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:	No	**Resolution:**	
Crashes QGIS or corrupts data:	No	**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