

QGIS Application - Bug report #48

GRASS Digit: attribute window moves around not asked to

2006-04-04 12:56 AM - werchowyna-epf-pl -

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Redmine Admin	
<b>Category:</b>	GRASS	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	Debian	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 10107
<b>Description</b>		
<p>Please prevent the attribute window from jumping around</p> <p>- it often jumps to the most top-left location, covering the layer tree and forcing me to move it back from there to the location of my choice; then it will jump back to cover the layer tree...</p> <p>Maciek</p>		

History

#1 - 2006-04-04 12:56 AM - Redmine Admin

Is it still true?

Is it really related to QGIS, was not it window manager problem?

I could never reproduce such a behaviour.

Does it happen also with current HEAD version?

Radim

#2 - 2006-04-04 12:56 AM - maciek -

Yes, with 0.7.4 SVN about 3 weeks old.

| Is it really related to QGIS, was not it window manager problem?

Dunno. Using Ubuntu Breezy with GNOME.

| I could never reproduce such a behaviour.

KDE?

| Does it happen also with current HEAD version?

Haven't tried due to lack of QT 4.1. For Breezy only QT 4.0 is packaged, which I heard is problematic with QGIS 0.7.9.

What do I do in order to install QT 4.1 on Breezy without hacking too much? I wouldn't mind building from source unless it is fairly straightforward. Having qt 4.1 I could help with testing.

Maciek

### #3 - 2006-04-06 06:27 AM - Redmine Admin

On 4/4/06, Maciek Sieczka <[werchowyna@epf.pl](mailto:werchowyna@epf.pl)> wrote:

*Yes. Easy to reproduce:*

- 1. Open a Grass vector.*
- 2. Pick "Edit table".*

Do you mean 'Edit attributes'?

- 3. Left click some object.*
- 4. Table pops up. Edit it as needed, move to lower-right corner.*
- 5. Click another object. All fine. Click another one - and the table jumps to top right corner. Bad table.*

Sorry, I have no idea, the position is stored whenever the attributes dialog is closed (deleted) and restored when a new one is created (another element selected).

Do you have the same problem when new elements are digitized?

BTW: I have maybe similar problem with edit region dialog, move() is called but somehow ignored.

Radim

### #4 - 2006-04-06 06:31 AM - Redmine Admin

I added debug output. Whenever you select an element you should see in terminal something like

```
[[QgsGrassAttributes]]()  
[[QgsGrassAttributes]]::restorePosition()  
wx = 200 wy = 406
```

The values are then used in move(wx,wy); to set windows position. Check if these values are correct.

Radim

### #5 - 2006-04-06 09:14 AM - Redmine Admin

Please try with fresh SVN. I have changed widget style

and it could work. I think that the problem was that certain widget styles calls adjustSize after move.

I have also changed it so that the window is not closed always when a new element is selected, that should make it more pleasant.

Radim

**#6 - 2006-04-10 01:17 AM - Redmine Admin**

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

Fixed in 0.8.

Radim

**#7 - 2009-08-22 12:46 AM - Anonymous**

Milestone Version 0.8 deleted