QGIS Application - Feature request #6432
Keep map object under the pointer still while zooming in

2012-09-28 08:33 AM - Sandro Santilli

Status:	Closed			
Priority:	Normal			
Assignee:				
Category:	GUI			
Pull Request or Patch supplied:	No		**Resolution:**	invalid
Easy fix?:	No		**Copied to github as #:**	15675

Description

While zooming in to a feature with the mouse wheel it is very easy to loose it unless it is perfectly centered in the viewport.

It isn't easy at all to put a feature in the exact center of the viewport.

Wouldn't it be great to make whatever is under the mouse "locked" at that position whatever zoom level a user changes to ?

At least for zoom in. Not sure about zoom out

History

#1 - 2012-09-28 08:42 AM - Sandro Santilli

Uhm, I found out that it is actually "kind of" easy to put a point to the center: select ZoomIn tool, click on the point.

And once you are at it you probably want the center to stick.

Ouch. Maybe a modifier (SHIFT-wheel) would be acceptable ?

#2 - 2012-09-28 08:48 AM - Sandro Santilli

I found this snippet in qgsmapcanvas.cpp:

```
    case WheelZoomToMouseCursor:
    {
        // zoom map to mouse cursor
```

Does it mean what I'm asking is supposed to be already implemented ? In that case it's a bug!

#3 - 2012-09-28 08:55 AM - Sandro Santilli

- *Resolution set to invalid*

- *% Done changed from 0 to 100*

- *Status changed from Open to Closed*

Great, fixed without a line of code (stupid me).

It's already optional !!

For the occasional reader: Settings->Options->Map_tools->Panning_and_zooming->Mouse_wheel_action

Cheers !