

QGIS Application - Bug report #12940

Advanced digitizing doesn't work when coordinates are given

2015-06-11 07:33 AM - Jérôme Guélat

Status: Closed	
Priority: High	
Assignee:	
Category:	
Affected QGIS version: 2.8.2	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 21020
Description	
<p>It is currently impossible (QGIS 2.8.2) to use the new advanced digitizing tool to digitize a normal square. I'm using the following workflow:</p> <ol style="list-style-type: none">1. Create a new layer (shapefile or virtual layer)2. Activate advanced digitizing3. Create the first vertex: press x, write 0, lock with Enter, then press y, write 0, lock with Enter, click to create the vertex4. Create the second vertex: press x, write 1, lock with Enter, then press y, write 0, lock with Enter, click to create the vertex5. Try to create the third vertex: press x, write 1, lock with Enter, then press y, write 1, lock with Enter, click to create the vertex <p>The third vertex is always wrongly created at coordinates (1,0) instead of (1,1), which creates a geometry error since 2 vertices are identical.</p>	

Associated revisions

Revision 646b445b - 2015-06-18 05:54 AM - Martin Dobias

Fix locking logic with X,Y locked and soft locks to angle (fixes #12940)

Revision be0dae19 - 2015-07-07 06:02 PM - Martin Dobias

Fix locking logic with X,Y locked and soft locks to angle (fixes #12940)

(cherry picked from commit 646b445bf799daf4bc2a09b88bc6b6f2dc51d545)

History

#1 - 2015-06-17 08:56 PM - Martin Dobias

- Status changed from Open to Closed

Fixed in changeset commit:"646b445bf799daf4bc2a09b88bc6b6f2dc51d545".