

## QGIS Application - Bug report #10449

### legend for raster layers expanded by default

2014-06-04 01:21 AM - Nyall Dawson

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	Martin Dobias	
<b>Category:</b>	Map Legend	
<b>Affected QGIS version:</b>	master	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 18861
<b>Description</b>		
<p>Since the merge of the legend refactoring raster layers added to the map have their legend expanded by default. This is a change from 2.2, where they were not expanded initially. I personally think the previous behavior was preferred, as rasters with a large number of palettes colors end up taking up a huge amount of space in the legend.</p>		

#### Associated revisions

Revision eb6a45c4 - 2014-06-17 09:57 AM - Martin Dobias

[layertree] Fix #10449 (auto-collapse layer if symbology has >= 10 items)

#### History

#1 - 2014-06-04 02:08 AM - Martin Dobias

Rather than having the collapsed layer nodes just for paletted raster layer, maybe it makes sense to have a threshold (number of symbology items - e.g. 25) when the node would be collapsed? So it would work also for vector layers if the number of categories / ranges / rules gets too high.

What do you think?

#2 - 2014-06-04 02:15 AM - Nyall Dawson

Good idea. This also means rasters with a small number of graduated classes would get expanded, which is a nice touch. I'd suggest a smaller threshold though, maybe 10?

#3 - 2014-06-17 12:59 AM - Martin Dobias

- Status changed from Open to Closed

Fixed in changeset commit:"eb6a45c454fd9868916a648bd4a154ae25be21b6".