

QGIS Application - Feature request #2672

Set group/layer visibility and expansion state in QgsLegendInterface

2010-04-23 01:30 AM - Andres Manz -

Status:	Closed	
Priority:	Low	
Assignee:	nobody -	
Category:	GUI	
Pull Request or Patch supplied:		Resolution: fixed
Easy fix?:	No	Copied to github as #: 12732
Description		
Would be nice to set group and/or layer visibility (check state) and expansion state in [[QgsLegendInterface]]. I just need it for my plugin, but I thought maybe somebody else could use it someday.		

History

#1 - 2010-04-24 09:53 AM - Martin Dobias

Hi,

thanks for the patch. I have some suggestions for improvement of the patch in order to commit it:

- setItemVisible works with both groups and layers, but only on top level. It would be better to split the functionality into two functions, e.g. setGroupVisible and setLayerVisible - where groups would be identified by the index, layers by the pointer to [[QgsMapLayer]] to keep the API consistent
- the "setter" functions should get also appropriate "getter" function to query the state, e.g. for setGroupExpanded there should be a function isGroupExpanded.

Looking forward to see the improved patch,

Martin

#2 - 2010-04-24 03:32 PM - Andres Manz -

Hi Martin,

Thanks for your suggestions. I hope the new patch is OK.

Added a groupExists function, too.

Andres

#3 - 2010-04-25 10:28 AM - Martin Dobias

- Resolution set to fixed
- Status changed from Open to Closed

Applied in (with fixed layerCheckState function).

Thanks for contributing.

Files

legendiface_ext.patch	2.9 KB	2010-04-22	Andres Manz -
legendiface_2672_2.patch	8.06 KB	2010-04-24	Andres Manz -