Emulator - Emulator Issues #11707

Qt: Align mapping buttons to the right

05/02/2019 07:50 PM - Miksel12

Status:	Accepted	**% Done:**	0%
Priority:	Low		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	**Relates to performance:**	No
Issue type:	Feature request	**Easy:**	No
Milestone:		**Relates to maintainability:**	No
Regression:	No	**Regression start:**	
Relates to usability:	No	**Fixed in:**	

Description

Currently the mapping buttons and editable fields in the controller configuration screen are aligned to longest 'description' word. This creates different sizes of mapping buttons and editable fields. The mapping buttons have a max width making the difference not that noticeable but the editable fields don't have a max width making them stick out.

I think it would look much better if the fields and buttons were aligned to the right 'border', this would make the fields and buttons aligned to each other on the left as well as on the right side. This would also mean that the buttons and fields are aligned with the calibrate button.

See the attached pictures to see the difference between normal and being aligned on the right side by shrinking the window.

Related issues:

Related to Emulator - Emulator Issues #12007: Qt Controller UI bindings don't...		**New**

History

#1 - 05/02/2019 07:58 PM - Miksel12

- File New.png added

I made a quick sketch.

#2 - 08/15/2019 04:07 PM - Silent

Aligning them to right looks good to me. You PR'd a fix to make fields and buttons uniform in size a while ago, but I do think aligning them to right would potentially make it look better.

#3 - 08/19/2019 01:58 PM - Miksel12

I tried to align the buttons to the right while using Qformlayout but that didn't work or look great. Qgridlayout did look great but it lacks addRow/insertRow so code wise it looks kinda ugly but I'm not a Qt expert.

#4 - 10/13/2019 02:10 AM - Billiard26

- Issue type changed from Bug to Feature request

- Priority changed from Normal to Low

- Status changed from New to Accepted

#5 - 03/10/2020 08:11 PM - Billiard26

- Related to Emulator Issues #12007: Qt Controller UI bindings don't update when controller settings window is resized added

#6 - 02/04/2021 12:33 AM - DaCodaDragon

- File Sized.PNG added

- File Align Right.PNG added

- File Align Right Wii Remote.PNG added

Silent wrote:

> Aligning them to right looks good to me. You PR'd a fix to make fields and buttons uniform in size a while ago, but I do think aligning them to right would potentially make it look better.

I am not entirely sure how I feel about this one. I've two examples set up where the windows are quite stretched out. Things look super spaced out from eachother.
  Align Right Wii Remote.PNG
  Align Right.PNG

I could try a few different things. I was rather thinking about making the fields and buttons the same size.
  Sized.PNG

I feel this looks a lot more pleasing to the eye having things more lined up with eachother. It might be too cluttered for some though. We could potentially add more spacing between the text and the widget but still make fields and buttons uniformly sized?

#7 - 02/04/2021 02:20 AM - Miksel12

Like I said a year ago, mappings currently use Qformlayout which is quite inflexible. A layout like Qgridlayout is much more flexible.

Files

Normal.PNG	55.3 KB	05/02/2019	Miksel12
Aligned.PNG	45 KB	05/02/2019	Miksel12
New.png	48.4 KB	05/02/2019	Miksel12
Align Right Wii Remote.PNG	43.9 KB	02/04/2021	DaCodaDragon
Align Right.PNG	49.5 KB	02/04/2021	DaCodaDragon
Sized.PNG	52.1 KB	02/04/2021	DaCodaDragon