

QGIS Application - Bug report #13201

Snapping options are not working.

2015-08-10 10:36 AM - Mikhail Tchernychev

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Digitising	
<b>Affected QGIS version:</b>	master	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 21262
<b>Description</b>		
<p>Hi,</p> <p>I was playing with QGIS manual and came across the following issue.</p> <p>Here are steps to re-produce:</p> <ol style="list-style-type: none"><li>1. Create new polygon layer, add any polygon, save layer.</li><li>2. Create second polygon layer, start editing it and adding new feature.</li><li>3. Enable advanced snap to first layer vertexes. Select tolerance say 1 or 2 map units</li><li>4. As you can see, program snaps to vertexes and new polygon is being created.</li><li>5. Complete editing by right mouse click. You are prompted to enter polygon's attributed. At the same time new polygon disappears from the screen, and apparently blank feature is created.</li></ol> <p>I tried both development and released version under windows, and development version under Linux. Both shows the same, but windows version may crash with mini-dump.</p> <p>I hope it helps,</p> <p>Best Regards</p> <p>Mikhail</p>		

History

#1 - 2015-10-13 10:27 AM - Saber Razmjooei

- Status changed from Open to Feedback
- Category set to Digitising

I can't reproduce your problem. I can see, the newly added feature disappears from the canvas while filling the attribute table. But once you press OK it appears on the map and your attribute table.

#2 - 2015-10-13 12:31 PM - Mikhail Tchernychev

Agree. Something has changed. It use to create blank feature, but now indeed polygon is there.

Thank you

Mikhail

#3 - 2015-12-20 10:08 AM - Giovanni Manghi

- Resolution set to invalid
- Status changed from Feedback to Closed