QGIS Application - Feature request #1912
[PATCH] area not null for symbols with value zero

2009-09-01 06:41 AM - alicebtoklas -

Status:	Closed		
Priority:	Low		
Assignee:	Marco Hugentobler		
Category:	Symbology		
Pull Request or Patch supplied:		**Resolution:**	fixed
Easy fix?:	No	**Copied to github as #:**	11972

Description

Maybe it's not the right place to talk about that, but:

using the "area scale field" to change the size of my point symbols, I get small symbols where the value in this field is zero, instead of no symbol at all. I think it's a big problem.

Cheers,

Alice

History

#1 - 2009-09-01 10:21 AM - Giovanni Manghi

I confirm it on the latest qgis version available on both linux and windows.

#2 - 2009-12-08 12:37 AM - mlennert -

Replying to alicebtoklas:

> *Maybe it's not the right place to talk about that, but:*
>
> *using the "area scale field" to change the size of my point symbols, I get small symbols where the value in this field is zero, instead of no symbol at all. I think it's a big problem.*

I can confirm with 1.3.0. This is quite annoying and makes QGIS unusable for proportionate size cartography.

#3 - 2009-12-08 03:30 AM - Giovanni Manghi

still confirmed in trunk

#4 - 2009-12-09 12:02 PM - mlennert -

Replying to [comment:2 mlennert]:

> *Replying to alicebtoklas:*
>
> > *Maybe it's not the right place to talk about that, but:*

> *using the "area scale field" to change the size of my point symbols, I get small symbols where the value in this field is zero, instead of no symbol at all. I think it's a big problem.*

> *I can confirm with 1.3.0. This is quite annoying and makes QGIS unusable for proportionate size cartography.*

To complement this: whatever the value of the area scale field, if you put the Size field to 0.01, all symbols (at least circles) are of equal size. I imagine this is linked to the OP's issue.

#5 - 2009-12-17 07:40 AM - mlennert -

Replying to [alicebtoklas](#):

> *using the "area scale field" to change the size of my point symbols, I get small symbols where the value in this field is zero, instead of no symbol at all. I think it's a big problem.*

Found the culprit: http://trac.osgeo.org/qgis/changeset/9513, which responds to http://trac.osgeo.org/qgis/ticket/1186 (putting Maciek and homann in cc, so that they can possibly react as well).

Applying the following patch, solves the problem of this current bug, while apparently not reopening #1186:

```
Index: qgsmarkercatalogue.cpp
===================================================================
--- qgsmarkercatalogue.cpp    (révision 12502)
+++ qgsmarkercatalogue.cpp    (copie de travail)
@@ -118,12 +118,6 @@
  // First prepare the paintdevice that the marker will be drawn onto
  //

- // Introduce a minimum size, we don't want it to disappear.
- if ( size < 4 )
- {
-   size = 4;
- }
-
  QImage myImage;
  int imageSize;
  if ( fullName.startsWith( "hard:" ) )
```

As already mentioned, this is a show-stopper for any proportionate symbol cartography in QGIS, and so should be solved ASAP.

I'm also a bit skeptical about the second part of #9513:

```
- if ( name == "circle" )
+  // If radius is 0, draw a circle, so it wont disappear.
+  if ( name == "circle" || r < 1)
```

Why does r have to be defined as int ? And is this maybe deprecated since http://trac.osgeo.org/qgis/changeset/8976 ? I don't have the time to delve any

deeper into the source code, but maybe someone can have a look.

But in any case, most of the issue of this bug seems to be solved by above patch.

Moritz

#6 - 2010-03-25 08:56 AM - mlennert -

ping

This is a major issue for our usage of QGIS and it would be great if someone could at least have a look at the proposed patch.

Moritz

#7 - 2010-03-25 12:49 PM - Marco Hugentobler

I'm going to have a look at the patch.

> *Why does r have to be defined as int*

This is probably legacy and comes from earlier times when all the symbol measures were in pixels.

#8 - 2010-03-25 01:09 PM - Marco Hugentobler

- Resolution set to fixed

- Status changed from Open to Closed

I agree that those minimum marker sizes are not good in some situations. Therefore, patch is applied in commit:f76bc2d0 (SVN r13162). Thanks!