

QGIS Application - Bug report #1058

Some UI fixes in Options dialog

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

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

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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