

## QGIS Application - Feature request #7319

### Create class for each Edit type

2013-03-11 12:39 AM - Denis Rouzaud

<b>Status:</b>	Closed	<b>Resolution:</b> <b>Copied to github as #:</b> 16309
<b>Priority:</b>	Normal	
<b>Assignee:</b>	Nathan Woodrow	
<b>Category:</b>	Vectors	
<b>Pull Request or Patch supplied:</b>	Not supplied	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>With addition of editable option for all edit types (#6562), the "immutable" edit type is useless.</p> <p>Right now, edit types are saved as numbers in the the project. Just removing the immutable edit type, will lead to a switch of one in the list, and will bring a compatibility issue with older project.</p> <p>Nathan's idea is to create a class for each edit type, with its id (the old enum value) and the 3 methods: createEditor, setValue, getValue.</p>		

#### Associated revisions

Revision ea91b6fe - 2014-05-22 10:50 PM - Matthias Kuhn

[FEATURE] Port editor widgets to new API

Create a new widget for for attribute form

fix #10281

fix #7319

fix #7013

fix #9335

fix #4417

#### History

#1 - 2014-05-22 01:52 PM - Matthias Kuhn

- Status changed from Open to Closed

Fixed in changeset commit:"ea91b6fe4a21ff741de918a11d0f2a26a291c1e2".