

# QGIS Application - Bug report #18107

## "scrollwheel" far too sensitive on mac

2018-02-15 02:09 AM - Swa Frantzen

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> OsX UI	
<b>Affected QGIS version:</b> 2.18.15	<b>Regression?:</b> No
<b>Operating System:</b> macOS	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 26003

**Description**

Qgis 2.14 used to have the ability to disable the zoom on scroll.  
This ability is lost in 2.18 unfortunately (it was also missing in 2.16 AFAIK)

This makes Qgis almost unusable on macs with modern apple mice where the entire surface is "scroll" sensitive. Touch the surface with the slightest shift of your finger and the entire project zooms in or out all the way to 1:1 or where the world is just one pixel. Apple trackpads are similarly treated far too sensitively, but there's it's easier to not accidentally scroll.

Suggestions to make it usable again:

- bring back the option to disable scroll in Qgis > Preferences ... > Map Tools > Panning and zooming  
-> that's the minimum to get back what 8.14 was able to do
- Allow zoom factors far smaller than 1.1 (e.g. 0.1: require 10 "clicks" of zoom before 1 zoom level is changed.)
- Make it all more configurable where the user can select and configure it much like a keybinding.

Best solution: we need all 3, but 1. is really the minimum to have 2.18 on a usability level that 2.14 had.

### History

**#1 - 2018-02-15 02:52 AM - Nyal Dawson**

- Resolution set to fixed/implemented
- Status changed from Open to Closed

This is fixed in 3.0, but required changes from the Qt 5 library. Accordingly we can't backport the fix.