

QGIS Application - Bug report #414

layer's list width is not saved in the project

2006-12-01 02:43 AM - Redmine Admin

Status:	Closed	
Priority:	Low	
Assignee:	Gavin Macaulay -	
Category:	GUI	
Affected QGIS version:		Regression?: No
Operating System:	Debian	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 10473
Description		
<p>Layer's list width is not saved in the project. Thus at each QGIS run, no matter what project is loaded, the Map View defaults to the same dimensions, not to the dimensions the user as the user specified before saving the project</p> <p>As the print composition depends on the Map View dimensions, this results in the user not being able to reproduce his map composition between 2 subsequent QGIS runs using the same project.</p> <p>To reproduce:</p> <ol style="list-style-type: none">1. add some layer2. adjust the layer's list width for the Map View->Print Composer as you need3. add the layer into the print composition4. save the project5. quit QGIS6. start QGIS7. open the project (note the layer's width does not reflect the width you set up in step 2)8. enter print composer9. remove the layer, add the layer - you can see the print composition is different than it was in step 3 <p>A note regarding step 2 - refreshing the display when resizing layer's list is very slow, much slower than eg. zooming or panning in the Map View; I don't recall it was that slow before QT 4.2; fixable?</p> <p>Maciek</p>		

History

#1 - 2006-12-06 01:13 PM - Martin Dobias

Replying to tutey@o2.pl:

Layer's list width is not saved in the project. Thus at each QGIS run, no matter what project is loaded, the Map View defaults to the same dimensions, not to the dimensions the user as the user specified before saving the project

You mean the list of layers on the left side of QGIS window, right? (We usually refer to it as 'legend') Saving its width (or map view's size) is IMHO not a good idea. But saving legend's width in QGIS settings makes sense for me.

| (steps)

Maybe I did something a bit differently, but I couldn't find a problem here - how has the composition changed in the last step? Map composer saves its extent in project file so it should be the same.

| A note regarding step 2 - refreshing the display when resizing layer's list is very slow, much slower than eg. zooming or panning in the Map View; I don't recall it was that slow before QT 4.2; fixable?

For me the time for map canvas refresh is the same as for panning or zooming and I don't see any reason why should it be slower. How much slower is it for you?

Martin

#2 - 2006-12-06 02:23 PM - anonymous -

Replying to [comment:1 wonder]:

| Replying to tutey@o2.pl:

| Layer's list width is not saved in the project. Thus at each QGIS run, no matter what project is loaded, the Map View defaults to the same dimensions, not to the dimensions the user as the user specified before saving the project

| You mean the list of layers on the left side of QGIS window, right?

Correct.

| (We usually refer to it as 'legend')

Legend is a different thing. Layers list or something like that fits better in this case IMO.

| Saving its width (or map view's size) is IMHO not a good idea.

Why?

| But saving legend's width in QGIS settings makes sense for me.

Would that allow for the layers list width vary from project to project?

| (steps)

Maybe I did something a bit differently, but I couldn't find a problem here - how has the composition changed in the last step? Map composer saves its extent in project file so it should be the same.

Depending on the map view extent, the same map added in the same way in the print composer will yield a different picture. Since the layers list width (thus map view extent) is not preserved when closing QGIS and reopening a previously saved project, the picture in print composer will be different. See the attached images for steps 2,3,7,9.

A note regarding step 2 - refreshing the display when resizing layer's list is very slow, much slower than eg. zooming or panning in the Map View; I don't recall it was that slow before QT 4.2; fixable?

For me the time for map canvas refresh is the same as for panning or zooming and I don't see any reason why should it be slower.

Indeed. Looks like the problem is that the picture is being refreshed too often when adjusting the layers list width. It should wait until I stop moving my mouse, not try to refresh the picture multiple times - while I'm still moving it.

Maciek

#3 - 2006-12-06 03:40 PM - Gavin Macaulay -

I'm part way through adding in the saving of the legend widget widget to the qgis settings.

The other problem when dragging the separator is a bit more problematic. For maps that are quick to draw, things work well now, with the map resizing and redrawing continuously - makes for nice interactive feedback. However, when the map takes a long time to draw, the resizing of the legend is slow and jerky. I'll have a look at what could be done there too.

#4 - 2006-12-07 12:41 AM - Gavin Macaulay -

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

Fixed in commit:bcc3e824 (SVN r6199). There's now also a toggle to control whether qgis redraws the map when the legend is resized.

#5 - 2009-08-22 12:46 AM - Anonymous

Milestone Version 0.8 deleted

Files

print_layerlist.tar.bz2	223 KB	2006-12-06	Redmine Admin
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