

## QGIS Application - Feature request #1086

### Don't change active layer when adding new layer if identify tool is used

2008-05-13 08:09 AM - marisn -

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Tim Sutton	
<b>Category:</b>	GUI	
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 11146
<b>Description</b>		
<p>When adding new layer, QGIS automatically selects the new layer. It may not be desirable if identify tool is used, as it works on currently selected (active) layer.</p> <p>Consider following workflow:</p> <p>I have tileindex layer (shp with polygons containing path/filename to rasters) and I'm adding raster layers based on identify tool results. Click on tileindex_layer.shp -&gt; Identify tool -&gt; click on map -&gt; read raster name -&gt; Add raster layer -&gt; click on map -&gt; OUT OF EXTENT as newly added raster layer is now active -&gt; start loop from beginning by selecting tileindex_layer. If added layer list is large and I need to add lot of layers it takes significant time to activate correct layer after every new layer is added.</p>		

#### History

**#1 - 2009-08-19 03:08 AM - marisn -**

Still not implemented in 1.2.0. Bumping up milestone to 1.3.0.

**#2 - 2011-12-16 01:59 PM - Giovanni Manghi**

- Target version changed from Version 1.7.0 to Version 1.7.4

**#3 - 2012-03-06 05:12 PM - Alister Hood**

- Pull Request or Patch supplied set to No

Also see #5125.

A workaround is to put the tileindex layer inside a layer group, and set the option "Settings>Options>General>Add new layers to selected or current group". If you do this the newly added layer will not be selected (at least in QGIS master).

**#4 - 2012-04-15 10:13 AM - Giovanni Manghi**

- Target version changed from Version 1.7.4 to Version 2.0.0

**#5 - 2012-10-06 02:34 AM - Pirmin Kalberer**

- Target version changed from Version 2.0.0 to Future Release - Nice to have

**#6 - 2014-06-16 07:31 AM - Denis Rouzaud**

- Status changed from Open to Closed

fixed in new legend