

QGIS Application - Feature request #8201
Enhance disabling/enabling toolbars (and panels)

2013-07-01 01:15 AM - Bernd Vogelgesang

Status:	Closed	Resolution: Copied to github as #: 17019
Priority:	Normal	
Assignee:		
Category:	GUI	
Pull Request or Patch supplied:		
Easy fix?:	No	
Description		
<p>With a lot of plugins installed, the number of toolbars and panels soon reach a confusing stage where users would like to be able to easily clean and adjust their working environment according to their actual needs.</p> <p>Disabling/enabling toolbars is a trial-and-error game, cause it's not easy to identify which toolbar has which name in the list. In addition to that, the dropdowns close after disabling/enabling each single item, so adjusting tollbars/panels needs a lot of repetitive actions (and even more of them, when the wrong toolbar/panel was chosen beforehand).</p> <p>It would be nice if:</p> <ol style="list-style-type: none">1. the toolbar "handles" in front of the icons would display the toolbar name as a tooltip just like the icons themselves. By this, users would be able to learn the toolbars names and their included functionalities.2. the dropdowns would not close after each disable/enable action, but only by clicking on the canvas or somewhere else than the dropdown. By this, it would be far quicker and less confusing to select/unselect the needed toolbars/panels.		

History

#1 - 2015-06-29 10:55 AM - Richard Duivenvoorde

Hi Bernd,

please have a look here: <https://github.com/qgis/QGIS/pull/2180> and comment on the question if you want

#2 - 2015-07-31 01:21 AM - Richard Duivenvoorde

- Status changed from Open to Closed

I think <https://github.com/qgis/QGIS/pull/2180> addresses your first point: tooltips on handles.

And by adding 'Toolbars' and 'Panels' as 'titles' it is much more clear which item to use.

I'm not sure if a 'context-menu' should stay open, as then there is no way to CLOSE it (a context menu does not have a close action/icon).

So closing this one for now. Please issue a feature request for your second point, or discuss it on UIX mailinglist.