

## QGIS Application - Bug report #14535

### fix duplicate entries in the vector menu caused by ftools on version upgrade

2016-03-20 01:02 AM - Mathieu Pellerin - nIRV

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Processing/QGIS	
<b>Affected QGIS version:</b> master	<b>Regression?:</b>
<b>Operating System:</b>	<b>Easy fix?:</b>
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> worksforme
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 22508
<b>Description</b>	
<p>(See attached dups.png, which should make it self-explanatory)</p> <p>As the plan to entirely replace ftools with processing is moving forward (wouhou!), we've now reached a point where processing vector algorithms show in the vector sub menu (yay!) to emulate the UI people are used to using ftools.</p> <p>- However, when ftools is enabled (which it'll be when people upgrade from previous versions of QGIS), two sets of menus appear, one from ftools and one from processing. IMO, to fix this, we should move the ftools menus into a root "ftools" menu, that way when people update to the next version and still have ftool enabled, it'll look like this:</p> <ul style="list-style-type: none"><li>- ftools (within which you have Research tools, Geoprocessing tools, Geometry tools, Analysis tools, Data Management tools)</li><li>- Research tools</li><li>- Geoprocessing tools</li><li>- Analysis tools</li><li>- Data Management tools -</li></ul> <p>Setting target to 2.16 as this needs addressing.</p>	
<b>Related issues:</b>	
Related to QGIS Application - Bug report # 16633: Vector menu is duplicated	<b>Closed</b> <b>2017-05-28</b>

#### Associated revisions

##### Revision 11289a0d - 2016-09-03 06:24 PM - Jürgen Fischer

processing: use main vector menu translation (fixes #14535)

##### Revision 474b9d86 - 2016-09-03 08:19 PM - Jürgen Fischer

processing: use main vector menu translation (fixes #14535)

(cherry picked from commit 11289a0d973e6e4a3f7f81972dd08f2e6d82941e)

##### Revision 71db5772 - 2016-09-03 08:25 PM - Jürgen Fischer

processing: use main vector menu translation (fixes #14535)

(cherry picked from commit 11289a0d973e6e4a3f7f81972dd08f2e6d82941e)

## History

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### #1 - 2016-03-20 02:36 AM - Anita Graser

Great to see this moving forward, thanks a lot!

Sidenote: Funnily, on my OSGeo4W install, I don't see duplicates because ftools is broken "Missing metadata file".

### #2 - 2016-03-21 01:32 AM - Gerhard Spieles

Since QGIS master 76296c8, ftools menus are not reachable in the menu taskbar.

Can you take it back to the vector menu or a special "ftools" menu entry?

Thanks

### #3 - 2016-03-22 03:55 AM - Matthias Kuhn

- Status changed from Open to Feedback

What is the reason for preserving the fTools menu? I think we should try to resolve anything missing in processing so we can really get rid of ftools.

### #4 - 2016-03-22 04:32 AM - Alexander Bruy

Before dropping fTools I added last few missed algs to Processing, so all should be in place.

As fTools was a core plugin, it should be removed during QGIS upgrade. If it didn't removed I'd say this is packaging issue

### #5 - 2016-03-25 03:08 AM - Giovanni Manghi

- Target version changed from 2.16 to Version 2.16

### #6 - 2016-03-25 03:49 AM - Alexander Bruy

Also note that fTools code was removed from QGIS, so nothing to fix.

### #7 - 2016-03-25 05:20 AM - Mathieu Pellerin - nIRV

Alex, there is something to be fixed, look at the screenshot.

If fTools goes away from the source tree, that's great, but QGIS needs to handle the plugin removal upon upgrade. Otherwise users end up with menu duplicates.

### #8 - 2016-03-25 05:22 AM - Mathieu Pellerin - nIRV

- Subject changed from ftools: move the vector menus into a ftool root menu (to avoid duplicates) to fix duplicate entries in the vector menu caused by ftools on version upgrade

Alex, updated title n description.

**#9 - 2016-04-09 11:04 AM - Giovanni Manghi**

Mathieu Pellerin - nIRV wrote:

*Alex, there is something to be fixed, look at the screenshot.*

*but QGIS needs to handle the plugin removal upon upgrade. Otherwise users end up with menu duplicates.*

I guess that was Alex was saying is that QGIS ftools wasn't updated (at least in years) through the plugin manager, so there is nothing to remove in .qgis2.

Do you still have this issue?

**#10 - 2016-04-09 11:57 PM - Alexander Bruy**

Duplicate entries in menu can exist only if fTools was installed via Plugin Manager or manually. When you update QGIS, installer removes existing files and extracts new files. I can't reproduce this upgrading 2.8 and 2.14 to master, in both cases I have no duplicates, fTools was removed from QGIS installation directory.

**#11 - 2016-05-21 11:18 AM - Giovanni Manghi**

- Resolution set to worksforme

- Status changed from Feedback to Closed

closing for lack of feedback, please reopen if necessary.

**#12 - 2016-06-16 06:46 AM - Alain FERRATON**

- File vector\_menu3.png added

- File vector\_menu2.png added

- File vector\_menu1.png added

- Status changed from Closed to Reopened

In the English version I have a single vector menu with **two** items 'geometry tools'

But in the French version there are two separate vectors menus.

**#13 - 2016-06-22 02:55 AM - Alexander Bruy**

Do you see this with clean install?

**#14 - 2016-06-23 06:55 AM - Arnaud Morvan**

- Status changed from Reopened to Closed

There was two different translations on Transifex depending on context string Vect&or => (&Vecteur and Vect&eur). I've fixed that.

**#15 - 2016-06-23 07:12 AM - Arnaud Morvan**

- Status changed from Closed to Reopened

Note that processing vector menu entries are stored in settings after translation. So this is not completely resolved. Menu entries should be stored in english and translated at render time (when creating menus and actions).

For pylupdate4 to catch string, we could do like for algorithm names and groups, example :

```
vectorMenu = 'Vect&or'  
i18n_vectorMenu = Processing.tr('Vect&or')
```

I will propose a pull request for that.

**#16 - 2016-06-23 08:24 AM - Arnaud Morvan**

- Status changed from Reopened to Closed

Storing menu entries in english is not a good solution as users will edit them in their language.

I also note that the option dialog to configure menus is not really user friendly and it is really easy to make typo in submenu names.

**#17 - 2016-06-23 08:28 AM - Arnaud Morvan**

For those who wants to reset affected vector menu entries :

```
from processing.core.alglist import algList  
from processing.gui.menus import defaultMenuEntries  
from processing.core.ProcessingConfig import ProcessingConfig  
for provider in algList.providers:  
    for alg in provider.algs:  
        default = defaultMenuEntries.get(alg.commandLineName(), "")  
        ProcessingConfig.setSettingValue("MENU_" + alg.commandLineName(), default)
```

and restart QGIS

**#18 - 2016-08-21 09:42 AM - Arnaud Morvan**

The translation have been re-corrupted by another translator after my correction. So this have corrupted user settings with 2.16 release.

I've just proposed a Pull Request adding an reset menus button in processing config : <https://github.com/qgis/QGIS/pull/3415>

**#19 - 2017-05-01 01:21 AM - Giovanni Manghi**

The "ftools" category is being removed from the tracker, changing the category of this ticket to "Processing/QGIS" to not leave the category orphaned.

**#20 - 2017-05-28 05:55 PM - Jürgen Fischer**

- Related to Bug report #16633: Vector menu is duplicated added

## Files

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dups.png	96.4 KB	2016-03-20	Mathieu Pellerin - nIRV
vector_menu3.png	65.8 KB	2016-06-16	Alain FERRATON
vector_menu2.png	46.9 KB	2016-06-16	Alain FERRATON
vector_menu1.png	18.7 KB	2016-06-16	Alain FERRATON