

QGIS Application - Bug report #84

Adding raster layer make legend items too wide

2006-04-17 03:53 AM - Redmine Admin

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Marco Hugentobler	
<b>Category:</b>	Map Legend	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	Linux	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 10143
<b>Description</b>		
<div>1. Add any vector layer</div> <div>2. Add raster layer -&gt; this makes all items in Legend unfriendly wide</div> <div>3. Now restart QGIS - each new added layer is too wide to fit into Legend (the only way how to get them to proper width is to remove qgis.conf file)</div>		

History

#1 - 2006-04-17 03:54 AM - Redmine Admin

Note: apperas only in latest svn

#2 - 2006-04-18 01:56 AM - Marco Hugentobler

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

Hehe, my change to dynamically adapt the legend icon size was working to well :-) In commit:b6008580 (SVN r5300), the pixmap for raster layers are now downscaled to 20x20.

#3 - 2009-08-22 12:46 AM - Anonymous

Milestone Version 0.8 deleted