

QGIS Application - Feature request #1792

Enabled button for select a texture fill pattern on SingleSymbolDialog

2009-07-19 07:10 PM - gcarrillo -

Status: Closed	
Priority: Low	
Assignee: gcarrillo -	
Category: Symbology	
Pull Request or Patch supplied:	Resolution: fixed
Easy fix?: No	Copied to github as #: 11852
Description	
<p>Maybe the state of the [[SelectTexture]] button (enabled by default) can be confused because selecting an image doesn't make any change unless set the cboFillStyle to Texture.</p> <p>The button is disabled only changing the cboFillStyle but not by default.</p>	

History

#1 - 2009-08-02 03:25 AM - Giovanni Manghi

- Resolution set to fixed

- Status changed from Open to Closed

Hi gcarrillo,

seems to me that this problem has been already solved (at least in qgis 1.2/trunk) or your patch already been applied. I'm closing this, but please give it a try and reopen if necessary.

#2 - 2009-08-02 07:14 PM - gcarrillo -

Hi lutra, yes, there was added an event handler to correct this problem.

Files

patch_for_bug_1792.txt	781 Bytes	2009-07-19	gcarrillo -
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