

QGIS Application - Bug report #10289

Legend Symbol Settings are not read

2014-05-16 06:34 AM - René-Luc ReLuc

Status:	Closed	
Priority:	Severe/Regression	
Assignee:	Marco Hugentobler	
Category:	QGIS Server	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 18717
Description		
Since the new classes, the legend symbol settings are not read. All these settings are 0.0 from qgsWmsProjectParser: - symbolWidth - symbolHeight - iconLabelSpace - symbolSpace - layerTitleSpace - boxSpace I have tested this simple code : <pre>double QgsWMSProjectParser::legendSymbolWidth() const { QDomElement composerLegendElem = mProjectParser.firstComposerLegendElement(); if (composerLegendElem.isNull()) { return 7.0; } return composerLegendElem.attribute("symbolWidth").toDouble(); }</pre> instead of line 283 : <pre>double QgsWMSProjectParser::legendSymbolWidth() const { return mProjectParser.firstComposerLegendElement().attribute("symbolWidth").toDouble(); }</pre> It seems that qgsServerProjectParser does not find the first ComposerLegend element, because the default code always return 0.0 and the first one return 7.0.		

History

#1 - 2014-06-12 02:46 AM - Marco Hugentobler

- Status changed from Open to Closed

