

QGIS Application - Bug report #12543

layer style effects not compatible with inverted polygon renderer

2015-04-10 01:21 AM - Regis Haubourg

<b>Status:</b>	Reopened	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Nyall Dawson	
<b>Category:</b>	Symbology	
<b>Affected QGIS version:</b>	3.0.0	<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> 20685
<b>Description</b>		
<p>Hi,</p> <p>just tested wonderfull live layer effects, and that reveals not taking into account inverted polygon renderer.</p> <p>Polygons are rendered just as normal polygon renderer.</p> <p>We use it a lot to generate masking layers effects (see mask plugin).</p> <p>Cheers</p> <p>Régis</p>		

History

#1 - 2015-04-10 04:23 AM - Nyall Dawson

- Status changed from Open to Feedback

Can you clarify this for me? When I test, this is what I see:

- inverted polygon, symbol layer effect: works
- inverted polygon, layer wide effect: results in no layer drawn

#2 - 2015-04-10 06:39 AM - Regis Haubourg

- Status changed from Feedback to Closed

Sorry, I missed that it was available on both levels.. Maybe UI needs to separate checkbox a bit more.

#3 - 2015-04-11 02:06 AM - Nyall Dawson

- Status changed from Closed to Reopened

Don't close this - there is a bug, because layer wide effects aren't working with the inverted renderer

#4 - 2015-06-18 09:25 PM - Martin Dobias

- Priority changed from Severe/Regression to Normal

#5 - 2017-05-01 01:07 AM - Giovanni Manghi



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

**#6 - 2018-02-25 10:52 AM - Regis Haubourg**

- *Affected QGIS version changed from 2.8.1 to 3.0.0*
- *Description updated*
- *Priority changed from Normal to Low*

Still true in master