

QGIS Application - Bug report #13220

regression: individual symbol layers are rendered as many times as the number of layers under rule based symbology

2015-08-15 02:13 AM - Mathieu Pellerin - nIRV

Status:	Closed	
Priority:	Severe/Regression	
Assignee:		
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 21281
Description		
<p>That's a pretty big regression, affecting symbology. Under rule-based symbology, a given symbol's layers will be rendered as many times as the number of layers the symbol has. Which means that if a symbol has a non-opaque fill, that non-opaque fill will be rendered X times, with X representing the number of layers the symbol has.</p> <p>Strangely enough, the regression only occurs under rule-based symbology. The same symbol rendered under simple symbol symbology works just fine.</p> <p>Steps to reproduce</p> <ol style="list-style-type: none">1. Open the attached project2. Open the Composer 1 window, and notice how the drawn polygons on the map are clearly <i>much</i> darker (incorrect) than the legend symbol (correct)3. Go back to QGIS' main window, open the layer's property window, and open the one rule from the rule-based symbology panel4. There, remove one of the Simple Fill layer, click on ok to close the symbol dialog, and click on Apply5. You'll notice the polygon fill on the canvas gets lighter6. Repeat again, remove another Simple Fill layer, and apply the change, you'll notice the polygon fill gets more lighter as you remove layers, until your left with your single fill layer, with the proper non-opaque color rendered.		

History

#1 - 2015-08-15 02:16 AM - Mathieu Pellerin - nIRV

- File *layers_drawn_too_many_times.png* added

Here's an exported composer that shows the regression: the polygons have their layers drawn too many times creating a much darker symbol than what's correctly drawn in the legend item.

#2 - 2015-08-15 03:21 AM - Mathieu Pellerin - nIRV

Matthias Kuhn has found out that this issue was already present in QGIS 2.10, so this is not a regression from this development cycle.

#3 - 2015-10-08 02:16 PM - Nyal Dawson

Fixed in a0d7653b53e63da9751755096b7bb4445e7632a1

#4 - 2015-10-08 02:16 PM - Nyal Dawson

- Resolution set to fixed/implemented

- Status changed from Open to Closed

Files

color_opacity_error.zip	18.9 KB	2015-08-15	Mathieu Pellerin - nIRV
layers_drawn_too_many_times.png	42.6 KB	2015-08-15	Mathieu Pellerin - nIRV