

# QGIS Application - Bug report #1058

## Some UI fixes in Options dialog

2008-05-05 05:14 AM - shader -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b> Digitising	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 11118

### Description

In Options->Digitizing dialog input fields "Default Snapping Tolerance" and "Search radius for vertex edits" has 2 decimals precision that in some cases is insufficient.

The 5 decimals precision should be sufficient for most practical cases - its about 1 meter distance on Earth ellipsoid. This may be fixed by following patch

### History

#### #1 - 2008-05-07 01:03 AM - Marco Hugentobler

- Resolution set to fixed
- Status changed from Open to Closed

Applied to svn commit:713079c7 (SVN r1059). Thanks!

Marco

### Files

qgis-0.10-alt-fix-tools-precision.diff	779 Bytes	2008-05-05	shader -
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