

QGIS Application - Feature request #15022

Customization: set a tristate checkbox for items that have children

2016-06-13 05:26 AM - Harrissou Santanna

Status:	Open	Resolution: Copied to github as #: 22969
Priority:	Normal	
Assignee:		
Category:	Unknown	
Pull Request or Patch supplied:	No	
Easy fix?:	No	
Description		
<p>I don't know if the request is the good answer for the issue but my concern is that when some widgets are unchecked and then their parents have been collapsed, it's hard to find them in the tree later (let's say in case you want to set them visible). Unless you exactly know where it is, the single solution you have is to check all the widgets (which is not a friendly behavior).</p> <p>The parent item can have its checkbox:</p> <ul style="list-style-type: none">- checked if all of its children (and their children...) are checked- unchecked if all of its children (and their children...) are unchecked- partially checked if both states (checked and unchecked) concern its children <p>Of course, ticking manually the parent will pass its state to its children (and their children...) as reported in #15009</p>		

History

#1 - 2017-05-01 12:46 AM - Giovanni Manghi

- *Easy fix? set to No*

#2 - 2017-09-22 10:05 AM - Jürgen Fischer

- *Category set to Unknown*