

QGIS Application - Bug report #5531

Rule-based rendering - where is 'priority' and 'use only first matching rule' ?

2012-05-01 02:56 PM - Kevin Kenny

Status: Closed	
Priority: Normal	
Assignee:	
Category: Symbology	
Affected QGIS version: master	Regression?: No
Operating System: Ubuntu	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: invalid
Crashes QGIS or corrupts data: No	Copied to github as #: 15126

Description

Running last night's nightly build for Ubuntu Precise, I opened an existing project and style. I was puzzled to see a tremendous amount of visual clutter in some point layers, and selected 'Layer->Properties'. Much to my surprise, the 'Rule Based' rendering was missing the 'Priority' column and the checkbox for 'use only first matching rule'.

Has this functionality been eliminated? Is there a good alternative (short of making Boolean expressions to exclude the other rules)?

History

#1 - 2012-05-02 11:50 AM - Martin Dobias

- Resolution set to invalid

- Status changed from Open to Closed

Now you can create groups of rules - child rules will be applied only if parent rule matches (parent rules might not contain any associated symbols). This mechanism is more powerful than 'use only first matching rule' option. The order of rules is not important for rendering anymore - you can reorder them as you wish. The order of symbol rendering is now controlled in a separate dialog (button Rendering order).