

QGIS Application - Bug report #7760

SLD using "size" wrongly for graphics

2013-05-03 05:25 AM - Jonathan Moules

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 16659
Description Per attached. I have a QML file which has things correctly styled. When I save it as SLD, the SLD gives the SVG a "<size>" of "3". This is wrong. Per the SLD 1.0 spec: "The Size element gives the absolute size of the graphic in pixels encoded as a floating-point number. This element is also used in other contexts than graphic size and pixel units are still used even for font size." The SVG is obviously not supposed to be 3 pixels high - its about 10-16. Using QGIS weekly master 1959182		

History

#1 - 2013-05-04 02:33 AM - Giovanni Manghi

- Category set to Symbology

#2 - 2017-05-01 01:09 AM - Giovanni Manghi

- Easy fix? set to No

- Regression? set to No

#3 - 2017-10-14 11:38 AM - Andrea Aime

- Resolution set to fixed/implemented

- Status changed from Open to Closed

- Description updated

I believe this issue has been fixed over a year ago as part of rescaling the default QGIS units, mm, to the pixel ones used by default in SLD.

I've just tried exporting the same QML to SLD with 2.18.x and the result is a size 11, which is in the range Jonathan originally indicated as correct and expected.

Files

Desktop.7z	35.4 KB	2013-05-03	Jonathan Moules
------------	---------	------------	-----------------