

QGIS Application - Bug report #18892

Scale jump from mouse tremor

2018-05-01 10:30 PM - Garth Fletcher

Status: Closed	
Priority: Normal	
Assignee: Denis Rouzaud	
Category: mac_os_specific	
Affected QGIS version: 3.0.2	Regression?: No
Operating System: Mac OS X 10.12.6	Easy fix?: No
Pull Request or Patch supplied: No	Resolution:
Crashes QGIS or corrupts data: No	Copied to github as #: 26724
Description	
<p>Previously reported for 2.18.15 but closed as having been fixed for QGIS 3, but unfortunately has not been fixed.</p> <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>Also occurs in QGIS 3.0.0 and 3.0.1 (and 2.18.15).</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>Also, while being able to select a portion of the map to be rescaled to fit the window using the zoom in tool, I don't understand the logic of the zoom out tool in which selecting a small part of the map causes it to zoom out to a much larger scale? Perhaps this feature should only be implemented for the zoom in tool?</p>	
Related issues:	
Related to QGIS Application - Bug report # 18002: Scale jumps from mouse tremor	Closed 2018-01-30

Associated revisions

Revision b3e52633 - 2018-10-19 10:33 PM - Denis Rouzaud

[fix #18892] avoid high jumps by setting a minimum pixel size for rect in map tool zoom

History

#1 - 2018-05-02 01:31 PM - Jürgen Fischer

- Related to Bug report #18002: Scale jumps from mouse tremor added

#2 - 2018-10-17 07:14 PM - Denis Rouzaud

- Category changed from Map Tools to mac_os_specific

#3 - 2018-10-19 08:02 PM - Denis Rouzaud

I am not able to reproduce.

Can you describe precise steps on what to do?

Are you using the trackpad or a mouse?

#4 - 2018-10-19 08:03 PM - Denis Rouzaud

- Status changed from Open to Feedback

#5 - 2018-10-19 08:26 PM - Garth Fletcher

To replicate:

open any project, set scale to, say, 1:40,000

select + zoom tool

using mouse

click down in map canvas

then drag mouse a very very small distance

then release

notice that scaling has jumped by a huge amount, e.g., to 1:100

This occurs frequently due to inadvertent mouse movements ("hand tremor")

and perhaps also due to mouse digitizing jitter (sometimes I'm pretty

sure that I did not actually move the mouse).

The same problem occurs when using the - zoom tool, except in that case

the scale factor jumps to a huge value, e.g., 1:10,000,000

The easy solution is to require some minimum mouse displacement - say 10 screen

pixels in either axis - before accepting the movement as a request to zoom.

Environment (for reference):

Mac OS X 10.12.6

on Mac mini (Mid 2011) 2.3 GHz Intel Core i5, 8 GB 1600 MHz DDR3 RAM

QGIS version 3.2.3-Bonn

QGIS code branch Release 3.2

Compiled against Qt 5.9.6

Running against Qt 5.9.6

Compiled against GDAL/OGR 2.2.4

Running against GDAL/OGR 2.2.4

Compiled against GEOS 3.6.3-CAPI-1.10.3

Running against GEOS 3.6.2-CAPI-1.10.2 4d2925d6

PostgreSQL Client Version 9.4.19

Spatialite Version 4.4.0-RC0

QWT Version 6.1.3

QScintilla2 Version 2.10.7

PROJ.4 Version 493

#6 - 2018-10-19 10:36 PM - Denis Rouzaud

PR on its way

both things should be fixed

see <https://github.com/qgis/QGIS/pull/8247>

#7 - 2018-10-19 11:32 PM - Garth Fletcher

Thank you! Much appreciated.

#8 - 2018-10-21 04:44 AM - Denis Rouzard

- % Done changed from 0 to 100

- Status changed from Feedback to Closed

Applied in changeset commit:qgis|b3e526338b8924f0beb81ca611cb4e2d3637c258.