

QGIS Application - Bug report #14244

legend and styles random

2016-02-08 01:26 AM - salvatore fiandaca

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: duplicate
Crashes QGIS or corrupts data:	No	Copied to github as #: 22241
Description legend and styles random The legend does not update if you use color_rgba (rand (0,255), rand (0,255), rand (0,255), rand (0,255)) video: http://1drv.ms/1PJldld		
Related issues: Duplicates QGIS Application - Feature request # 11491: When using data defin... Open 2014-10-24		

History

#1 - 2016-02-13 11:36 AM - Sebastian Dietrich

- Affected QGIS version changed from 2.12.2 to master
- Category set to Symbology

Confirmed on master (commit:be4909776b8d6ded2052e0954774c502a3e6a183).

Very interesting approach using a *volatile* function for styling. While *rand()* surely is an extreme example, it still raises some fundamental questions about data-defined styles.

#2 - 2016-02-13 01:32 PM - Nyal Dawson

- Resolution set to duplicate
- Status changed from Open to Closed

Duplicate of #11491

Files

Immagine_2.jpg	467 KB	2016-02-08	salvatore fiandaca
Immagine_5.jpg	199 KB	2016-02-08	salvatore fiandaca