

## QGIS Application - Feature request #3263

### QgsLegendInterface.addGroup() nests all groups

2010-11-29 01:25 AM - Anita Graser

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Marco Hugentobler	
<b>Category:</b>	Map Legend	
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 13323
<b>Description</b>		
<p>The following code adds four groups to the legend. Unfortunately they're all nested while the goal would be to put them into legend root:</p> <pre>i = qgis.utils.iface l = i.legendInterface() groupAnnotation = l.addGroup("Annotation",False) groupDimensioning = l.addGroup("Dimensioning", True) groupLocation = l.addGroup("Location", True) groupTopo = l.addGroup("Topo", True)</pre> <p>Compare: <a href="http://forum.qgis.org/viewtopic.php?f=5&amp;#38;t=7583">http://forum.qgis.org/viewtopic.php?f=5&amp;#38;t=7583</a></p>		

#### History

##### #1 - 2011-03-15 06:03 AM - Marco Bernasocchi

I m dealing with the same problem in my multiview plugin (<https://issues.qgis.org/projects/multiview/repository/revisions/master/entry/temporalrasterloaderdialog.py>) and i noticed that if i create a group and then load a layer the groups get created at the end of the list (look for the hack in the link). So maybe it is a more complex issue/bug.

##### #2 - 2011-03-22 08:39 AM - Marco Hugentobler

Applied in commit:855601c3 (SVN r15562). Thanks!

##### #3 - 2011-03-22 11:56 AM - Borys Jurgiel

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

I believe it can be closed now.

##### #4 - 2011-03-24 05:18 PM - Marco Bernasocchi

- Status changed from Closed to Feedback
- Resolution deleted (fixed)

##### #5 - 2011-03-24 05:22 PM - Borys Jurgiel

applied in commit:bf9e9d54 (SVN r15595)

**#6 - 2011-03-24 05:22 PM - Borys Jurgiel**

- *Resolution set to fixed*
- *Status changed from Feedback to Closed*

**#7 - 2011-04-19 06:32 AM - Marco Bernasocchi**

- *Status changed from Closed to Feedback*
- *Resolution deleted (fixed)*

the patch applied was an incomplete one... misunderstanding between Marcos :) here the patch to the patch

ciao

**#8 - 2011-04-19 07:01 AM - Marco Hugentobler**

- *Resolution set to fixed*
- *Status changed from Feedback to Closed*

Applied in with two small modifications:

- added missing return statement in addGroupToCurrentItem()
- removed debug msg

**#9 - 2011-04-19 07:02 AM - Marco Bernasocchi**

ups... :|

**#10 - 2011-04-20 04:55 AM - Marco Bernasocchi**

- *Status changed from Closed to Feedback*
- *Resolution deleted (fixed)*

added python bindings. it supports only nesting into a top level element like removeGroup. we should think of a more flexible solution.

**#11 - 2011-04-21 12:06 AM - Marco Hugentobler**

Yes, all these group functions with int indices come from the pre-multiple nesting time. It would probably be better to do a bit of interface redesign for both `[[QgsLegend]]` and `[[QgsLegendInterface]]` after 1.7 (maybe working with `QTreeWidgetItem`)

**#12 - 2011-04-21 12:15 AM - Marco Bernasocchi**

Replying to [comment:13 mhugent]:

Yes, all these group functions with int indices come from the pre-multiple nesting time. It would probably be better to do a bit of interface redesign for both `[[QgsLegend]]` and `[[QgsLegendInterface]]` after 1.7 (maybe working with `QTreeWidgetItem`)

True, once done with my master we can have a look at it. will you still apply the patch?

#13 - 2011-04-21 12:44 AM - Marco Hugentobler

- Status changed from Feedback to Closed
- Resolution set to fixed

Yes, applied in commit:b8853323 (SVN r15788)

Files

bug3263fix.diff	5.41 KB	2011-03-22	Marco Bernasocchi
bug3263fix.patch	1 Byte	2011-03-22	Marco Bernasocchi
bug3263docFix.diff	538 Bytes	2011-03-24	Marco Bernasocchi
bug3263_addGroupNesting.diff	2.47 KB	2011-04-19	Marco Bernasocchi
addGroupNestingPython.diff	4.16 KB	2011-04-20	Marco Bernasocchi