

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 - Nyal Dawson

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

Revision 4473efe3 - 2014-11-28 03:50 AM - Nyal 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

[\[https://github.com/qgis/QGIS/blob/master/src/core/symbology-ng/qgssymbolsymbollayerv2.cpp\]](https://github.com/qgis/QGIS/blob/master/src/core/symbology-ng/qgssymbolsymbollayerv2.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/qgssymbolsymbollayerv2.cpp>) and QgsLineSymbolLayerV2::setWidthMapUnitScale() (in <https://github.com/qgis/QGIS/blob/master/src/core/symbology-ng/qgssymbolsymbollayerv2.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 Symbolology*

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