QGIS Application - Bug report #7217 graduated classes are altered when saved to qgs

2013-02-22 08:34 AM - Regis Haubourg

Status: Closed

Priority: Severe/Regression

Assignee:

Category: Symbology

Affected QGIS version:master Regression: No Operating System: Easy fix?: No

Pull Request or Patch supplied: Resolution: worksforme
Crashes QGIS or corrupts data: Copied to github as #: 16253

Description

confirmed on both 1.8 and master dc074b3.

when classifying continuous numerical data (shp - field type; real; length 20; precision 5), classes are generated correctly, but are saved with exponents notation if data exceeds 1000000:

In the following example, the last classe upper value has been converted from 6 034 292 to 6.03429e+06.

real max value is then thrown out of classes because 6.03429e+06 is converted to 6 034 29*0* when project is reloaded.

All the values close to upper and lower bounds are potentially concerned.

This is a blocker since there is no way to save a project correctly, except modifying classes by hand in a text editor.

```
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```

Associated revisions

Revision 4538cf15 - 2013-07-06 02:08 AM - Jürgen Fischer

fix #7217

History

#1 - 2013-02-22 08:56 AM - Regis Haubourg

QML and mapinfo tab are also concerned

#2 - 2013-02-22 09:05 AM - Regis Haubourg

It could be simple to solve since same problem occured with WMS bounds and scales:

here are some revisions solving thoses problems: [[https://issues.qgis.org/search/index/quantum-gis?q=exponential]]

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#3 - 2013-02-22 01:33 PM - Regis Haubourg

conversion to Double seems to be done here:

[[https://github.com/qgis/Quantum-GIS/blob/master/src/core/symbology-ng/qgsgraduatedsymbolrendererv2.cpp]]

line 888:

```
double lowerValue = rangeElem.attribute( "lower" ).toDouble();
double upperValue = rangeElem.attribute( "upper" ).toDouble();
```

use of .toDouble seems to be done everywhere. Any idea ?

#4 - 2013-03-14 02:58 AM - Alexander Bruy

- Pull Request or Patch supplied changed from No to Yes
- File fix 7217.patch added
- Category changed from Map Legend to 83

Here is patch that should fix such issue. Unfortunately, I can't test it with wide range of datasets, so maybe in some cases it still don't work as expected.

#5 - 2013-03-18 01:40 PM - Regis Haubourg

Hi, a little up to commiters: Can anyone test before merge? This might be a easy-to-solve blocker;-) (I can't compile by myself and can only test ith osge4w).

Régis

#6 - 2013-05-28 03:23 PM - Nathan Woodrow

Can we confirm if this still and issue. I can't reproduce here.

#7 - 2013-05-28 08:46 PM - Mathieu Pellerin - nIRV

I can't reproduce this issue either. So what they say is true, time does heal ;o)

#8 - 2013-05-28 08:48 PM - Nathan Woodrow

- Resolution set to worksforme
- Status changed from Open to Closed

Regis can you test with the latest build and report back if it is still an issue.

#9 - 2013-05-28 11:29 PM - Regis Haubourg

Hi, there is no new build on osgeo4w today, I'll try next week (QGIS training by the end of the week!)

#10 - 2013-06-02 06:46 AM - Regis Haubourg

- File Grauated_classes_test_sample.zip added
- Status changed from Closed to Reopened

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```
Hi,
```

I must reopen, tested in e2bd04f today, problem is still here, qgs is still saved using scientific notation. see:

```
<ranges>
```

```
<range symbol="0" lower="1" upper="3" label="1.0000 - 3.0000"/>
    <range symbol="1" lower="3" upper="56" label="3.0000 - 56.0000"/>
    <range symbol="2" lower="56" upper="1e+09" label="56.0000 - 1000000389.0000"/>
    </ranges>
```

I join a very simple dataset to build unit tests:

#11 - 2013-06-03 04:15 PM - Nathan Woodrow

Ok I see it. Will try and fix.

#12 - 2013-06-27 07:56 PM - Minoru Akagi

QVariant::toString() seems to return better results than QString::number(), doesn't it?

In python:

```
>>> from PyQt4.QtCore import *
>>> val = 6034292.
>>> QString.number(val)
PyQt4.QtCore.QString(u'6.03429e+06')
>>> QVariant(val).toString()
PyQt4.QtCore.QString(u'6034292')

>>> val = 1.000001
>>> QString.number(val)
PyQt4.QtCore.QString(u'1')
>>> QVariant(val).toString()
PyQt4.QtCore.QString(u'1')
```

#13 - 2013-06-27 07:57 PM - Nathan Woodrow

Seems so.

toString is the way to go.

#14 - 2013-07-05 05:10 PM - Jürgen Fischer

- Status changed from Reopened to Closed

Fixed in changeset commit:"4538cf1593a22c1aba998abfc6f3c730b0943a71".

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Files

fix_7217.patch	1.71 KB	2013-03-14	Alexander Bruy
Grauated_classes_test_sample.zip	1.47 KB	2013-06-02	Regis Haubourg

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