

QGIS Application - Feature request #2963

Fix crash using the quantile function in v2 symbol renderer

2010-08-22 04:53 PM - Jeremy Palmer

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| Status: | Closed | |
| Priority: | Low | |
| Assignee: | Martin Dobias | |
| Category: | Symbology | |
| Pull Request or Patch supplied: | | Resolution: fixed |
| Easy fix?: | No | Copied to github as #: 13023 |
| Description | | |
| <p>This is a fix for the quantile function in the graduated symbol renderer so qgis does not crash if the number of classes is \geq the number of layer values.</p> | | |

History

#1 - 2010-10-18 12:00 PM - Martin Dobias

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

Applied in commit:9b287cef (SVN r14399). Thanks for contributing!

Files

| | | | |
|----------------------|-----------|------------|---------------|
| quantile_v2_fix.diff | 923 Bytes | 2010-08-22 | Jeremy Palmer |
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