QGIS Application - Feature request #2648
Improve rendering of selected features with V2 symbology

2010-04-13 05:49 PM - Chris Crook

Status:	Closed		
Priority:	Low		
Assignee:	nobody -		
Category:	Symbology		
Pull Request or Patch supplied:		**Resolution:**	fixed
Easy fix?:	No	**Copied to github as #:**	12708

Description

The current implementation of rendering of selected features with V2 rendering doesn't reflect the normal unselected symbology - it simply replaces points, lines, and polygons with a default renderer using the selected colour.

This patch suggests an alternative, in which the selected state is passed from the renderer into the symbol and symbol layers, and in which each symbol layer build its own implementation of selected rendering.
This has been implemented for each of the core symbol layer types as follows:
*Simple marker symbols: simple symbols are selected by setting the fill or border colour (for unfilled symbols or where the current fill colour is the same as the selected colour). If this doesn't differentiate the normal and selected version, then the selected version is completely filled with the selection colour.
*SVN markers symbols: A circle in the selection colour is drawn under each SVN symbol
*Font marker symbols: The font colour is changed to the selection colour
*Line symbols - colours are changed to the selection colour
*Polygon layers - colours are changed to the selection colour
Also the transparency is disregarded for selected symbols - they are fully opaque

History

#1 - 2010-04-14 01:38 AM - Giovanni Manghi

Great! much awaited features. After applying this patch at least 2/3 tickets can be closed.

#2 - 2010-04-15 07:35 AM - Chris Crook

I'm going to change the implementation slightly - I've put a method (selectionColor()) into the base [[QgsSymbologyLayerV]]2 class, but it belongs in the symbology render context. I'll put up a new patch shortly.

#3 - 2010-04-15 12:07 PM - Chris Crook

Note: the selection_rendering_fix_revised patch includes the patches from both of the previous files. It also includes a fix to [[QgsFontMarkerSymbolLayerV]]2 to correct the scaling when it is printed or rendered to png/pdf etc via composer. Previously the raster scale factor wasn't being applied, which could result in the Font marker appearing hugely out of scale!

#4 - 2010-04-18 10:31 AM - Martin Dobias

- Resolution set to fixed

- Status changed from Open to Closed

Looks good, applied in commit:8c7a31d3 (SVN r13323). Thanks for contributing!

Martin

#5 - 2010-04-18 10:37 AM - Giovanni Manghi

Please have a look to tickets #1786 and #1509

if you think that after this commit they can be closed, do so.

Files

selection_rendering_fix.diff	20.6 KB	2010-04-13	Chris Crook
selection_rendering_fix_sip.diff	703 Bytes	2010-04-14	Chris Crook
selection_rendering_fix_revised.diff	21.4 KB	2010-04-15	Chris Crook