

QGIS Application - Bug report #572

change any property of a vector layer (transparency, labels etc.) = the layer gets expanded

2007-02-06 12:38 AM - Redmine Admin

Status:	Closed	
Priority:	Low	
Assignee:	Aaron Racicot -	
Category:	Map Legend	
Affected QGIS version:		Regression?: No
Operating System:	Debian	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 10631
Description		
<p>This is not necessary, and happens to be diturbing - I have to re-collapse the layer each time I change it's transparency percentage, or any other property.</p> <p>Maciek</p>		

History

#1 - 2007-02-25 07:33 PM - Tim Sutton

Moved to milestone 0.8.2 since we wont be fixing any further issues before the 0.8.1 release

#2 - 2007-11-27 03:00 PM - Aaron Racicot -

- Status changed from Open to In Progress

#3 - 2007-11-28 06:31 PM - Aaron Racicot -

Patch attached to fix this bug. Added bool value to signal for legend refresh to specify whether the legend item is expanded. Submitted by CUGOS group 11/28/07.

#4 - 2007-11-28 07:31 PM - Tim Sutton

Hi

I wonder what effect this change in qgsapplicatoninterface will have on third party apps:

```
148     qgis->legend()->refreshLayerSymbology( l->getLayerID() );
148     qgis->legend()->refreshLayerSymbology( l->getLayerID(), true );
```

While we dont promise binary comatibility between releases it will be nice to maintain it where poss. I wonder if using a default of bool expand=true would not be better so that we can leave the qgsapplication api unchanged if possible.

Regards

Tim

#5 - 2007-11-29 12:22 AM - Aaron Racicot -

Hi Tim,

Well, the API in qgsapplication did not actually change... only the api for `[[QgsLegend]]::refreshLayerSymbology` and the signal `refreshLegend` had actually changed. In the qgsapplication the "default" value was just being passed in as a hard coded "true". I agree that this should actually just be a default value on the second param to `[[QgsLegend]]::refreshLayerSymbology`. I went ahead and made the change so now the prototype for that is:

```
void refreshLayerSymbology(QString key, bool expandItem = true);
```

This allows all of the original calls to `refreshLayerSymbology` to remain unchanged and just the new param that is added to the `refreshLegend` signal is passed on to `refreshLayerSymbology` to override the default true value.

Hope this better follows the conventions... a new patch is attached.

Aaron

#6 - 2007-11-29 02:17 AM - Tim Sutton

Hi

You patch was applied as commit:97bb326f (SVN r7684) - many thanks!

Regards

Tim

#7 - 2007-11-29 10:20 AM - Aaron Racicot -
- Status changed from In Progress to Closed
- Resolution set to fixed

Marking as fixed after Tim applied the patch. Thanks Tim

#8 - 2009-08-22 12:52 AM - Anonymous

Milestone Version 0.9.1 deleted

Files			
bug572fix.patch	4.73 KB	2007-11-28	Aaron Racicot -
bug572fix_take2.patch	3.88 KB	2007-11-28	Aaron Racicot -