

## QGIS Application - Bug report #16996

### regression: symbol levels broken (each category/rule repeated twice, settings not saved)

2017-08-10 06:56 AM - Mathieu Pellerin - nIRV

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> Yes
<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> 24895
<b>Description</b>	
<p>Under QGIS master, the whole symbol levels feature appears to be broken. When you open the symbol levels dialog, each category/rule is repeated twice, and the ordering for each layer forgotten upon leaving the dialog. See the attached screenshot showing the repeated category/rule issue.</p>	
<b>Steps to reproduce</b>	
<ol style="list-style-type: none"><li>1. Create a new project and add a vector layer</li><li>2. Set the symbology to rule-based, and create two rules</li><li>3. Open the symbols level dialog, notice how each rule is repeated twice</li><li>4. Set non-zero values to a rule's layer(s), and press [ OK ]</li><li>5. Re-open the symbol levels dialog, notice the non-zero values are gone</li></ol>	

#### Associated revisions

**Revision 5e7dadd5 - 2017-09-13 06:17 AM - Mathieu Pellerin - nIRV**

[symbology] resurrect symbol levels dialog (fixes #16996)

#### History

**#1 - 2017-09-12 06:12 AM - Mathieu Pellerin - nIRV**

OK, I figured out the problem here.

When the symbol levels dialog was implemented, it worked with pointers to symbol layers, which it used to set the rendering pass level (see commit:45caf4f6bc5acde5ac559b491ebfcea89ef58470).

At some point in time (which I can't exactly find due to the symbology-ng -> symbology directory renaming), the code was updated to pass on a QgsLegendSymbolList, iterating through QgsLegendSymbolItem to retrieve symbol pointers. That's problematic as QgsLegendSymbolItem's symbol pointer is cloned (see <https://github.com/qgis/QGIS/blob/master/src/core/symbology/qgslegendsymbolitem.cpp#L30>), therefore the symbol level dialog ends up setting the rendering pass level to a cloned symbol.

Martin, the ball is in your court ;)

**#2 - 2017-09-13 07:37 AM - Mathieu Pellerin - nIRV**

- % Done changed from 0 to 100

- Status changed from Open to Closed

Applied in changeset commit:qgis|5e7dadd575cac089344db9e7abe78275a98227da.

**Files**

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Screenshot from 2017-08-10 11-46-44.png

139 KB

2017-08-10

Mathieu Pellerin - nIRV