

QGIS Application - Bug report #21309

Max. size of symbols with map unit sizes not usable in the legend

2019-02-19 09:55 AM - David Signer

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|--|-------------------|-------------------------------------|
| Status: | Closed | |
| Priority: | Normal | |
| Assignee: | David Signer | |
| Category: | Map Legend | |
| Affected QGIS version: | 3.5(master) | Regression?: No |
| Operating System: | Ubuntu and Fedora | Easy fix?: No |
| Pull Request or Patch supplied: | No | Resolution: |
| Crashes QGIS or corrupts data: | No | Copied to github as #: 29127 |
| Description | | |
| <p>When there is a map unit size configured for the symbols, and a max value, the legend usually takes the size displayed on the map. Means with this config:</p> <p>https://gitlab.openquake.org/opengisch/tasks/uploads/32f1d0140b654a6c1bdd219d0273a6bb/image.png</p> <p>It will be like this:</p> <p>https://gitlab.openquake.org/opengisch/tasks/uploads/1f9c7813e57975585ae0af260f0bfd3b/Peek_2019-02-15_09-53.gif</p> <p>Where it's not that nice to have the same maximum size in the legend.</p> <p>But since it takes always the max size in the `GetLegendGraphic` request with QGIS Server, this is much worse here:</p> <p>`http://qgis.demo/cgi-bin/qgis_mapserv.fcgi?MAP=/home/david/qgis_projects/server_test/co18_results_rock_grid_tes2t.qgs&SERVICE=WMS&REQUEST=GetLegendGraphic&LAYER=hmap_mean_munit&FORMAT=image/png`</p> <p>https://gitlab.openquake.org/opengisch/tasks/uploads/4eea18c6ac830e2a0b15e7d861e1c1f6/Screenshot_from_2019-02-15_10-07-42.png</p> | | |

Associated revisions

Revision a04f91b8 - 2019-02-21 05:58 PM - David Signer

use scale and mapUnitsPerPixel from map parameters bbox and size

in case bbox and size is given in the GetLegendGraphics request, the size of symbols defined by map units is calculated regarding the scale of that.

fixes #21309

Revision 9552777d - 2019-02-26 09:37 AM - David Signer

use scale and mapUnitsPerPixel from map parameters bbox and size. in case bbox and size is given in the GetLegendGraphics request, the size of symbols defined by map units is calculated regarding the scale of that.

calculate mMmPerMapUnit with mapUnitsPerPixel to avoid to have redundant info

fixes #21309

(cherry-picked from a04f91b840f8bce5cbcbdb9d9211fa3aa6fe236c5 7de50a016d896281be2192cf20986f052c411722 3e861635143cb2a7055602bdf369dbcb66fdac25)

Revision 320596fa - 2019-02-26 05:07 PM - David Signer

use scale and mapUnitsPerPixel from map parameters bbox and size. in case bbox and size is given in the GetLegendGraphics request, the size of symbols defined by map units is calculated regarding the scale of t\$
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(cherry-picked from a04f91b840f8bce5cbcbdd9d9211fa3aa6fe236c5 7de50a016d896281be2192cf20986f052c411722 3e861635143cb2a7055602bdf369dbcb66fdac25) and resolved conflicts

History

#1 - 2019-02-19 06:23 PM - Giovanni Manghi

- Assignee deleted (David Signer)
- Status changed from Open to Feedback
- Category changed from Symbolology to Map Legend

isn't this the same as #18030 ?

#2 - 2019-02-19 10:31 PM - David Signer

- Assignee set to David Signer

I'm confused that the circles in the #18030 are bigger in the layer panel than in the map. But I guess, that it's on purpose, that the symbols in the layer panel "grow" with the symbols on the map. Same in the legend (used on print layout or server request) but there it's more important to have a maximum size. (of course it could make sense to use it in the layer panel as well, but I'm not sure...)

#3 - 2019-02-26 10:19 AM - David Signer

- % Done changed from 0 to 100
- Status changed from Feedback to Closed

Applied in changeset commit:qgis|a04f91b840f8bce5cbcbdd9d9211fa3aa6fe236c5.