

## QGIS Application - Bug report #212

### Placing items on map composer doesn't work sometimes

2006-07-30 05:43 PM - Gavin Macaulay -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> Gavin Macaulay -	
<b>Category:</b>	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Linux	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 10271
<b>Description</b>	
<p>If, when placing a scalebar, legend, or label on the map composer, one presses the mouse button, moves the mouse, then releases the mouse button, the item doesn't always end up where you clicked or released. Sometimes it is placed a considerable distance away, and often far enough away to be off the map.</p> <p>This is occurring because the placement action is taken as a mouse button down only. Moving the mouse after the mouse button down is treated as a 'move of selected item', which for some reason can give large move distances for 1 or 2 actual pixel moves, and may be related to the inverse coordinate transformation that takes place.</p>	

#### History

**#1 - 2006-07-30 06:11 PM - Gavin Macaulay -**

- Resolution set to fixed

- Status changed from Open to Closed

Fixed in SVN commit:cc3255c3 (SVN r5652). Was easier than it appeared.

**#2 - 2009-08-22 12:46 AM - Anonymous**

Milestone Version 0.8 deleted