

QGIS Application - Feature request #2584

New symbology: add scale dependent vector rendering

2010-03-23 04:48 AM - Giovanni Manghi

Status:	Closed	
Priority:	Low	
Assignee:	nobody -	
Category:	Symbology	
Pull Request or Patch supplied:		Resolution: duplicate
Easy fix?:	No	Copied to github as #: 12644
Description		
<p>This feature should work like this:</p> <p>Let the user define different symbology in different scale intervals. In not defined scale intervals two options should be available: apply a user defined symbology or leave the vector with no symbology (transparent).</p> <p>If possible, it would be great if this scale based symbology can have an option to work as "class based" and not "layer based", in a way to avoid to describe many times the classes that have the same symbology in all/many scale intervals.</p>		

History

- #1 - 2010-03-23 07:44 AM - Jürgen Fischer
- Resolution set to duplicate
 - Status changed from Open to Closed

duplicate of #1727