"Filter legend by map content" has always worked fine for me, until v2.12.0.

Now for some reason a strange glitch occurs with the legend filter for my 'BC Geology layer', which has always worked fine before.

The legend now gets filtered based on the styles present on the map, rather than the features themselves.

For instance, if the map composer only displays two features from the 'BC Geology' layer, instead of only showing THOSE two features in the legend, it shows ALL the features present in the entire attribute table which have the same STYLE as the features showing in map composer.

For example, I have the shapefile styled based on rock type. So if my map composer is showing a single 'feldspar porphyry' feature and a single 'granite' feature from that shape, the legend will display all the feldspar porphyrys and granites in the entire province of BC, because they have all been styled the same.

Associated revisions

Revision 39e1f68c - 2016-01-25 04:43 AM - Nyall Dawson

Fix filtering legend content by map when renderer contains duplicate symbols (fix #14131)

Now, we don't test for map content using the symbols but instead use the legend key during the hit test.
Hi Chris - looks like you forgot to attach the project/data

#4 - 2016-01-22 02:53 PM - Chris Paul

My bad, the file was too big, so it didn't upload. Here's a dropbox link instead: https://www.dropbox.com/sh/7v91erfz1mo8z5f/AAA3mj7GYTTZiWyWtKIVt1qna?dl=0
The .qml is included, so "restore default style" should work.

#5 - 2016-01-24 02:44 PM - Nyall Dawson
- Assignee set to Nyall Dawson

#6 - 2016-01-24 07:44 PM - Nyall Dawson
- Status changed from Feedback to Closed

Fixed in changeset commit:"39e1f68ccc6d4918614ac0df1e6bc0a92f6a725".