

QGIS Application - Bug report #10289

Legend Symbol Settings are not read

2014-05-16 06:34 AM - René-Luc ReLuc

Status: Closed	
Priority: Severe/Regression	
Assignee: Marco Hugentobler	
Category: QGIS Server	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 18717

Description

Since the new classes, the legend symbol settings are not read.

All these settings are 0.0 from qgsWmsProjectParser:

- symbolWidth
- symbolHeight
- iconLabelSpace
- symbolSpace
- layerTitleSpace
- boxSpace

I have tested this simple code :

```
double QgsWMSProjectParser::legendSymbolWidth() const
{
    QDomElement composerLegendElem = mProjectParser.firstComposerLegendElement();
    if ( composerLegendElem.isNull() )
    {
        return 7.0;
    }
    return composerLegendElem.attribute( "symbolWidth" ).toDouble();
}
```

instead of line 283 :

```
double QgsWMSProjectParser::legendSymbolWidth() const
{
    return mProjectParser.firstComposerLegendElement().attribute( "symbolWidth" ).toDouble();
}
```

It seems that qgsServerProjectParser does not find the first ComposerLegend element, because the default code always return 0.0 and the first one return 7.0.

History

#1 - 2014-06-12 02:46 AM - Marco Hugentobler

- Status changed from Open to Closed

This issue is fixed in 29de20016a58d3f58aa526ec2b1af320520a4d90