

## QGIS Application - Feature request #10312

### Legend/Layer tree should show active rules used for rendering

2014-05-20 05:38 AM - Hannes Keski-Kiikoinen

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	GUI	
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b>
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 18737
<b>Description</b>		
<p>Hi all!</p> <p>This issue concerns the situation of rendering a layer with rule-based rendering so, that the map scale affects the styling of the layer. When I create a legend with having such layer on the map, each of the scale dependent stylings appear in the legend although only one of them is used on the map.</p> <p>In my opinion, QGIS should notice this and show only the styling that is used for the scale used in the map that is connected to the legend.</p> <p>Reproduction:</p> <ol style="list-style-type: none"><li>1. Create rule-based styling with multiple rules for some data.</li><li>2. Set the min scale and max scale properties for the layer so that the same features are rendered with different style depending on the map scale level.</li><li>3. Create a legend for a map. Multiple styles are shown in the legend while only one of them is used in the map, corresponding to the map scale.</li></ol> <p>Discussion is welcome, if needed!</p>		

#### History

##### #1 - 2014-06-21 01:56 PM - Jürgen Fischer

- Category set to GUI
- Subject changed from Legend creation when having a rule-based rendered layer with min scale and/or max scale determined to Legend/Layer tree should show active rules used for rendering
- Tracker changed from Bug report to Feature request

##### #2 - 2017-05-01 12:48 AM - Giovanni Manghi

- Easy fix? set to No