

# QGIS Application - Feature request #6398

## Attribute edit form dialog window shouldn't be modal

2012-09-23 11:09 PM - marish -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed/implemented
<b>Easy fix?:</b> No	<b>Copied to github as #:</b> 15652
<b>Description</b>	
<p>Currently in QGIS vector feature attribute editing form window is modal. Such approach blocks following work flow: * draw feature * use "Identify" tool to read attribute data of other vector features or raster values * fill new feature attribute data based on interpretation of "Identify" results without closing "Identify" window</p> <p>It seems to be connected to how QgsFeatureAction::editFeature() is implemented.</p>	

### History

**#1 - 2014-07-24 04:26 AM - Matthias Kuhn**

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