

# QGIS Application - Bug report #15177

## User input dock misbehaving

2016-06-29 11:10 AM - Martin Dobias

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b> Denis Rouzaud	
<b>Category:</b> GUI	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 23116

### Description

Some floating widgets used with map tools have the ability to be docked (e.g. for rotate feature tool, offset curve tool, add circular string by radius) - see QgsUserInputDockWidget.

There are however multiple issues related to the current approach:

- when the widget is floating (default), it is not possible to detect that "X" (close) button was pressed (to cancel pending operation)
- when docked, the widget moves other dock widgets and it may also resize canvas, causing unpleasant flicker
- widgets need special handling for focus, e.g. widget for rotate tool (QgsAngleMagnetWidget) has custom event filter to handle end of editing. Widget for offset curve does not have custom event filter and has issues (1. closing of widget behaves as if enter was pressed, 2. docking it makes it disappear immediately)

In my opinion a better solution would be to have a common area embedded in map canvas area where map tools could ask for numeric user input whenever needed (just like we have message bar embedded in canvas). This should solve all problems:

- cancelling pending operation (the widget would have a close button)
- predictable position for user input (e.g. lower-left corner of map canvas), no need to move floating widget
- dock widgets "jumping" around if docked user input widget is shown/hidden
- no need for custom event filters or other hacks to sort out focus issues

### Associated revisions

**Revision 20722f4e - 2018-01-16 02:41 AM - Denis Rouzaud**

[user input widget] use a floating widget rather than a dock

fix #15177

### History

**#1 - 2016-06-30 05:30 AM - Matthias Kuhn**

As a quick fix we could also use the Qt::Tool window flag which makes it only floating but not dockable.

commit:66c47d7

**#2 - 2016-06-30 05:40 AM - Martin Dobias**

I think this is a different problem - the implementation used here with tools actually embeds widgets into an existing special dock widget of QGIS, they are not standalone tool windows like in the case mentioned above...

**#3 - 2017-05-01 01:05 AM - Giovanni Manghi**

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

**#4 - 2018-01-13 06:13 PM - Denis Rouzaud**

- *Description updated*
- *Assignee set to Denis Rouzaud*

<https://github.com/qgis/QGIS/pull/6056>

**#5 - 2018-01-16 02:40 AM - Denis Rouzaud**

- *Status changed from Open to Closed*
- *% Done changed from 0 to 100*

Applied in changeset commit:qgis|20722f4e5ff0a4c8b6b64c5d9ba55d8a96ee64f9.

**#6 - 2018-02-22 11:37 AM - Giovanni Manghi**

- *Resolution set to fixed/implemented*