

## QGIS Application - Bug report #19910

### Marker opacity is not working on a Marker Lines

2018-09-21 11:10 AM - Alexandre Neto

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Symbology	
<b>Affected QGIS version:</b>	3.3(master)	<b>Regression?:</b> No
<b>Operating System:</b>	Windows and Linux	<b>Easy fix?:</b> No
<b>Pull Request or Patch applied:</b>		<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 27734
<b>Description</b>		
<p>When using a marker line, changing the marker's opacity has no consequences on the final symbol. In fact, if you set it to 50% and move to another setting, if you go back, it will be set to 100% again.</p> <p>Color opacity works as expected.</p> <p>marker_opacity_error.gif</p>		

#### Associated revisions

##### Revision 4022c5fc - 2019-01-25 01:27 PM - Nyal Dawson

Make QgsSymbolLayerUtils::symbolPreview\* methods const, and utilise internal symbol clones

Rendering symbols is a NON-CONST operation, which can permanently alter the symbol instance (e.g. via changes made by the symbol or symbol layer's startRender methods.).

This makes debugging super complex - because methods which look like they are just generating previews of symbols can actually change the original symbol instances, resulting in permanent changes to a layer's style.

Refs #19910 (specifically, me pulling my hair out trying to deduce seemingly random changes to layer's symbols)

#### History

##### #1 - 2018-09-21 12:04 PM - João Gaspar

Tested in Windows 7 64-bits with same version have the same behavior.

In QGIS 3.2.0 have the same behavior.

##### #2 - 2018-10-17 12:27 PM - Alexandre Neto

- Regression? changed from No to Yes
- Operating System changed from Ubuntu 18.04 to Windows and Linux
- Affected QGIS version changed from 3.2.3 to 3.3(master)

Still valid on QGIS 3.3 (a0d46d12c1).

**#3 - 2019-01-22 07:20 AM - Nyal Dawson**  
*- Regression? changed from Yes to No*

This is not a regression - as far as I can tell it's never behaved that way (tested back a few versions).

Files			
marker_opacity_error.gif	401 KB	2018-09-21	Alexandre Neto