

## QGIS Application - Bug report #9271

### Tune stylemanager spinbutton

2013-12-30 07:50 AM - Noone Noone

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	GUI	
<b>Affected QGIS version:</b>	2.0.1	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 17884
<b>Description</b>		
<p>Hi,</p> <p>currently the spinbuttons for size and outline width have the tick of 1.0. So if you click on the button right beside the editbox, you just can change the first digit of the current value. I usually have to set a value of 0.5 to avoid conflicts of the symbolizers on my map and scale, but can't do it using the buttons, thus need to change the input device (now keyboard), enter values and switch HID back to mice= very expensive in UX mind.</p> <p>Can we please change the spinbox frequency to 0.5 so the user can use the buttons using the mouse to adjust the values. IMHO the users usually don't need very big values here, so the UI should assist on the lower intervals.</p>		

#### Associated revisions

Revision bf80c007 - 2014-01-03 03:04 AM - Nathan Woodrow

Fix #9271 - Decrease step for symbol properties

#### History

#1 - 2013-12-30 11:41 AM - Nyal Dawson

+1. I'd say an even smaller step like 0.1 or 0.2 would be appropriate.

#2 - 2014-01-02 06:11 PM - Anonymous

- Status changed from Open to Closed

Fixed in changeset commit:"bf80c007f24552a161ec3bdc7237570b1bbfc69f".

#3 - 2014-01-03 12:27 AM - Noone Noone

Thank you very much :)