QGIS Application - Bug report #14132
2.5d symbology: layer fails to render upon project re-load

2016-01-18 10:27 PM - Mathieu Pellerin - nIRV

Status:	Closed		
Priority:	Severe/Regression		
Assignee:	Matthias Kuhn		
Category:	Symbology		
Affected QGIS version:	master	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	
Crashes QGIS or corrupts data:		**Copied to github as #:**	22134

Description

When a project is re-loaded, layers rendered using 2.5D symbology fail to draw properly, with only shadow showing up.

Steps to reproduce

1. Create a new project
2. Add a vector polygon dataset
3. Open its property window, and set the symbology to 2.5D (default settings will do)
4. Save the project, and close QGIS
5. Re-open QGIS, load the project
6. You'll notice only shadow is drawn

Associated revisions

Revision 8d72f13a - 2016-01-21 10:37 PM - Matthias Kuhn

[25d] Improve convertability to other layers

- Move height and angle expressions for 2.5D renderer to layer
- Apply color based on main symbol color

This makes the transition to other renderers easy.

Fixes #14132

History

#1 - 2016-01-21 01:38 PM - Anonymous

- Status changed from Open to Closed

Fixed in changeset commit:"8d72f13a5750f9f5d499bc182c9531730e06a515".