QGIS Application - Bug report #19563
Scaling issue on TOC layer style legend

2018-08-08 08:33 AM - Jakob Lanstorp

Status:	Open			
Priority:	Normal			
Assignee:				
Category:	Map Legend			
Affected QGIS version:	3.2.1	**Regression?:**	No	
Operating System:	Windows 0	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**		
Crashes QGIS or corrupts data:		**Copied to github as #:**	27390	

Description

Building a composite polygon vector style, could result in the style legend of TOC to be rendered as a white box due to scaling of the style to TOC legend size. See style here: [[
https://gis.stackexchange.com/questions/291872/creating-a-brick-wall-style-for-polygons/291898#291898]]

Using a point pattern fill half_square with dimensions larger than 4 mm, the style does not shrink to fit in legend.

Attached is a polygon brick wall sample QML style file and a QGIS png screen dump showing style and TOC legend.

History

#1 - 2018-08-08 10:24 AM - Giovanni Manghi

- Status changed from Open to Feedback

I'm almost sure that this is duplicate of an already existing ticket.

#2 - 2018-08-08 01:05 PM - Jakob Lanstorp

I browsed the 143 issues recorded under the category Symbology without finding a possibly duplicate issue - might have missed one through.....

#3 - 2018-08-23 07:06 PM - Giovanni Manghi

- Status changed from Feedback to Open

- Category changed from Symbology to Map Legend

Files

brickwall.qml	10.7 KB	2018-08-08		Jakob Lanstorp
Udklip.PNG	70.9 KB	2018-08-08		Jakob Lanstorp