

BornAgain - Feature #1503

Feature # 964 (Rejected): === GUI ===

GUI: provide intuitive way to insert layer into multilayer

12 Jul 2016 09:26 - wuttke

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|---|----------|------------------------|-------------|
| Status: | Rejected | Start date: | 12 Jul 2016 |
| Priority: | Normal | Due date: | |
| Assignee: | | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | | |
| Description | | | |
| Trying out the GUI in impatient beginner's mode (i.e. without reading the tutorial), I found the following: | | | |
| Starting from the cylinders&prisms example, I can easily destroy a multilayer by dragging a layer out of it, and dropping it somewhere on the canvas. However, I find no intuitive way to move it back. This should be as easy as dragging the layer onto the multilayer and dropping it there. | | | |
| Also to be discussed: in favor of an intuitive real-space representation of a layer stack, multilayer differs from all other widgets in the way widget composition is represented. Perhaps I would prefer a more abstract, but uniform representation, with lines going from layers' "out" connector to multilayer's "layer" connector. | | | |

History

#1 - 12 Jul 2016 20:43 - pospelov

Here are some clarifications:

You can drag-and-drop "Layer" from ItemsToolBox into a MultiLayer, when move it out of it and place it on graphics scene. But you also can place it back.

The difference between

- 1) drag-and-drop from ItemToolBox to MultiLayer
- 2) move of a Layer from graphics scene onto a MultiLayer

is that in the first case - the special system sign "+" is shown (looks always different on different operation systems), and in the second case - not. This is because of two very different Qt mechanism in 1) and 2) involved.

To not to go into much details, implementation of "+" sign in the second case would require some work, so to save time I skipped this. But should be doable.

#2 - 21 Mar 2017 15:40 - pospelov

- Status changed from New to Rejected

Duplicates [#1696](#)