

QGIS Application - Bug report #15009

Customization dialog: (un)checking a level in the tree doesn't (un)check sub-items

2016-06-12 08:20 AM - Harrissou Santanna

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	Customisation Framework	
Affected QGIS version:	3.0.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 22956
Description		
<p>I don't know if it is a bug report or a feature request</p> <p>In the Customization dialog, (un)checking an item in the tree doesn't (un)check children items. it's weird to have to (un)check one by one given there's a tree structure (and that children are actually (un)checked - true if none of the children has been directly changed).</p> <p>This can also be used as shortcut to check only few children instead of having to uncheck the several other to-be-hidden children.</p> <p>Wonder if i'm clear...</p> <p>Having this synchronous behavior will ease the understanding of the changes being done, imo.</p>		

History

#1 - 2017-05-01 01:05 AM - Giovanni Manghi

- *Easy fix? set to No*
- *Regression? set to No*

#2 - 2018-02-27 07:30 PM - Harrissou Santanna

- *Affected QGIS version changed from 2.14.3 to 3.0.0*
- *Description updated*