

## QGIS Application - Feature request #5592

### Right-clicking to "lock" things in composer

2012-05-14 09:24 AM - Jonathan Moules

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>		
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> invalid
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 15168
<b>Description</b>		
1.7.4		
<p>I discovered this feature by accident. One minute I'm fiddling around with my boxes, the next my box is locked. It's a nice feature but unfortunately I don't think its one that should be on by default, not in the way its implemented.</p> <p>The problem is that if a lay-user accidentally right clicks on something they'll start wondering why they can't move it around. Even worse, if I have Item (a) selected, but have my mouse hovering over item (b) when I right click, its item (b) that gets locked with NO indication that this has happened.</p> <p>A basic tenet of good UI design I've discovered over the years: Never do anything non-obvious.</p> <p>My suggestion therefore is: Turn this off by default. Put a checkbox somewhere to re-enable it; It's nice for the power-users (who will probably find that checkbox) but will cause problems for lay-users.</p>		

#### Associated revisions

**Revision 7b347c70 - 2014-07-30 12:21 PM - Nyal Dawson**

[composer] Remove right-click to lock for composer items (fix #5592), now that locked items can be unlocked from the items panel this is no longer required, and frees up right clicks for a composer context menu

#### History

**#1 - 2012-05-14 10:05 AM - Giovanni Manghi**

- Resolution set to invalid

- Status changed from Open to Closed

Hi,

as this is a request for a change of something/behaviour that already exist (and that by the way is documented in the manual, as far as I know) I believe that the right/fair way to go is to make the proposal in the users mailing list and see what is the feedback from the other users. I have done it myself a couple of times in the past and I was successful both times. Cheers!