

QGIS Application - Bug report #15009

Customization dialog: (un)checking a level in the tree doesn't (un)check sub-items

2016-06-12 08:20 AM - Harrissou Santanna

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Customisation Framework	
<b>Affected QGIS version:</b>	3.0.0	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 22956
<b>Description</b>		
<p>I don't know if it is a bug report or a feature request</p> <p>In the Customization dialog, (un)checking an item in the tree doesn't (un)check children items. it's weird to have to (un)check one by one given there's a tree structure (and that children are actually (un)checked - true if none of the children has bee directly changed).</p> <p>This can also be used as shortcut to check only few children instead of having to uncheck the several other to-be-hidden children.</p> <p>Wonder if i'm clear...</p> <p>Having this synchronous behavior will ease the understanding of the changes being done, imo.</p>		

History

#1 - 2017-05-01 01:05 AM - Giovanni Manghi

- Easy fix? set to No
- Regression? set to No

#2 - 2018-02-27 07:30 PM - Harrissou Santanna

- Affected QGIS version changed from 2.14.3 to 3.0.0
- Description updated