

QGIS Application - Bug report #12382

scale dependent visibility QGIS 2.8 dev

2015-03-16 01:54 PM - P. Sydler

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Browser	
Affected QGIS version:	2.8.1	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: invalid
Crashes QGIS or corrupts data:	No	Copied to github as #: 20556
Description I am working on Windows 8.1, QGIS 2.8 installed While setting the scale dependent visibility for a layer (in the layer properties) I realised that the maximum and minimum value have been inverted. This also occurred under QGIS 2.6. So, for example to see a layer from 1:1 to 1:5000 you have to set the maximum to 1:1 and the minimum to 1:5000. For my understanding it should be the other way around. Or is it done by purpose? Thanks for taking this bug into consideration. Kindly Pascal		
Related issues: Related to QGIS Application - Bug report # 12352: Sort order for custom scales Closed 2015-03-10		

History

#1 - 2015-03-16 11:55 PM - Paolo Cavallini

See also #12352

#2 - 2017-05-01 01:07 AM - Giovanni Manghi

- *Easy fix? set to No*
- *Regression? set to No*

#3 - 2017-06-04 02:33 AM - Nyal Dawson

- *Resolution set to invalid*
- *Status changed from Open to Closed*
- *Description updated*

This is the correct behavior. A map scale of 1:1 is larger than a scale of 1:5000.

Map scale terminology is confusing at first, but remember that smaller scale = more zoomed out.