QGIS Application - Bug report #6938
Legend group visibility computation is wrong

2013-01-02 05:31 AM - Sandro Santilli

Status:	Closed			
Priority:	Normal			
Assignee:				
Category:	Map Legend			
Affected QGIS version:	2.2.0		**Regression?:**	No
Operating System:			**Easy fix?:**	No
Pull Request or Patch supplied:			**Resolution:**	fixed/implemented
Crashes QGIS or corrupts data:			**Copied to github as #:**	16051

Description

Adding groups make them marked as "visible" by default, adding layers and setting their visibility to off doesn't change that state.
So you can easily end up with a checked group containing all unchecked layers.

History

#1 - 2013-01-02 05:32 AM - Sandro Santilli

Ideally a group should start as not visible and its state should be updated whenever a child layer-or-group visibility gets updated.

#2 - 2013-01-02 07:35 AM - Giovanni Manghi

maybe related to #5924 ?

#3 - 2014-10-21 02:23 AM - Sandro Santilli

According to Martin this should not be a bug anymore since 2.4: #11382-12

To be checked by dropping workarounds in TopoViewer and check they are not needed anymore:
https://github.com/qgis/QGIS/blob/final-2_4_0/python/plugins/db_manager/db_plugins/postgis/plugins/qgis_topoview/__init__.py#L154-L155

#4 - 2014-10-21 03:44 AM - Sandro Santilli

- Status changed from Open to Closed

- Target version set to 2.4

- Affected QGIS version changed from master to 2.2.0

- Resolution set to fixed/implemented

Confirmed fixed, workaround removed with commit:93864ce55c9e4ec1a3441f32f73c3166b83ea36c