

QGIS Application - Bug report #19911

The vertex editor is not synchronized with vertex movements in edit mode

2018-09-21 11:23 AM - Alain FERRATON

Status: Closed	
Priority: Normal	
Assignee: Loïc BARTOLETTI	
Category: Editing	
Affected QGIS version: 3.3(master)	Regression?: Yes
Operating System: windows 10	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: fixed/implemented
Crashes QGIS or corrupts data: No	Copied to github as #: 27735
Description	
<p>With QGIS 2 the vertex editor was synchronized (highlighting of vertex coordinates) with the selection and modification movements of vertices.</p> <p>This is no longer the case under QGIS 3.</p> <p>It is also impossible to specify in the editor, the coordinates of a new vertex because the editor is not updated in real time. see Attachment.</p>	
Related issues:	
Related to QGIS Application - Bug report # 17806: [Digitizing] Selected verti...	Closed 2018-01-05
Related to QGIS Application - Bug report # 17243: QGIS 3 vertex editor problems	In Progress 2017-10-04

History

#1 - 2018-09-21 12:33 PM - Regis Haubourg

- Regression? changed from No to Yes

Confirmed here in 3.2 and master

#2 - 2018-09-21 01:07 PM - Harrissou Santanna

- Related to Bug report #17806: [Digitizing] Selected vertices in the map canvas are not shown in the Node editor panel added

#3 - 2018-09-21 01:22 PM - Harrissou Santanna

- Related to Bug report #17243: QGIS 3 vertex editor problems added

#4 - 2018-10-19 09:56 AM - Regis Haubourg

- Assignee set to Loïc BARTOLETTI

PR submitted <https://github.com/qgis/QGIS/pull/8032>

I'm affecting Loïc, but Denis, I you are on it also, feel free to reassign.

#5 - 2018-10-23 06:48 PM - Regis Haubourg

the above PR has been merged, thank Loic!

I confirm it solves the update of coordinates in the editor panel.

I find some strange behavior, that maybe deserve another issue:

- selecting the first node of a polygon from the vertex editor panel does not appear on screen, because last vertex is displayed above. This is surprising, but minor

- select some nodes at once with SHIFT key is OK and in sync with canvas selection. But holding shift to add vertices to a selection list does not add them to the map highlight, only the last selected vertex appears in blue.

Should I raise another issue?

#6 - 2018-10-24 06:32 AM - Loïc BARTOLETTI

Regis Haubourg wrote:

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- select some nodes at once with SHIFT key is OK and in sync with canvas selection. But holding shift to add vertices to a selection list does not add them to the map highlight, only the last selected vertex appears in blue.

Should I raise another issue?

Yes please

#7 - 2018-12-12 11:30 AM - Loïc BARTOLETTI

- Status changed from Open to Closed

- Resolution set to fixed/implemented

#8 - 2019-02-19 08:11 AM - Bernhard Ströbl

Loïc BARTOLETTI wrote:

Regis Haubourg wrote:

Should I raise another issue?

Yes please

@Regis Haubourg: Did you file a new ticket for this? I am still experiencing this behaviour in master.

Files

2018-09-21_11h16_43.png	32.9 KB	2018-09-21	Alain FERRATON
2018-09-21_11h21_09.png	40.3 KB	2018-09-21	Alain FERRATON