

QGIS Application - Bug report #18376

Zoom tool UI: large scale jumps from small mouse movement (hand tremor)

2018-03-07 05:03 PM - Garth Fletcher

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	OsX UI	
<b>Affected QGIS version:</b>	3.0.0	<b>Regression?:</b> No
<b>Operating System:</b>	Mac OS X 10.12.6	<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> 26266
<b>Description</b>		
<p>When clicking on the map with the zoom (magnifying glass) tools the slightest inadvertent movement of the mouse while pressed causes the scale factor to jump - e.g., from 1:1,000 to 1:1,000,000 (zoom out tool) or to 1:10 (zoom in tool).</p> <p>Apparently the smallest movement is interpreted as a request to adjust scale. This is much too "sensitive" and frequently results in large scale jumps from very small hand trembles.</p> <p>This could be avoided by requiring some minimum movement size (perhaps 10x10 pixels) before interpreting the movement as a request to rescale rather than just a normal zoom in or out command.</p> <p>This was reported (#18002) for QGIS 2.18.15 but that ticket was closed with comment "This is fixed for 3.0 - a 2.18 fix is not possible...".</p> <p>However the issue has not been fixed in 3.0. (3.0.0-Girona from MacPorts 2018_03_06).</p> <p>PS the addition of the Option key to toggle zoom direction is very nice - thanks!</p>		

History

#1 - 2019-03-09 03:12 PM - Giovanni Manghi

- Resolution set to end of life
- Status changed from Open to Closed

End of life notice: QGIS 2.18 LTR

Source:

<http://blog.qgis.org/2019/03/09/end-of-life-notice-qgis-2-18-ltr/>

#2 - 2019-03-09 03:35 PM - Giovanni Manghi

- Resolution deleted (end of life)
- Status changed from Closed to Open