

# QGIS Application - Bug report #11181

## scaling range for line widths not persistent

2014-09-10 07:13 AM - Kai Borgolte

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b> 2.4.0	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 19494
<b>Description</b>	
<p>I style a line layer, giving the line width in map units, and defining min and/or max scales (button near the words "map unit"). When I save the project or the style, the values are saved. When I re-open the project, min and max scales are not applied anymore, and when I save the project again, they are lost.</p> <p>Attached are sample project files after first saving and after loading and saving again that project file. The offending line is line 88:</p> <pre>&lt;prop k="width_map_unit_scale" v="0.001,0.01"/&gt;</pre> <p>that is: scale in range 1 : 100 to 1 : 1000, which degenerates to</p> <pre>&lt;prop k="width_map_unit_scale" v="0,0"/&gt;</pre>	

### Associated revisions

#### Revision 9d30db43 - 2014-11-28 03:11 AM - Nyall Dawson

Fix map unit scale for simple line width not restored (fix #11181)

#### Revision 4473efe3 - 2014-11-28 03:50 AM - Nyall Dawson

Fix map unit scale for simple line width not restored (fix #11181)

### History

#### #1 - 2014-09-10 07:34 AM - Kai Borgolte

Same issue with QGIS weekly (2.5.0-Master code revision commit:4291337).

#### #2 - 2014-09-11 01:11 AM - Kai Borgolte

I think I narrowed the problem to the source file

[\[https://github.com/qgis/QGIS/blob/master/src/core/symbology-ng/qgssymbollayerv2.cpp\]](https://github.com/qgis/QGIS/blob/master/src/core/symbology-ng/qgssymbollayerv2.cpp), but I am not able to test it myself:

In `QgsSimpleLineSymbolLayerV2::create()` the property `width_map_unit_scale` is not handled. This should be a one-liner.

Looking at `QgsSimpleLineSymbolLayerV2::setMapUnitScale()`, `QgsLineSymbolLayerV2::setMapUnitScale()` (in <https://github.com/qgis/QGIS/blob/master/src/core/symbology-ng/qgssymbollayerv2.cpp>) and `QgsLineSymbolLayerV2::setWidthMapUnitScale()` (in <https://github.com/qgis/QGIS/blob/master/src/core/symbology-ng/qgssymbollayerv2.h>), I don't think it will be necessary to implement `QgsSimpleLineSymbolLayerV2::setWidthMapUnitScale()`.

Please someone fix this. I hope my research does help.

**#3 - 2014-10-26 10:24 AM - Jürgen Fischer**

- *Category set to Symbology*

**#4 - 2014-11-27 06:13 PM - Nyal Dawson**

- *Status changed from Open to Closed*

Fixed in changeset commit:"9d30db435a6e946bb9384dbf67063b5c2650b40c".

**#5 - 2014-12-02 01:49 AM - Kai Borgolte**

Thank you very much!

**Files**

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bug1.qgs	17.8 KB	2014-09-10	Kai Borgolte
bug2.qgs	17.8 KB	2014-09-10	Kai Borgolte