QGIS Application - Bug report #9134
customization menu doesn't work

2013-11-27 09:41 AM - matteo ghetta

Status:	Closed		
Priority:	Normal		
Assignee:	Radim Blazek		
Category:	Customisation Framework		
Affected QGIS version:	2.0.1	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	17769

Description

It is not possible to customize single entries of the menu bar. For example trying to remove "geoprocessing" and "geometry" in the "Vector" menu, after the reboot, the entries are still there. Same problem with all the menus, but it works fine with the panels button.

Associated revisions

Revision a43bd626 - 2014-04-03 06:12 PM - Radim Blazek

fixed processing plugin customization (thanks to Martin Dobias), fixes #9134

History

#1 - 2013-11-29 12:58 AM - Radim Blazek

Customization only works for objects with objectName. objectName is automatically set by Qt for objects created in designer (compiled from .ui). For objects created programmatically it has to be set. I have added object names to fTools in d334b46, but they have to be added in all plugins.

Recommendation for plugin authors: when you are adding QMenu or QAction, always set its object name, e.g.:

```
myMenu = QMenu('My menu")
myMenu.setObjectName("myMenu")
```

#2 - 2013-12-03 06:40 AM - matteo ghetta

- % Done changed from 0 to 50

- Assignee set to Radim Blazek

Hi Radim,

thanks for your work, well done!

Now it is possible to customize entirely the Vector menu. Do you plan to do the same work with the Raster menu?

#3 - 2013-12-04 10:42 AM - Radim Blazek

matteo ghetta wrote:

> *Do you plan to do the same work with the Raster menu?*

Not really. Could you create pull request?

#4 - 2013-12-04 12:25 PM - matteo ghetta

I'm not able to write that code, sorry...
Maybe someone else can help with this issue, I think it wouldn't take much time for a skilled person.

#5 - 2014-01-30 03:00 AM - Radim Blazek

I added objectName to all core C++ plugins in commit:0f590db.

Also various QgisApp::get*Menu() (used by changed to addPluginTo*Menu()) changed to set always the objectName to at least normalizedMenuName() of menu title. That is not perfect because the titles are translated. We have to add an objectName param to addPluginTo*Menu() functions.

#6 - 2014-03-28 06:23 AM - Radim Blazek

Remaining objectName added also in Python plugins in commit:748ff8b2.

The "Processing" menu still does not work. QgisApp::instance()->menuBar() in QgsCustomization::createTreeItemMenus() somehow does not contain the menu previously added by Processing plugin:

    menuBar.insertMenu(interface.iface.firstRightStandardMenu().menuAction(),self.menu)

I tried to change

    QWidget * QgisInterface::mainWindow()

to

    QMainWindow * QgisInterface::mainWindow()

but it does not help.

#7 - 2014-04-03 09:14 AM - Radim Blazek
- Status changed from Open to Closed

Fixed in changeset commit:"a43bd626affae00d721a26c23efbf3e3003ab4cc".