

## 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

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b> Loïc BARTOLETTI	
<b>Category:</b> Editing	
<b>Affected QGIS version:</b> 3.3(master)	<b>Regression?:</b> Yes
<b>Operating System:</b> windows 10	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 27735
<b>Description</b>	
<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>	
<b>Related issues:</b>	
Related to QGIS Application - Bug report # 17806: [Digitizing] Selected verti...	<b>Closed</b> <b>2018-01-05</b>
Related to QGIS Application - Bug report # 17243: QGIS 3 vertex editor problems	<b>In Progress</b> <b>2017-10-04</b>

#### 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:

*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?*

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