

# QGIS Application - Bug report #12382

## scale dependent visibility QGIS 2.8 dev

2015-03-16 01:54 PM - P. Sydler

|   |                                     |
|---|-------------------------------------|
| <b>Status:</b> Closed   |                                     |
| <b>Priority:</b> Normal   |                                     |
| <b>Assignee:</b>  |                                     |
| <b>Category:</b> Browser  |                                     |
| <b>Affected QGIS version:</b> 2.8.1   | <b>Regression?:</b> No              |
| <b>Operating System:</b>  | <b>Easy fix?:</b> No                |
| <b>Pull Request or Patch supplied:</b>  | <b>Resolution:</b> invalid          |
| <b>Crashes QGIS or corrupts data:</b>   | <b>Copied to github as #:</b> 20556 |
| <b>Description</b>  |                                     |
| <p>I am working on Windows 8.1, QGIS 2.8 installed</p> <p>While setting the scale dependent visibility for a layer (in the layer properties) I realised that the maximum and minimum value have been inverted. This also occurred under QGIS 2.6.</p> <p>So, for example to see a layer from 1:1 to 1:5000 you have to set the maximum to 1:1 and the minimum to 1:5000. For my understanding it should be the other way around. Or is it done by purpose?</p> <p>Thanks for taking this bug into consideration.</p> <p>Kindly Pascal</p> |                                     |
| <b>Related issues:</b>  |                                     |
| Related to QGIS Application - Bug report # 12352: Sort order for custom scales  | <b>Closed</b> <b>2015-03-10</b>     |

### History

#### #1 - 2015-03-16 11:55 PM - Paolo Cavallini

See also #12352

#### #2 - 2017-05-01 01:07 AM - Giovanni Manghi

- Easy fix? set to No
- Regression? set to No

#### #3 - 2017-06-04 02:33 AM - Nyal Dawson

- Resolution set to invalid
- Status changed from Open to Closed
- Description updated

This is the correct behavior. A map scale of 1:1 is larger than a scale of 1:5000.

Map scale terminology is confusing at first, but remember that smaller scale = more zoomed out.