

Selection filter

Objective

Selection filter is an aid to limit the selected item set to a particular item type. It could greatly improve the Object Inspector practicality, but even on its own it will be a useful extension.

Implementation

Model

Extend the SELECTION_TOOL class:

- Add methods to manage filters (ApplyFilter(std::function<bool(const BOARD_ITEM&), ClearFilters()).
- Data sets to keep the original & filtered selection. Alternatively: create custom iterators that return next object depending on whether it matches the selected criteria.
- Methods to access the filtered set (by default) and the original set.

User interface

In the legacy canvas Selection Filter dialog is shown everytime an area is selected. Instead, we could have a panel that allows filtering the current selection by either type or layer, so the user does not have to deal with the dialog, when it is not necessary.

To minimize the occupied space, the panel could have a combo box containing check boxes to decide which object types and layers the user is interested in.

Changing the criteria should not change the original selection set. It means that if a set of items was excluded due to a certain criterion, the set should be reselected again when the criterion is disabled.

Tom has designed a [dialog](#) that could be used here.