuspešan tokom testiranja.

Da biste uspešno pokrenuli testove na fragmentima koda, morate da uvezete sve klase i deklarirate sve promenljive koje se koriste u fragmentima koda. Možete ih uključiti u sam fragment koda (vidljiv na HTML stranicama) ili

ih možete dodati u direktivu `.. testsetup::` (skrivenu na HTML stranicama). `.. testsetup::` mora biti postavljeno ispred `.. testcode::`:

```
.. testsetup::

    from qgis.core import QgsCoordinateReferenceSystem

.. testcode::

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

Ako isečak koda ne kreira objekte (i stoga ne možete koristiti nešto poput `assert object.isValid()`), možete testirati kod koristeći metod `print()`, a zatim dodati očekivane rezultate unutar direktive `.. testoutput::` da biste uporedili očekivani izlaz:

```
.. testcode::

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

.. testoutput::

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

Podrazumevano, sadržaj `.. testoutput::` se prikazuje u HTML izlazu. Da biste ga sakrili iz HTML-a, koristite opciju `:hide:`.

```
.. testoutput::
    :hide:

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

Белешка

Ako isečak koda sadrži bilo kakve naredbe za štampanje, MORATE dodati „testoutput“ sa očekivanim izlazima; u suprotnom test neće uspeti.

3.1.2 Grupisanje testova

Za svaki reST dokument, fragmenti koda se testiraju sekvencijalno, što znači da možete koristiti jedan `.. testsetup::` za sve sledeće fragmente koda i da će kasniji fragmenti imati pristup promenljivim deklarisanim u ranijim u dokumentu.

Alternativno, možete koristiti grupe da biste razložili primere na istoj stranici u različitim testovima.

Isečak koda dodajete grupama dodavanjem jednog ili više imena grupa (odvojenih zarezima) u odgovarajućoj direktivi:

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

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

„doctest“ će odabrati svaki fragment grupe i pokrenuti ih nezavisno.

Белешка

Koristite imena grupa koja imaju smisla sa povezanim sadržajem. Koristite nešto slično kao `<chapter>_<subchapter>`, na primer: `crs_intro`, `crs_fromwkt`. U slučaju kvarova, ovo će pomoći da se identifikuje gde se kvarovi javljaju.

Ako ne deklarirate nijednu grupu, isečak koda će biti dodat grupi pod nazivom „default“. Ako umesto toga koristite „*“ kao naziv grupe, isečak koda će se koristiti u svim grupama za testiranje, što je obično korisno za upotrebu u podešavanju testa:

```
.. testsetup:: *

from qgis.core import QgsCoordinateReferenceSystem
```

3.2 Kako testirati isečke koda na lokalnoj mašini

Белешка

Uputstva važe za Linux sistem.

Da biste testirali fragmente Pajton koda, potrebna vam je instalacija *QGIS*. Za ovo postoji mnogo opcija. Možete:

- Koristite instalaciju vašeg sistema *QGIS* sa *Sphinx* iz virtuelnog okruženja Python:

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

- Koristite ručno izgrađenu instalaciju *QGIS*-a. Potrebno vam je:

1. Napravite prilagođenu ekstenziju Makefile preko datoteke `venv.mk`, na primer datoteku `user.mk` sa sledećim sadržajem:

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

include venv.mk
```

Ili

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

include venv.mk
```

2. Zatim, koristite ga za pokretanje cilja `doctest`:

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

- Pokrenite ciljnu komandu `doctest` unutar zvanične *QGIS* docker slike:

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

Prvo morate instalirati *Docker* jer on koristi Docker sliku sa *QGIS*-om u njoj.

Translation Guidelines

This manual is aiming to help the translator. First, it explains how you can join the translation team. Then the general process of how technically a translation is done is explained. Later the translation is explained from an actual English `.rst` document that is translated to Dutch. Finally a summary of *rules of translation* is given.

Белешка

Although these guidelines focus on QGIS documentation, the methods and the rules described below are also applicable to QGIS applications.

4.1 Becoming a translator

The QGIS project is always looking for people who are willing to invest some more time translating QGIS into a foreign language - even perhaps to coordinate the translation effort.

We are trying to improve our project management process and spread the load more evenly between people who each have a specific area of responsibility, so any contribution you have to make will be greatly appreciated.

If you would like to nominate yourself as a coordinator for a new language please go ahead. If more than one person nominate themselves as coordinator for the same language, please contact each other and resolve how you will manage your efforts.

4.1.1 Transifex

The web-based translating platform [Transifex](#) is used for all QGIS translations: the desktop application itself (or GUI) and the documentation. So the first thing you need is an account to login and get started.

4.1.2 Join a Project

1. Go to <https://explore.transifex.com/qgis/>
2. You can explore available projects we translate, identify their target languages with various statistics:
 - **QGIS Desktop** for all the pieces of text available in QGIS apps (QGIS Desktop and QGIS Server),
 - **QGIS Documentation** for the [official LTR documentation](#)
3. Click on the project you would like to help translate

4. Click on *JOIN THIS PROJECT* on the right side. You will be prompted to sign up.
5. Create your account or connect using a third-party platform account. Verify your account by the link in the email you will receive.
6. Login
7. You then get a popup to select which language you want to help translate to. Please, note that we try to make the process as simple as possible and only mention target languages, regardless of the country parameter (e.g. `French (fr)` and **NOT** `French (France) (fr_FR)`). Only if there are notable differences in the languages (e.g. portuguese in Portugal vs Brazil) we may allow different versions.

Search your target language, i.e the language you wish to help translate QGIS into, NOT necessarily all the languages you can speak:

- If it is marked as `already added` then select it and press *Join Project*.
 - If it is not marked as already added, select it and press *Request language*. Keep in mind that translating an entire project will take days of work, if not weeks! Again, and sorry to repeat, it is not about selecting ALL the languages you can speak.
8. Now you will need to wait for the language coordinator or the project maintainers to process your request. You will be notified by email when your request has been accepted. If your request has no answer for about a week, please consider writing to your language coordinator in Transifex or the [QGIS Translators mailing list](#).
 9. You can also join any of the other QGIS projects and help everywhere too.

4.1.3 Transliraj

Once your request is accepted, you are able to translate any text in the project(s) you've chosen. Simply click on your language, select the chapter you want to translate and click on Translate. Easy, right?

In order to help you make good translation, some instructions are provided below. We strongly recommend you to read them.

CABET

Quick access to translatable files in Transifex

If you find a wrong or missing translation in the current documentation, you can use the `Translate` page link in the bottom left drop-down menu of the page to reach it sources in Transifex and perform any update you wish to.

4.2 Translation process

QGIS Documentation is written in English with `.rst` files. In order to provide translations:

1. A prebuild script creates translation files named `.po` files for the English language in the folder `/QGIS-Documentation/locale/en`.
2. The sentences in the `.po` files are pushed to the Transifex web platform, and made available for translators who can begin to translate from English to their language with the editor.
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.

Белешка

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).

Two different tools are currently used to do translations in QGIS:

- The [Transifex web platform](#), the **easiest and recommended way** to translate QGIS, transparently does the process described above and pulls all the translatable texts in one place for the translator. Just pick the files you want and translate. Translated files are stored in the platform until another release is pushed.
- [Qt Linguist](#), a Qt development tool, requires the translator to pull locally the `.po` (or `.ts`) files from the source code, translate and then push back.

Note that whatever tool you choose, rules of translations are the same.

4.3 Translate a file

To explain how translation works, we will use the heatmap plugin as an example. In this example we will translate it from English to Dutch, but it will be practically the same for other documents in all languages.

The source of the document can be found here:

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

So why did I choose this document?

1. It includes images, captions, headers, references and replacements.
2. I wrote it so it is easier for me to translate ;-)

The build process has created the English `.po` file which can be found here:

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

The equivalent Dutch `.po` file (basically a copy) can be found here:

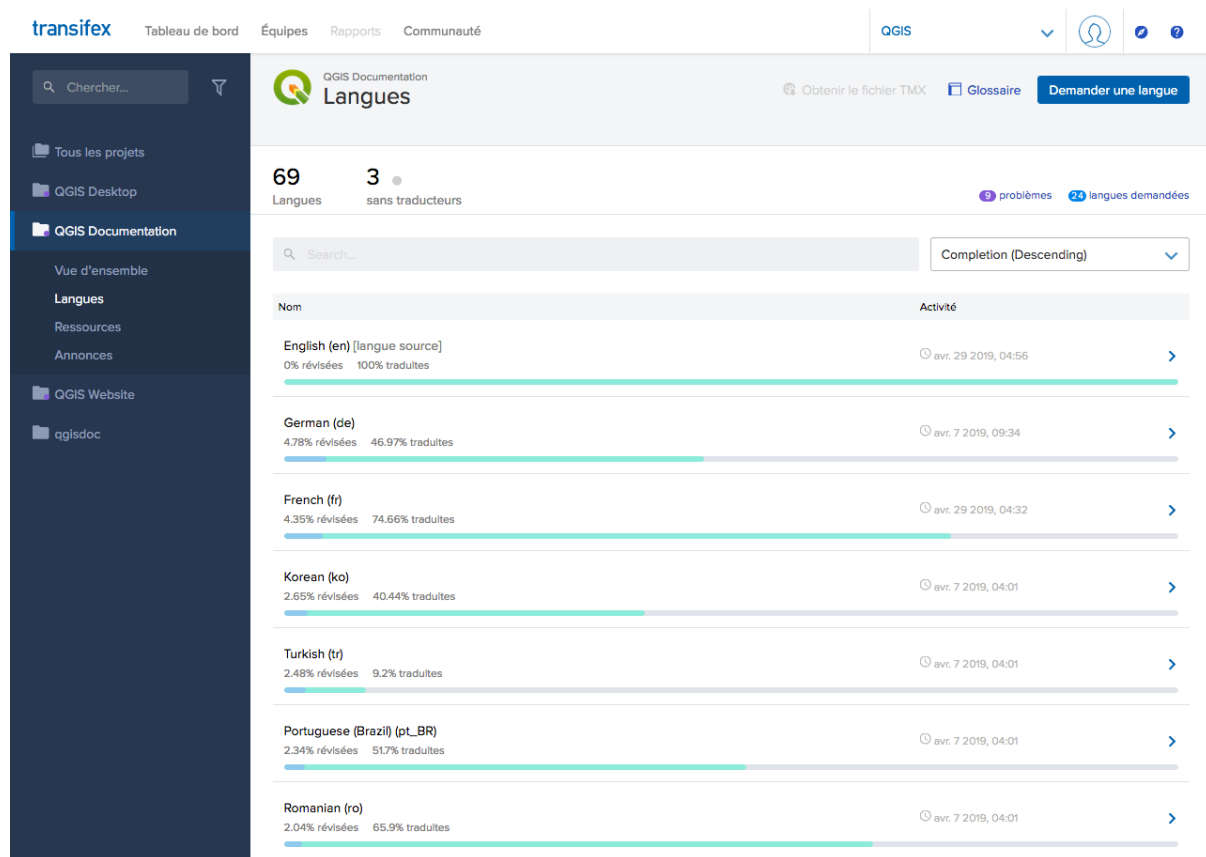
```
QGIS-Documentation/locale/nl/LC_MESSAGES/docs/user_manual/plugins/plugins_heatmap.  
→po
```

Along this file you will see a tiny `.mo` file which indicates that it does not hold any translations yet.

4.3.1 Translation in Transifex

In order to translate using Transifex, you need to:

1. *create an account on Transifex and join the QGIS project.*
2. Once you are part of a language team, click on the corresponding project (in this case QGIS Documentation). A list of available languages with their ratio of translation is displayed.



Слика4.1: Select language for translation in the Transifex menu

3. Hover over your language and click either:

- *View resources*: translatable .po files with their ratio of translation, number of strings and some more metadata are now displayed.
- or *Translate*: opens the interface of translation with all the available .po files

4. Identify the file you'd like to translate (in our case we are looking for the docs_user-manual_plugins_plugins-heatmap, the heatmap plugin file) or any unfinished file and click on it: strings in the files are loaded and you can use the interface to filter, translate, suggest translation...

Савет

Clicking the `Translate` page link in the bottom left drop-down menu of a page brings you directly to its corresponding translation page in Transifex.

5. All you need to do is select each text and translate following the [guidelines](#).

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

4.3.2 Translation in Qt Linguist

With Qt Linguist, you need to:

1. manually grab the .po or .ts file(s). This can be achieved by downloading the file(s) either from Transifex platform or from the `locale/$language` folder of the source repository (in GitHub),
2. proceed to the translation locally

3. upload the modified files to their sources (Transifex or GitHub).

While downloading and uploading translatable files can be done with Transifex, it's not advised to use this process. Since there's no versioning system on Transifex, the file you upload will simply replace the existing one and potentially overwrite any modification made by others on the platform in the meantime.

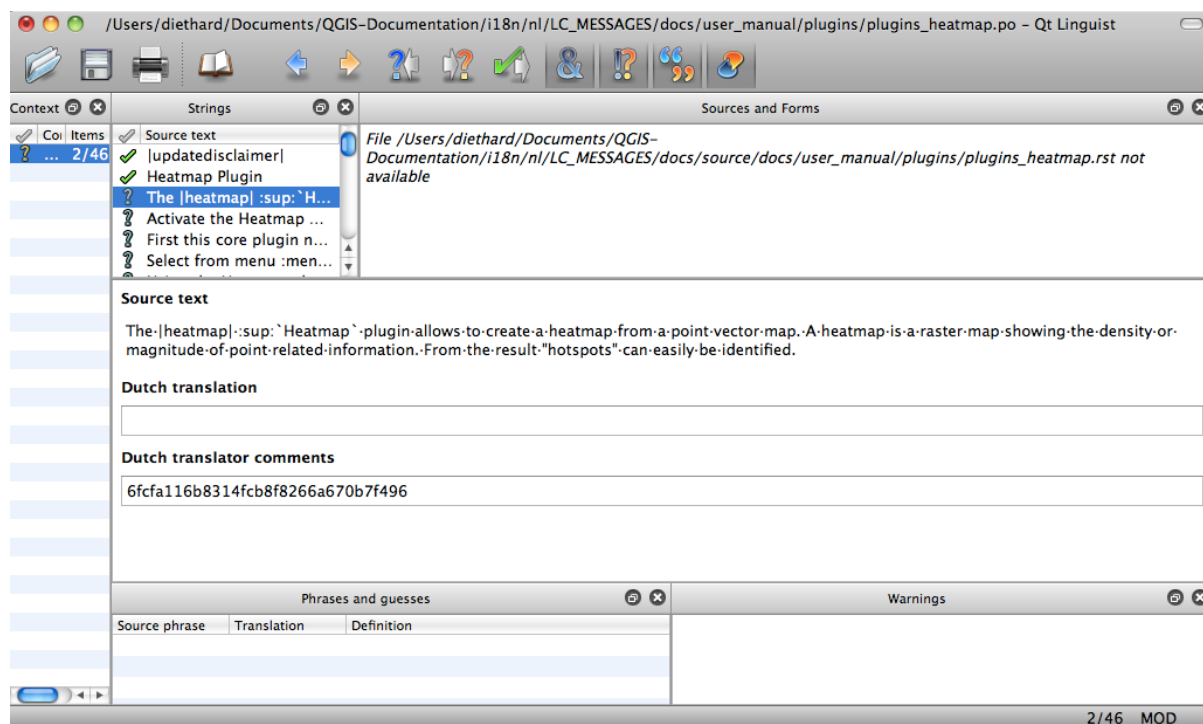
When you open the file in Qt Linguist for the first time you will see the following dialog:



Слика4.2: Select language for translation in linguist menu

The Target language should be filled correctly. The Source language can be left as is with language POSIX and Country/Region on Any Country.

When you press the *OK* button Qt Linguist is filled with sentences and you can start translating, see [Сл.4.3](#).



Слика4.3: Translate using the linguist menu

In the menu you see the following buttons which are convenient to use.

- 
 The Translation Done Next button, is the most important button. If the item needs translation, you enter a translation in the text field, then hit this button. If the item does not need translation just leave the text field for translation empty and also hit this button which indicates the item is done and you continue with the next item.
- 
 The Goto Previous button, can be used to go to the previous translation item.
- 
 The Goto Next button, can be used to go to the next translation item.
- 
 The Next Todo button, jumps to the first translation item that still needs a translation. Handy when the original document has changed and only several new/changed sentences need to be translated.
- 
 The Previous Todo button, searches backward and jumps to the first translation item it finds that still needs a translation.

For further information on the use of Qt Linguist, see <https://doc.qt.io/archives/qt-5.15/linguist-translators.html>

Упозорење

If you want to download content to translate from the source repository, never do this in the `master` branch. For translations there are always translation branches available, once a document is fully updated in English for a certain version. As an example, to translate the manual of QGIS 2.8, you have to use the `manual_en_v2.8` branch.

4.3.3 Translate a manual

Now we start to translate the `plugin_heatmap` manual!

Translating most of the sentences should be straightforward. During this translation session I will point out which parts (rst statements) need special translation.

Below we see an interesting sentence to translate:

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.

This sentence contains two rst statements:

1. `|heatmap|` words between `|` are replacements and these should never be translated! This will be replaced by the heatmap plugin icon!
2. `:sup:`Heatmap``, the `:sup:` statement is a superposition statement and prints the following text a bit higher. This is used to show the popup texts that appear when you hover above the toolbar item and this may be different when it is actually translated in the QGIS application. In the Dutch case it is not!

All other plain text in this sentence can be translated!

The next translation item contains the `:ref:` statement that is commonly used to refer to another section somewhere in the manual! The text following a `:ref:` statement should never be changed because it is a unique identifier!

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 this case `load_core_plugin` is a unique reference identifier placed before an rst item that has a caption. The `ref` statement will be replaced with the text of the header and turned into a hyperlink. When the header this reference is referring to is translated, all references to this header will be automatically translated as well.

The next item contains the rst-tag `:menuselection:` followed by text actually displayed in a menu in QGIS application, this may be translated in the application and therefore should be changed when this is the case.

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

In above item „View ->” is actually translated to „Beeld ->” because this is the translation used in the Dutch localized QGIS application.

A bit further we meet the following tricky translation item:

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

It holds a reference to a figure `figure_heatmap_settings_`, and like a reference to a section this reference should not be changed!! The reference definition from the rst-document is not included in the `.po` file and can therefore not be changed. This means the reference to figures can not be translated. When HTML is created you will see `figure_heatmap_settings`. When a PDF document is created `figure_heatmap_settings_` is replaced with a figure number.

The next translation item with rst attributes is the following item:

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

Do not remove the stars in above line. It will print the text it holds in bold. The text itself is often text included in the dialog itself and may well be translated in the application.

The following translation item contains the `:guilabel:` rst tag.

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

The text `Advanced` of the `guilabel` tag may well be translated in the QGIS application and probably needs to be changed!

The following translation item contains ```airports```. The quotes are used to give the text another text font. In this case it is a literal value and does not need translation.

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`](https://www.qgistutorials.com/en/docs/creating_heatmaps.html) > ` _.

This item also includes a hyperlink with an url and an external presentation. The url should of course be left intact, you are allowed to change the external text `https://www.qgistutorials.com` which is visible by the reader. Never remove the underscore at the end of the hyperlink which forms an essential part of it!!

4.3.4 Summary Rules for translation

1. Do not change text between two `|` characters like `|logo|`, `|checkbox|`, `|label|`, `|selectString|`, `|addLayer|`,... These are special tags used to replace images
2. Do not change references that start with roles like `:ref:`, `:file:`, `:numref:` unless they include a title. In that case, you can translate the title but keep unchanged the link (i.e., the text between `<` and `>`)

Caber

When a title is provided for a reference, Transifex may display a number in the English source text in replacement of the link part. Click on the number in the source text to add the reference link next to the title being translated.

3. Do not change references that end with an underscore like `figure_labels_1_`
4. Do not change the url in hyperlinks, but you may change the external description. Leave the underscore at the end of the hyperlink, without additional spacing (`>`_`)
5. Change the text inside quotes following `:index:`, `:sup:`, `:guilabel:` and `:menuselection:` tags. Check if/how it is translated in the QGIS Application. Do not change the tag itself.
6. Text between double stars and double quotes often indicate values or fieldnames, sometimes they need translation sometimes not.
7. Be aware to use exactly the same (number of) special characters of the source text such as ```, ````, `*`, `**`, `::`. These contribute to the cosmetics of the information provided
8. Do not begin nor end the text hold by special characters or tags with a space
9. Do not end the translated strings with a new paragraph, otherwise the text will not be translated during the html generation.

Stick to above presented rules and the translated document will look fine!

For any question, please contact the [QGIS Community Team](#) or the [QGIS Translation Team](#).

5.1 Upotreba

Radi lakšeg korišćenja ikona u QGIS priručnicima, za svaku ikonu su definisane zamene u `/source/substitutions.txt` datoteci u [QGIS-Dokumentation repozitorijumu](#) i neke od ovih zamena su navedene u nastavku. Stoga, kada želite da koristite ikonu iz QGIS aplikacije u dokumentaciji, velika je verovatnoća da već postoji zamena koja se može/treba koristiti.

Ako ne postoji zamena:

1. Proverite u spremištu dokumentacije da li je ikona dostupna u folderu `/static/common`. Ako nema slike, onda treba da pronađete i kopirate datoteku slike ikone iz [QGIS spremišta](#) (često u folderu `default themes`) i nalepite je (u formatu `.png`) u folder `/static/common`. Radi praktičnosti i ažuriranja, preporučuje se da zadržite ime datoteke kada je to moguće.
2. Napravite referencu na zamenu u datoteci `/substitutions.txt` prateći primer ispod. Tekst zamene treba da bude izveden iz imena datoteke i napisan velikim slovima:

```
.. |dataSourceManager| image:: /static/common/mActionDataSourceManager.png
:width: 1.5em
.. |stackedDiagram| image:: /static/common/stacked-diagram.png
:width: 1.5em
```

3. Ažurirajte ciljni odeljak(e) dokumentacije koristeći novu zamenu.
4. (opciono, ali veoma poželjno) dodajte zamenu u listu ispod.
5. Dodajte referencu na novu zamenu u listu zamena na kraju datoteke(a) u kojima se koristi, ili pokrenite praktičnu skriptu `scripts/find_set_subst.py`.

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

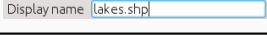
5.2 Uobičajene zamene

U nastavku su date neke ikone i njihove zamene koje se koriste pri pisanju dokumentacije. Mogu se koristiti/naći na mnogo mesta u priručnicima.

5.2.1 Ikone platformi

Ikona	Zamena	Ikona	Zamena
	logo		qt
	kde		nix
	osx		win

5.2.2 Stavke menija

Ikona	Zamena	Ikona	Zamena
	checkbox		unchecked
	radioButtonOn		radioButtonOff
	selectNumber		selectString
	selectColor		selectColorRamp
	hamburgerMenu		degrees
	inputText		slider

5.3 Ikone dugmadi na traci sa alatkama

5.3.1 Upravljanje slojevima i pregled

Ikona	Zamena	Ikona	Zamena
	dataSourceManager		
	addOgrLayer		addSensorThingsLayer
	addRasterLayer		addMssqlLayer
	addDelimitedTextLayer		addSpatiaLiteLayer
	addPostgisLayer		addOracleLayer
	addAfsLayer		addMeshLayer
	addVectorTileLayer		addXyzLayer
	addVirtualLayer		addWmsLayer
	addWcsLayer		addWfsLayer
	addPointCloudLayer		addGpsLayer
	addTiledSceneLayer		addHanaLayer

наставак на следећој страни

Табела 5.3 – настављено са претходне стране

Ikona	Zamena	Ikona	Zamena
	newVectorLayer		newSpatialiteLayer
	newGeoPackageLayer		createMemory
	newVirtualLayer		newMeshLayer
	newGpx		stac
	dbManager		gdal
	geoPackage		spatialite
	virtualLayer		wms
	wcs		wfs
	pointCloudLayer		gps
	tiledSceneLayer		hana
	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 Projekat

Ikona	Zamena	Ikona	Zamena
	fileNew		fileOpen
	fileSave		fileSaveAs
	fileExit		user

5.3.3 Uređivanje

Ikona	Zamena	Ikona	Zamena
	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 Rezultat identifikacije

Ikona	Zamena	Ikona	Zamena
	expandTree		collapseTree
	expandNewTree		formView
	deselectAll		editCopy
	filePrint		
	identifyByRectangle		identifyByPolygon
	identifyByFree-hand		identifyByRadius

5.3.5 Digitalizacija i napredna digitalizacija

Ikona	Zamena	Ikona	Zamena
	cad		cadConstruction
	cadParallel		cadPerpendicular
	floater		
	toggleEditing		allEdits
	tracing		snapping
	snappingVertex		snappingSegment
	snappingArea		snappingCentroid
	snappingMiddle		snappingEndpoint
	capturePoint		capturePolygon
	captureLine		captureCurveFrom-Feature
	deleteSelectedFe-atures		
	circularString- CurvePoint		circularStringRa- dius
	vertexTool		vertexToolActive- Layer
	digitizeWithSeg- ment		digitizeShape
	streamingDigiti- ze		digitizeWithCur- ve
	moveFeature		moveFeatureCopy
	moveFeatureLine		moveFeatureCo- pyLine
	moveFeaturePoint		moveFeatureCo- pyPoint
	rotateFeature		rotatePointSym- bols
	scaleFeature		
	offsetCurve		offsetPointSym- bols
	simplify		reshape
	addRing		addPart
	fillRing		
	deleteRing		deletePart

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Табела 5.7 – настављено са претходне стране

Ikona	Zamena	Ikona	Zamena
	mergeFeatures		mergeFeatureAttributes
	splitFeatures		splitParts
	reverseLine		
	allowIntersections		avoidIntersectionsCurrentLayer
	avoidIntersectionsLayers		snappingSelf

5.3.6 Mesh

Ikona	Zamena	Ikona	Zamena
	meshDigitizing		meshReindex
	meshSelectExpression		meshSelectPolygon
	meshTransformByExpression		meshEditForceByVectorLines
	vertexCoordinates		

5.3.7 Navigacija po karti i atributi

Ikona	Zamena	Ikona	Zamena
	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
	camera		shadow

наставак на следећој страни

Табела 5.9 – настављено са претходне стране

Ikona	Zamena	Ikona	Zamena
	editCutDisabled		
	temporal		temporalNavigationOff
	temporalNavigationFixedRange		temporalNavigationAnimated
	temporalNavigationMovie		newElevationProfile
	elevation		

5.3.8 Izbor i izrazi

Ikona	Zamena	Ikona	Zamena
	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 Oznake i dijagrami

Ikona	Zamena	Ikona	Zamena
	labelingSingle		labelingNone
	labelingRuleBased		labelingObstacle
	piechart		diagramNone
	text		histogram

наставак на следећој страни

Табела 5.11 – настављено са претходне стране

Ikona	Zamena	Ikona	Zamena
	stackedBar		stackedDiagram
	createAnnotationLayer		annotationLayer
	formAnnotation		htmlAnnotation
	actionText		textAlongLine
	addImage		textInsideRect
	labelbackground		labelbuffer
	labelformatting		labelplacement
	labelshadow		render
	labelcallout		
	labelAnchorCenter		labelAnchorCustom
	labelAnchorEnd		labelAnchorStart
	pinLabels		showHideLabels
	moveLabel		rotateLabel
	showPinnedLabels		showUnplacedLabel
	changeLabelProperties		autoPlacementSettings
	labelingRules		

5.3.10 Dekoracije

Ikona	Zamena	Ikona	Zamena
	copyrightLabel		addGrid
	titleLabel		northArrow
	scaleBar		addMap
	addImage		

5.3.11 Pomoć

Ikona	Zamena	Ikona	Zamena
	helpContents		qgisHomePage
	success		
	helpSponsors		contextHelp

5.3.12 Boje

Ikona	Zamena	Ikona	Zamena
	colorBox		colorPicker
	colorSwatches		colorWheel

5.4 Ostale osnovne ikone

Ikona	Zamena	Ikona	Zamena
	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		warning

5.5 Atributska tabela

Ikona	Zamena	Ikona	Zamena
	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		
	handleStoreFilterExpressionUnchecked		

5.6 Projekcije i Georeferencer

Ikona	Zamena	Ikona	Zamena
	geographic		crs
	customProjection		setProjection
	projectionDisabled		projectionEnabled
	transformation		gdalScript
	georefRun		pencil
	linkQGisToGeoref		linkGeorefToQGis
	fullHistogramStretch		

5.7 Raspored za štampu

Ikona	Zamena	Ikona	Zamena
	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

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Табела 5.18 – настављено са претходне стране

Ikona	Zamena	Ikona	Zamena
	distributeHSpace		distributeVSpace
	resizeShortest		resizeTallest
	resizeNarrowest		resizeWidest
	resizeSquare		groupItems
	lockItems		unlockAll
	locked		unlocked
	lockRepeating		lockedGray

5.8 Svojstva sloja

Ikona	Zamena	Ikona	Zamena
	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

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Табела 5.19 – настављено са претходне стране

Ikona	Zamena	Ikona	Zamena
	meshframe		meshaveraging
	singleColor		paletted
	singlebandPseudo-color		multibandColor
	pointCloudExtent		
	sum		sort
	paintEffects		mapIdentification
	styleManager		iconView
	joinNotEditable		joinedLayerNotEditable
	joinHasNotUpsertOnEdit		filterTableFields
	symbologyEdit		
	sharingImport		sharingExport

5.9 Dodaci

5.9.1 Obrada

Ikona	Zamena	Ikona	Zamena
	processingAlgorithm		processingModel
	processingHistory		processingResult
	menu		runSelected
	processSelected		editHelpContent
	saveAsPython		modelOutput
	qgsProjectFile		addToProject
	fieldInteger		
	meanCoordinates		extractLayerExtent
	selectRandom		vectorGrid
	convexHull		buffer
	intersect		union
	symmetricalDifference		clip
	difference		dissolve
	checkGeometry		exportGeometry

наставак на следећој страни

Табела 5.20 – настављено са претходне стране

Ikona	Zamena	Ikona	Zamena
	de launay		centroids
	polygonToLine		extractVertices
	lineToPolygon		nearestNeighbour
	splitLayer		heatmap
	showRasterCalcu- lator		showMeshCalcula- tor
	regularPoints		addGeometryAttri- butes
	basicStatistics		uniqueValues
	collect		simplify_2
	createGrid		distanceMatrix
	lineIntersecti- ons		mergeLayers
	sumPoints		sumLengthLines
	randomPointsInPo- lygons		randomPointsWit- hinPolygon
	randomPointsOnLi- nes		randomPointsWit- hinExtent
	multiToSingle		
	grid		tiles
	merge		rasterClip
	contour		proximity
	polygonize		rasterize
	sieve		nearblack
	projectionAdd		projectionExport
	8To24Bits		24To8Bits
	rasterInfo		rasterOverview
	vrt		voronoi
	translate		warp
	iterate		terminal
	queryHistory		storedqueries

5.9.2 Razni osnovni dodaci

Standardno se isporučuju uz osnovnu instalaciju, ali se ne učitavaju pri početnoj instalaciji

Ikona	Zamena	Ikona	Zamena
	showPluginManager		installPluginFromZip
	pythonFile		runConsole
	showEditorConsole		clearConsole
	scriptOpen		searchEditorConsole
	searchRegex		replace
	commentEditorConsole		formatCode
	classBrowserConsole		codepadConsole
	syntaxErrorConsole		
	offlineEditingCopy		offlineEditingSync
	plugin		metasearch
	geometryChecker		topologyChecker
	fromSelectedFeature		sqlQueryBuilder

5.9.3 Integracija sa GRASS-om

Ikona	Zamena	Ikona	Zamena
	grassLogo		grassRegion
	grassTools		grassNewMapset
	grassOpenMapset		grassCloseMapset