

QGIS Application - Bug report #16831

SVG edit dialog will not size to screen

2017-07-10 02:02 PM - Patrick Dunford

Status:	Feedback	
Priority:	Normal	
Assignee:		
Category:	GUI	
Affected QGIS version:	master	Regression?: No
Operating System:	Xubuntu 17.10	Easy fix?: No
Pull Request or Patch applied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 24730
Description		
<p>When you need to edit a rule based style in a table that has an SVG marker the dialog for choosing the SVG file will not fit on a screen that is around 1000 pixels high making it impossible to reach controls and buttons at the bottom of the screen. The dialog will not resize to a smaller height.</p> <p>I edit my maps on screens with resolutions like 1680x1050 and 1920x1080 so all around 1000 pixels high, this dialog is unusable on these screens.</p> <p>A screenshot from 2.14 is attached, this dialog resizes easily to a height of around 650 pixels.</p> <p>It seems like I would have to set up a special computer with a rotated screen to get enough height just so I can edit these style settings in this project. I have never seen this problem on older versions of Qgis.</p>		

History

#1 - 2017-07-10 03:19 PM - Patrick Dunford

- File *svgedit299-502efd1.PNG* added

For comparison the attached picture is from a Windows PC with a rotated screen (1680 pixels high, 1050 pixels wide) running Qgis master 2.99 build 502efd1, the latest build available on OSGeo4W.

This dialog at its smallest size that it can be resized to is 1075 pixels high and 347 pixels wide.

So it will not fit on a 1680x1050 screen which is the size I normally use to edit my maps.

#2 - 2019-03-09 04:28 PM - Giovanni Manghi

- Status changed from Open to Feedback

Please check if this issue is still valid on QGIS 3.4.5 or 3.6.

Files

svgedit21410.PNG	43.5 KB	2017-07-10	Patrick Dunford
svgedit299.jpg	215 KB	2017-07-10	Patrick Dunford
svgedit299-502efd1.PNG	55.4 KB	2017-07-10	Patrick Dunford