

QGIS Application - Bug report #48

GRASS Digit: attribute window moves around not asked to

2006-04-04 12:56 AM - werchowyna-epf-pl -

Status: Closed	
Priority: Low	
Assignee: Redmine Admin	
Category: GRASS	
Affected QGIS version:	Regression?: No
Operating System: Debian	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed
Crashes QGIS or corrupts data:	Copied to github as #: 10107
Description	
<p>Please prevent the attribute window from jumping around - it often jumps to the most top-left location, covering the layer tree and forcing me to move it back from there to the location of my choice; then it will jump back to cover the layer tree...</p> <p>Maciek</p>	

History

#1 - 2006-04-04 12:56 AM - Redmine Admin

Is it still true?

Is it really related to QGIS, was not it window manager problem?

I could never reproduce such a behaviour.

Does it happen also with current HEAD version?

Radim

#2 - 2006-04-04 12:56 AM - maciek -

Yes, with 0.7.4 SVN about 3 weeks old.

| *Is it really related to QGIS, was not it window manager problem?*

Dunno. Using Ubuntu Breezy with GNOME.

| *I could never reproduce such a behaviour.*

KDE?

| *Does it happen also with current HEAD version?*

Haven't tried due to lack of QT 4.1. For Breezy only QT 4.0 is packaged, which I heard is problematic with QGIS 0.7.9.

What do I do in order to install QT 4.1 on Breezy without hacking too much? I wouldn't mind building from source unless it is fairly straightforward. Having qt 4.1 I could help with testing.

Maciek

#3 - 2006-04-06 06:27 AM - Redmine Admin

On 4/4/06, Maciek Sieczka <werchowyna@epf.pl> wrote:

Yes. Easy to reproduce:

- 1. Open a Grass vector.*
- 2. Pick "Edit table".*

Do you mean 'Edit attributes'?

- 3. Left click some object.*
- 4. Table pops up. Edit it as needed, move to lower-right corner.*
- 5. Click another object. All fine. Click another one - and the table jumps to top right corner. Bad table.*

Sorry, I have no idea, the position is stored whenever the attributes dialog is closed (deleted) and restored when a new one is created (another element selected).

Do you have the same problem when new elements are digitized?

BTW: I have maybe similar problem with edit region dialog, `move()` is called but somehow ignored.

Radim

#4 - 2006-04-06 06:31 AM - Redmine Admin

I added debug output. Whenever you select an element you should see in terminal something like

```
[[QgsGrassAttributes]]()
[[QgsGrassAttributes]]::restorePosition()
wx = 200 wy = 406
```

The values are then used in `move(wx,wy)`; to set windows position. Check if these values are correct.

Radim

#5 - 2006-04-06 09:14 AM - Redmine Admin

Please try with fresh SVN. I have changed widget style

and it could work. I think that the problem was that certain widget styles calls adjustSize after move.

I have also changed it so that the window is not closed always when a new element is selected, that should make it more pleasant.

Radim

#6 - 2006-04-10 01:17 AM - Redmine Admin

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

Fixed in 0.8.

Radim

#7 - 2009-08-22 12:46 AM - Anonymous

Milestone Version 0.8 deleted