QGIS Application - Bug report #8212 style manager searching finds non-related elements

2013-07-03 06:30 AM - Etienne Tourigny

Status:ClosedPriority:NormalAssignee:Arunmozhi PCategory:Symbology

Affected QGIS version:masterRegression?:NoOperating System:Easy fix?:No

Pull Request or Patch supplied: Resolution:

Crashes QGIS or corrupts data: Copied to github as #: 17026

Description

When entering specific and short string in the search box, incorrect elements are found.

For example, when selecting the Marker tab and entering the string "ci" one of the found elements is "star2" - see attached screenshot. Or in the Line tab with string "Ca" there are many elements that are found.

Also, it seems that search is not done when entering a single character. Is this the intended behavior?

Also when hitting return the help dialog pops up, which is rather unexpected - although this is unrelated.

Associated revisions

Revision 51c180b5 - 2015-05-04 05:01 PM - Arunmozhi P

fixes #8212

Revision 09675101 - 2015-05-05 01:45 PM - Nathan Woodrow

Merge pull request #2024 from tecoholic/8212

fixes #8212

History

#1 - 2013-07-03 10:58 AM - Etienne Tourigny

- File patch-8212-1.txt added
- Status changed from Open to Feedback

the following patch resolves the issue. Tested and matches item names as well as tags.

Can Arun please review it? I wonder why the query was on the xml field instead of the name field.

diff --git a/src/core/symbology-ng/qgsstylev2.cpp b/src/core/symbology-ng/qgsstylev2.cpp index 459230b..3648229 100644
--- a/src/core/symbology-ng/qgsstylev2.cpp
+++ b/src/core/symbology-ng/qgsstylev2.cpp
@@ -753,7 +753,7 @@ QStringList QgsStyleV2::findSymbols(StyleEntity type, QString qword)
}

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QString item = (type == SymbolEntity) ? "symbol" : "colorramp";
- char *query = sqlite3_mprintf("SELECT name FROM %q WHERE xml LIKE '%%%q%%'",
+ char *query = sqlite3_mprintf("SELECT name FROM %q WHERE name LIKE '%%%q%%'",
item.toUtf8().constData(), qword.toUtf8().constData());

sqlite3_stmt *ppStmt;

Attaching a patch with debug statements

#2 - 2013-07-05 01:45 AM - Giovanni Manghi

- Pull Request or Patch supplied changed from No to Yes

Etienne Tourigny wrote:

the following patch resolves the issue. Tested and matches item names as well as tags.

Hi,

better submit the patch on github, otherwise there is the real chance of not being evaluated and committed.

#3 - 2013-07-06 10:15 AM - Arunmozhi P

I think there is a misunderstanding between *search*ing and *filter*ing here. The query is run over the entire XML definition so that more complicated searches can be done.

One example is if you want to find all perfect red symbols you can enter 255,0,0 and it gets them for you.

I am sorry that it isn't documented anywhere. We will try to get it documented somewhere.

#4 - 2013-07-07 07:07 AM - Etienne Tourigny

- Target version set to Future Release - High Priority

I understand now why it works this way, but I don't see the real usefulness. It is rather un-intuitive, I was honestly expecting a name-based search.

Also, a basic xml search will return values based on the tags and not their content (although I didn't test that).

Perhaps in 2.1 you could have 2 search options, one traditional (on the name) and another on the xml, or something more complex, like a selector for name/color/etc?

cheers

#5 - 2014-06-21 03:01 PM - Giovanni Manghi

- Status changed from Feedback to Open

#6 - 2015-05-05 04:46 AM - Nathan Woodrow

2/25-12-15

Fixed in changes et commit: "09675101452 bdd1cde8dfdf4c7482164 eca0be3b".

Files

search.jpg	27.8 KB	2013-07-03	Etienne Tourigny
patch-8212-1.txt	2.47 KB	2013-07-03	Etienne Tourigny

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