

QGIS Application - Bug report #9172

Random classifier does not use base symbol

2013-12-07 02:48 AM - Tim Sutton

Status:	Closed	
Priority:	Normal	
Assignee:	Marco Hugentobler	
Category:	Symbology	
Affected QGIS version:	2.0.1	Regression?: No
Operating System:	all	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 17803
Description		
<p>The new random colour ramp classifier is great but there is one usability issue: the base symbol is not cloned. The expected behaviour is that each class should be made of a symbol defined in the symbol widget and then the fill colour of any unlocked layers be assigned the random colour for that class.</p>		

History

#1 - 2013-12-08 03:20 PM - Nyall Dawson

Tim - I don't understand the issue you're trying to describe here as it seems to be working correctly for me. Can you give some more detailed steps to reproduce this and what you'd expect to happen?

#2 - 2013-12-17 01:14 PM - Tim Sutton

Hi

Sorry for the noise - I tested again and it works fine for me now.

Regards

Tim

#3 - 2013-12-17 01:15 PM - Tim Sutton

- Status changed from Open to Closed