

## QGIS Application - Bug report #13078

### Size of legend items

2015-07-06 02:01 AM - Holger Naumann

<b>Status:</b>	Closed		
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Vincent Mora		
<b>Category:</b>	Symbology		
<b>Affected QGIS version:</b>	master	<b>Regression?:</b>	No
<b>Operating System:</b>	Ubuntu 14.04 LTS	<b>Easy fix?:</b>	No
<b>Pull Request or Patch applied:</b>	Yes	<b>Resolution:</b>	Fixed
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b>	21146
<b>Description</b>			
<p>The legend looks ugly if i use map units in symbology. It looks very good in &lt; 2.10.</p>			
<b>Related issues:</b>			
Related to QGIS Application - Bug report # 14172: QGIS freezes after canvas r...		Closed	2016-01-26

### Associated revisions

#### Revision 8776449a - 2015-08-12 03:22 PM - Vincent Mora

Fix legend symbol size when using map units

fix #13078

The computation of icon sizes for legend symbols has been moved to  
QgsLayerTreeModel::legendInvalidateMapBasedData() such that icon size  
is recomputed when zooming.

#### Revision 7d1a8d30 - 2015-08-18 03:05 AM - Martin Dobias

Merge pull request #2245 from vmora/issue13078

Fix legend symbol size when using map units (fix #13078)

### History

#### #1 - 2015-07-06 02:32 AM - Nyall Dawson

Can you share your project?

#### #2 - 2015-07-06 02:36 AM - Giovanni Manghi

- Status changed from Open to Feedback

#### #3 - 2015-07-06 02:43 AM - Holger Naumann

- File projekt.zip added

- File punktsymbole.zip added

- File style.zip added

No problem.

**#4 - 2015-07-06 03:32 AM - Nyal Dawson**

- Assignee set to Vincent Mora

Vincent - looks related to your legend related changes, mind taking a look?

**#5 - 2015-07-31 02:38 AM - Giovanni Manghi**

- Status changed from Feedback to Open

**#6 - 2015-07-31 05:50 AM - Vincent Mora**

Nyall, it definitely looks like that, but I wasn't able to open the project when I tried (I think I forgot the symbols or something). I'm on a vacation at the moment, but I'll try and have a look asap.

Holger, what happens if you use mm instead of map units, does it look better, does the zoom level change anything ?

**#7 - 2015-08-03 05:46 AM - Holger Naumann**

- File *example.png* added

Hi Vincent,

if units are in mm, it is ok. But if one symbol is in mapunits, legend is broken.

**#8 - 2015-08-05 02:32 AM - Vincent Mora**

Hi Holger,

Thanks for the update. The thing that seems to be broken seems to be the cropping of the symbol, the symbol size is right but the symbol takes way to much place. I'll have a look asap.

**#9 - 2015-08-05 09:02 AM - Vincent Mora**

Nyall, I have a lead: when `QgsSymbolV2LegendNode::minimumIconSize` is called by `QgsDefaultVectorLayerLegend::createLayerTreeModelLegendNodes`, the `model()` is null, whereas it is not when `QgsSymbolV2LegendNode::data()` is called with decoration rôle.

For what I understand, it's a matter of setting the correct parent for the node in `createLayerTreeModelLegendNodes`. If you or Matthias could give me a hint, I'd be gratefull.

**#10 - 2015-08-08 02:21 AM - Nyal Dawson**

Vmora - Martin will be the one to contact about this, he's got the most knowledge of how the legends work...

**#11 - 2015-08-13 12:05 PM - Vincent Mora**

- Pull Request or Patch supplied changed from No to Yes

The fix is here <https://github.com/qgis/QGIS/pull/2245>

Holger: thanks for the report.

Martin: thanks for the pointers.

**#12 - 2015-08-17 06:06 PM - Martin Dobias**

- Status changed from Open to Closed

Fixed in changeset commit:"7d1a8d30199e2b6bf2669478f474c0911d04f6b1".

**#13 - 2015-08-24 04:15 AM - Holger Naumann**

- Status changed from Closed to Reopened

- File Bildschirmfoto\_von\_»2015-08-24\_13-01-43«.png added

Hi Vincent, the problem is solved in the mapwindow. But in print composer, the problem exist.

**#14 - 2015-08-29 03:20 PM - Nyall Dawson**

Please note that the scaling of legend shapes in composer legends is intentional and is the same beahviour as previous versions. So that's not an issue.

However, it seems like the size of the legend isn't calculated correctly on composer load when the legend contains shape sizes in map units - the legend is set to a massive width & height. Forcing a refresh of the legend fixes the size.

**#15 - 2015-08-29 03:22 PM - Nyall Dawson**

- Status changed from Reopened to Closed

Actually - that's a unrelated issue. Closing this.

Files			
legende_1.8.2.png	253 KB	2015-07-06	Holger Naumann
legende_master.png	210 KB	2015-07-06	Holger Naumann
map.png	186 KB	2015-07-06	Holger Naumann
projekt.zip	40.5 KB	2015-07-06	Holger Naumann
punktsymbole.zip	161 KB	2015-07-06	Holger Naumann
style.zip	19.7 KB	2015-07-06	Holger Naumann
example.png	199 KB	2015-08-03	Holger Naumann
Bildschirmfoto_von_»2015-08-24_13-01-43«.png	508 KB	2015-08-24	Holger Naumann