

QGIS Application - Bug report #21107

Print Composer: Lock layers + style and Follow map theme

2019-01-26 11:57 AM - Casper Bertelsen

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	Map Composer/Printing	
Affected QGIS version:	3.4.4	Regression?: No
Operating System:	Windows 10	Easy fix?: No
Pull Request or Patch supplied:		Resolution:
Crashes QGIS or corrupts data:		Copied to github as #: 28925

Description

I have two issues that sort of revolves around the same thing, that is when I want to show specific layers in my map windows in the print composer.

I've tried both using the setting **Follow map theme** and **Lock layers** combined with **Lock styles for layers**, because I usually have more than one style linked to one layer.

Example:

Style 1: Showing points as stars

    No scale-dependent visibility

Style 2: Showing points as circles

    Scale-dependent visibility (1:1000)

My composer contains a map and a legend. The composer is set up to build an atlas (Two polygons. One showing at 1:8000, One at 1:500)

**Issue using Follow map theme:**

My map follows map theme Style 1, showing stars at any scale. Works fine until I change the theme in QGIS main window to Style 2, showing circles up to 1:1000.

Now my print composer shows stars on the polygon in scale 1:500, but no stars on the polygon 1:8000.

The legend has also updated to show points as circles, even though the map shows stars.

**Issue using Lock layers:**

After that I tried to lock layers and styles instead. Now the legend will show points as stars even though I change to theme (and style) in the main windows to show circles. Just as I would expect. However when I change to style 2 in the main windows, no points will be shown in 1:8000, thus using the scale-dependency of the current style instead of what the style locked on is set to.

I've attached a project and data following the example.

History

#1 - 2019-01-27 12:21 PM - Alexis Roy-L

This seems to be related to my issue #21101

Have you tried with the auto-update on and check if the same behaviour occurred.

The legend is somewhat linked to the map canvas when it isn't in auto update.

**#2 - 2019-01-27 02:13 PM - Giovanni Manghi**

- Status changed from Open to Feedback

**#3 - 2019-01-27 03:31 PM - Casper Bertelsen**

Same issue with auto-update on. (With auto-update I wouldn't be able to hide / remove layers from the legend that aren't relevant, i.e. background raster)

Legend still changes and the composer is affected by the scale-dependent visibility of "the current style" in the main window, so that points aren't shown at scales larger than 1:1000.

**#4 - 2019-01-28 10:56 AM - Giovanni Manghi**

- Status changed from Feedback to Open

**Files**

Print_composer_diff_style.zip	22.6 KB	2019-01-26	Casper Bertelsen
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